Master Project Software Engineering: Team-based Development WS 2012/13

Informative Meeting, July 19th, 2012

Anne Groß

anne.gross@informatik.uni-kl.de

Tel.: 0631 6800 2104

© Fraunhofer IESE

AG·SE

Fraunhofer IESE

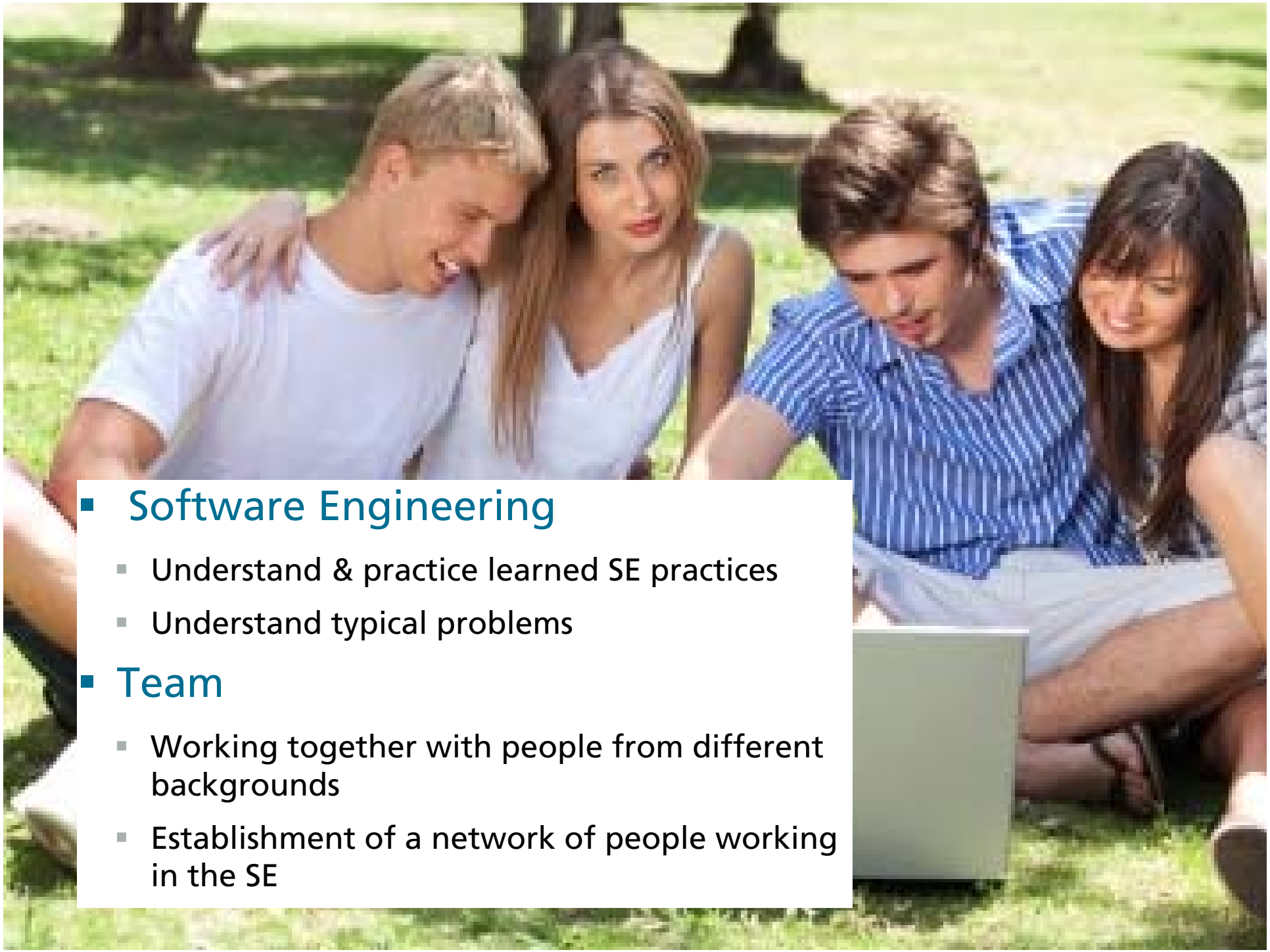
Agenda

- Learning Objectives
- Previous Projects
  - Results
  - Organization of projects
- Dates & Workload
- Next Steps
- Discussion

