



CCECE 2001 Tutorial:

“How To Know What To Build Before You Develop Your System”

Date: Sunday May 13, 2001
Time: 1:00 PM – 5:00 PM
Place: Delta Chelsea Hotel
 Downtown Toronto,
 Ontario, Canada
Student Fee: \$ 50
Member Fee: \$ 75
Non-Member Fee: \$150



Dr. Armin Eberlein - Dipl.-Ing. (FH), MSc, PhD is an Associate Professor and the Director of the Software Engineering Program in the Department of Electrical and Computing Engineering at the University of Calgary.

He teaches courses in requirements engineering, software engineering, project management and software reliability and testing. He is also a Co-Director of the Alberta Software Engineering Research Consortium (ASERC). His research focuses on the application of artificial intelligence to requirements engineering, and the development of well-defined software engineering processes. Dr. Eberlein has authored his own development methodology to support all phases of the software development life cycle based on a three-dimensional framework for requirements engineering. Dr. Eberlein has previously been employed by Siemens and has consulted for several companies in the UK and Canada.

Objectives:	<p>After taking this tutorial, the participant will</p> <ul style="list-style-type: none"> • have an understanding of requirements engineering processes • have learned techniques and tools that provide assistance for requirements engineering • know how to write a good requirements specification
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Topic This tutorial addresses the early life cycle of system development and its effect on later stages in the life cycle. It will show the crucial importance of requirements engineering to project success. The requirements engineering process will be introduced together with the activities involved, such as requirements elicitation, analysis, documentation, validation and management. The tutorial will focus on techniques that can be used to improve each one of these stages. The techniques include stakeholder identification and profiling, interviewing, traceability techniques, reviews, requirements testing, requirements management, requirements change, tools, prototyping, etc. Emphasis will also be placed on how to handle non-functional quality requirements.

Tutorial Pre-requisites: Basic experience in software product development

Tutorial Audience: people who want to know more about the early development life cycle phases

Registration

Please, Fill All
 Applicable Fields
 And Fax to:
(905) 628-9554
 or email to:
c.lowell@ieee.org

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