© Fraunhofer IESE

Capstone Projects Learning Objectives

- "Team-based Software Engineering"
- Experience software engineering in a realistic project setting
- Real customer providing real world application scenario



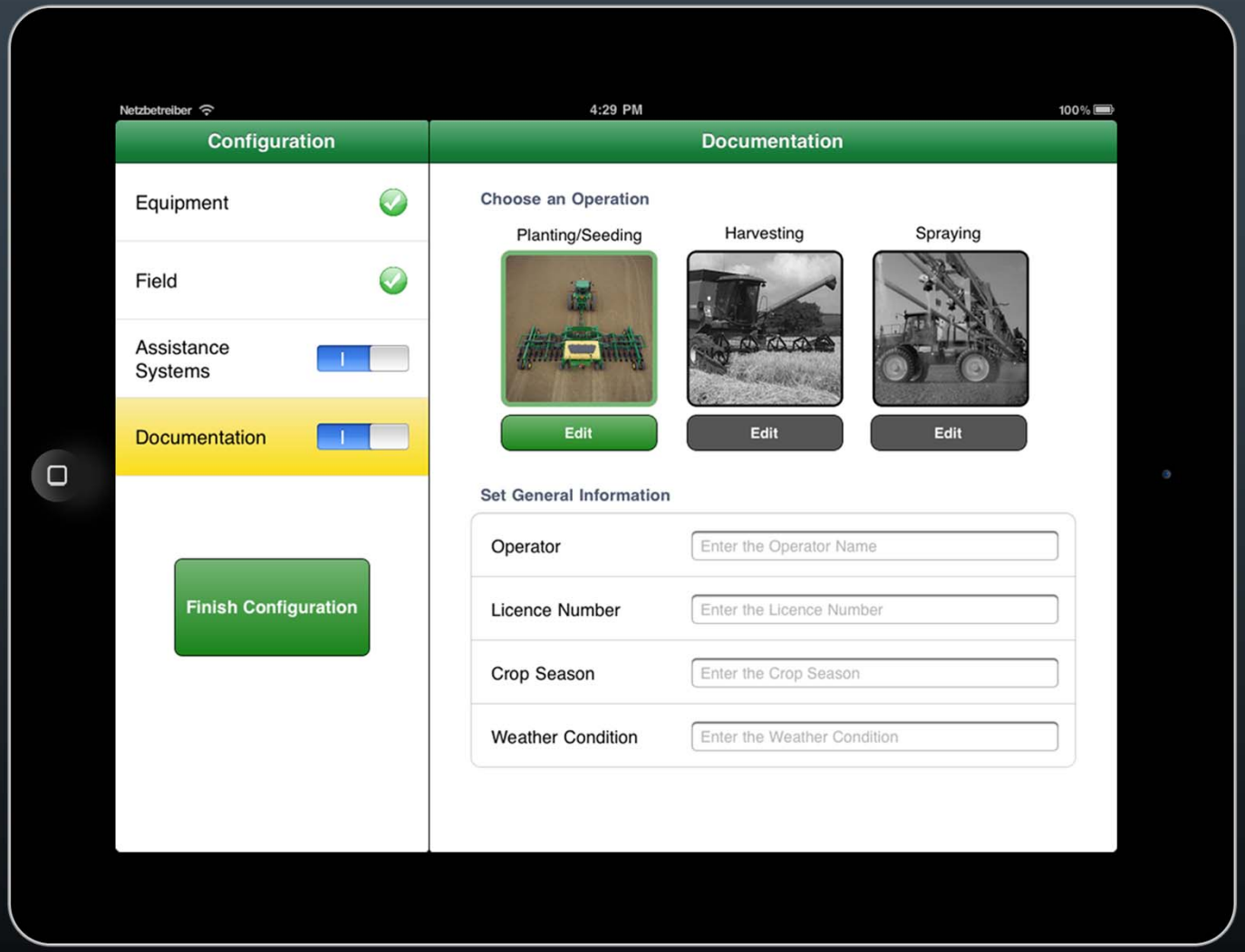
- Software Engineering
  - Understand & practice learned SE practices
  - Understand typical problems
- Team
  - Working together with people from different backgrounds
  - Establishment of a network of people working in the SE

- Customer
  - Understand & experience customer interactions
  - Satisfaction & positive feedback from customer's side
  - Deliver something interesting to the customer, given the lack of experience
  - Having the project to serve as a starting point for discussions and future work

Capstone Projects Customer “Deere & Company”

- John Deere European Technology Innovation Center (JD ETIC), Kaiserslautern
- Moline Headquarter, USA

Results Master SE 2010/11 "Mobile Configuration Assistant"

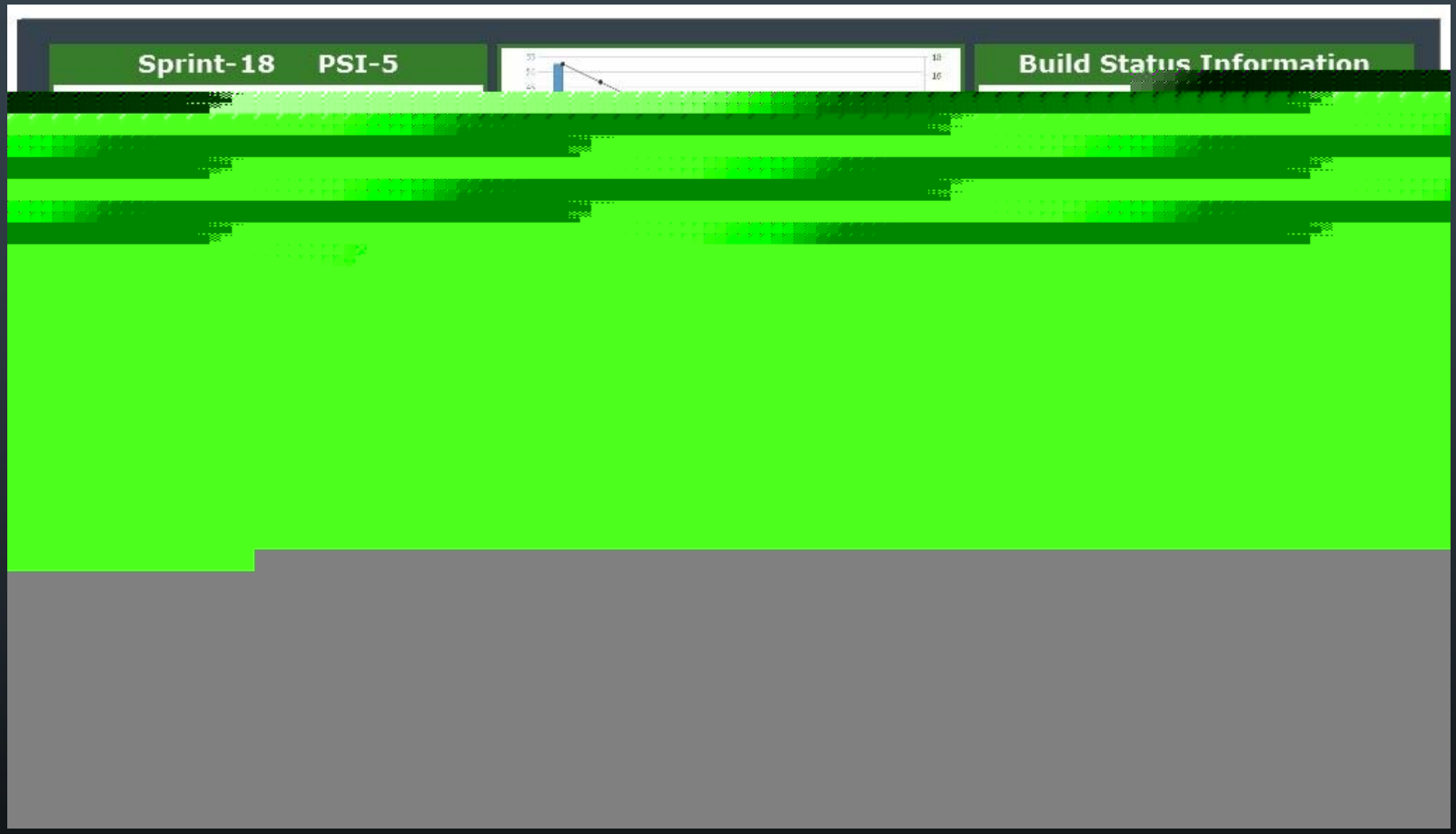


© Fraunhofer IESE

AG·SE

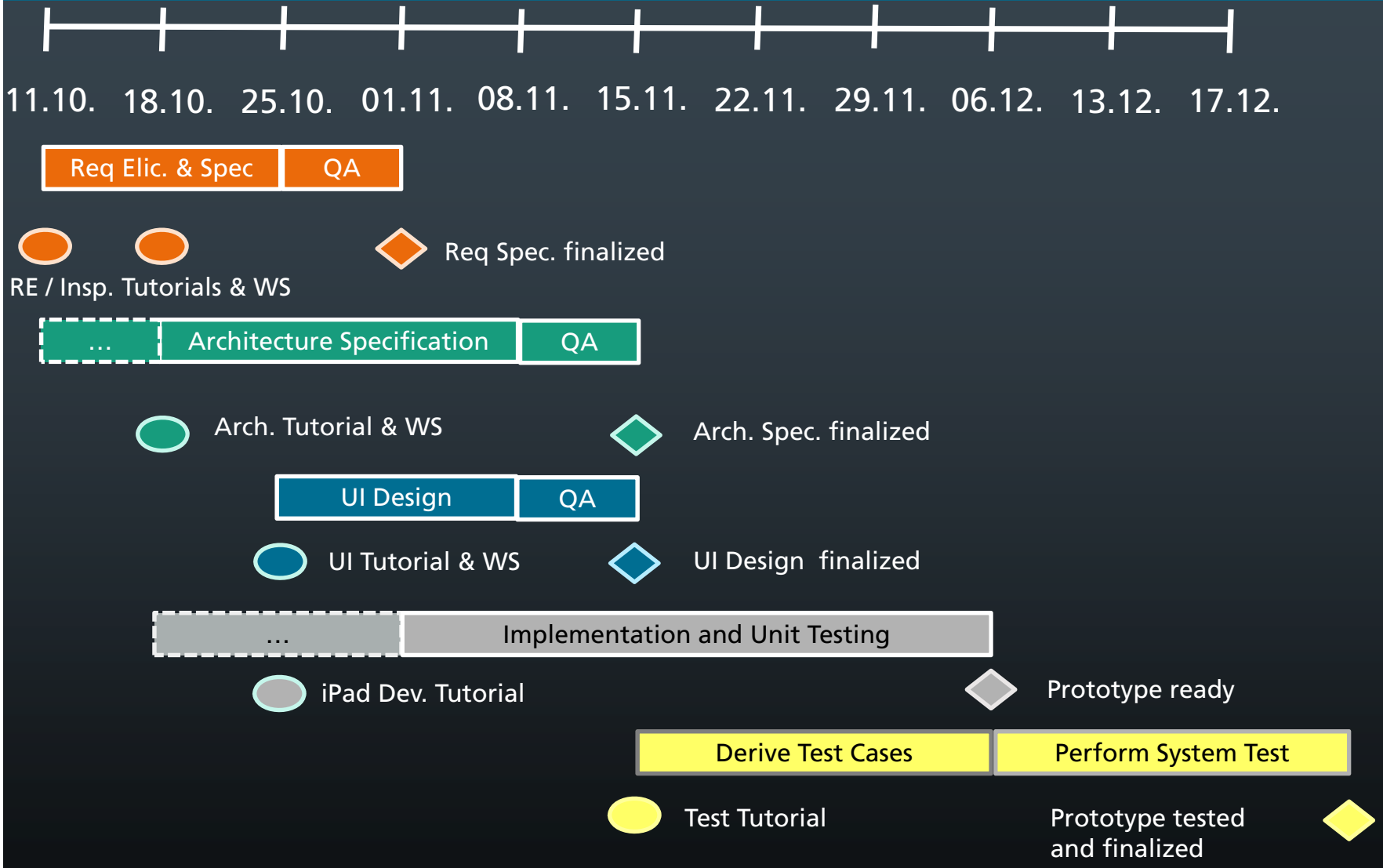
Fraunhofer IESE

Results Master SE 2011/12 “Sprint Dashboard”



© Fraunhofer IESE

Organization Project Plan 2010/11



© Fraunhofer IESE

Fraunhofer IESE

Organization Roles 2010/11

RE
UID
Testing

RE
UID
Testing

RE
UID
Testing

RE
UID
Testing

RE
UID
Testing

RE
UID
Testing

Team 1

© Fraunhofer IESE

Organization Roles 2010/11

Team 2

Arch
Implementation
Testing

Arch
Implementation
Testing

Arch
Implementation
Testing

Architecture
Implementation
Testing

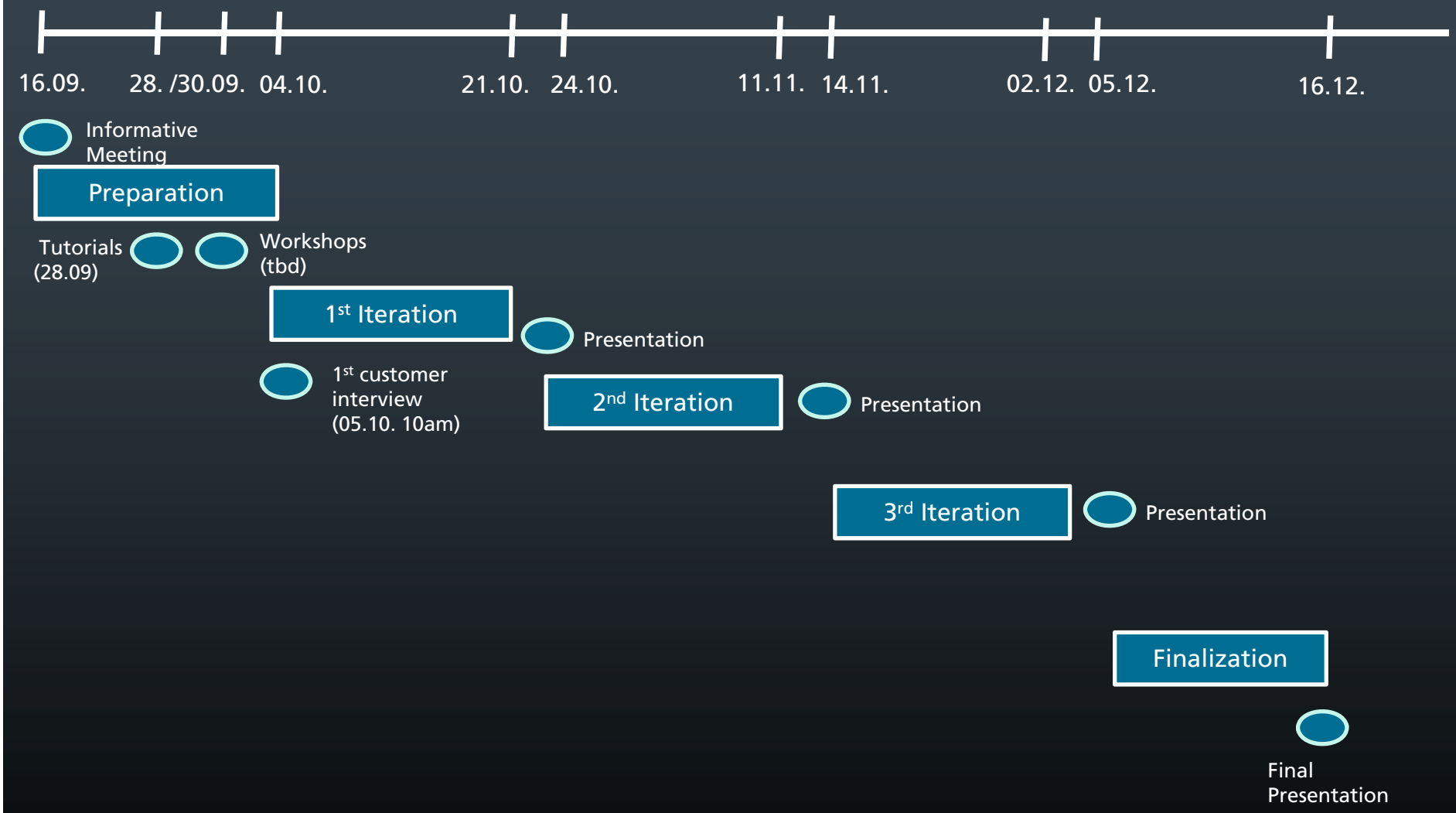
Arch
Implementation
Testing

Architecture
Implementation
Testing

Arch
Implementation
Testing

© Fraunhofer IESE

Organization Project Plan 2011/12



© Fraunhofer IESE

Fraunhofer IESE

Organization Roles 2011/12

2 Project Manager

Plan & track activities, effort estimation & tracking, risk management, requirements elicitation, …

2 Requirements Engineers

Requirements elicitation, requirements specification, change management, …

3 UI Designer

Requirements elicitation, interaction design, prototyping, evaluation, support development …

2 Architects

Requirements elicitation, architecture design and specification, change management, quality assurance …

1 Architect / Developer

architecture design, communication with developer, …

4 Developer

Component Engineering, Implementation, …

1 Tester / Developer

Test preparation, running tests, communication, quality assurance, …

2 Tester

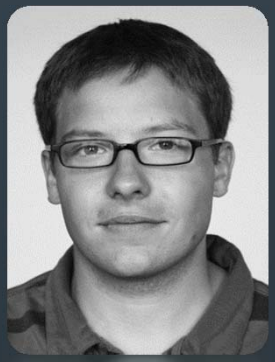
Test preparation, test documentation running tests, quality assurance, …

© Fraunhofer IESE

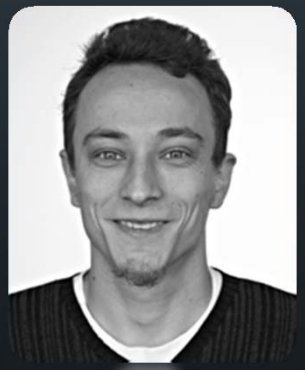
Organization Supervisors

Anne Groß
Project Coordination
(Project Management)
Requirements Engineering

Gleb Kutepov
Project Management
Architecture
Implementation



Sebastian Weber
UI / Interaction Design
Implementation



Alexander Klaus
Testing

Frank Elbertzhager
Inspection

© Fraunhofer IESE

Organization Dates & Workload

- Kick-Off in September (~14th – 19th / EMSE)
- October 1st – December 14th
- Work in Lab@ Fraunhofer IESE
- Regular Meetings / Presentations
- Final Presentation
- Workload ~240 hours

  (consider this when planning your classes!)
- 2 weeks full-time then part-time

  (you have to work until the end)

Organization Next Steps

- Tutorials available on webpage

http://wwwagse.informatik.uni-kl.de/teaching/p-team/ws2012/

- Collection of data for contract
- Discuss goals and project plan with customer (Anne)
- News will be communicated via Email and on webpage
- Next Meeting: Kick-Off

© Fraunhofer IESE

anne.gross@informatik.uni-kl.de