

From Design to Tools

Process Modeling and Enactment with PDE and PET

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Agenda

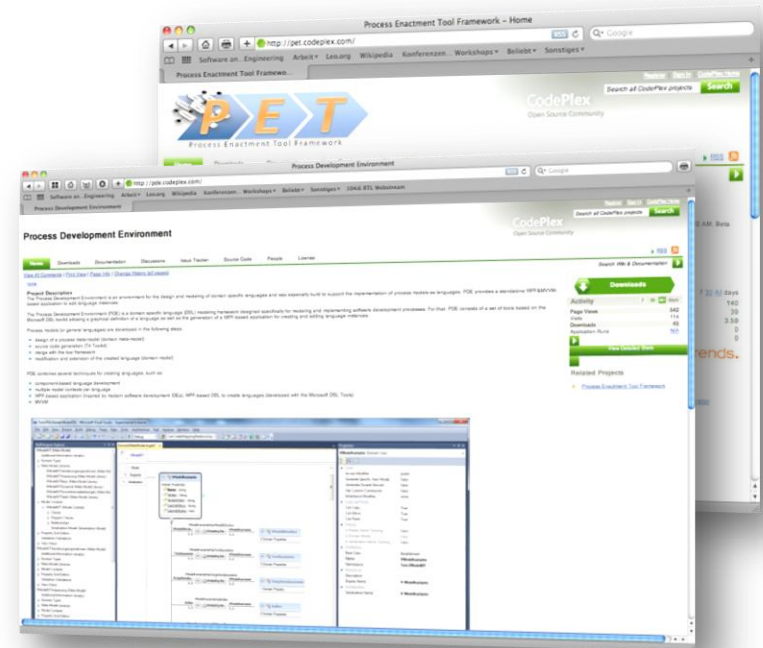
- Overview: PDE & PET
- Background
- Academic Development at TUM's CC Development Processes
- Lessons Learned & Future Work

Overview: PDE & PET

All projects hosted on



- PDE
 - *Process Development Environment*
 - Online: <http://pde.codeplex.com/>
 - Stats: v0.9, 204 Visits, 83 Downloads
- PET
 - *Process Enactment Tool Framework*
 - Online: <http://pet.codeplex.com>
 - Stats: v1.2, 3292 Visits, 1261Downloads



Background

- Background: Process Engineering & Consulting
 - Focus: Development Process Models
 - Projects: Industry & Government Services → V-Modell® XT
- Driver for Tool Development
 - Experiences from Projects → PET: feedback-driven tool
 - Ease internal work → PDE: originally planned for optimized editing
- Initiation of Transfer-Feedback-Cycles
 - Provide partners with our tools
 - Collect feedback from partners



Our tools are more than „academic toys“.

Academic Development at TUM – Challenges

Challenges in tool development since 2006



C1: How do we find students?



C2: How to reduce student fluctuation?



C3: How to transfer tasks to student theses?



C4: How to find “qualified” students?



C5: How to control result quality?



C6: How to align team members’ goals?

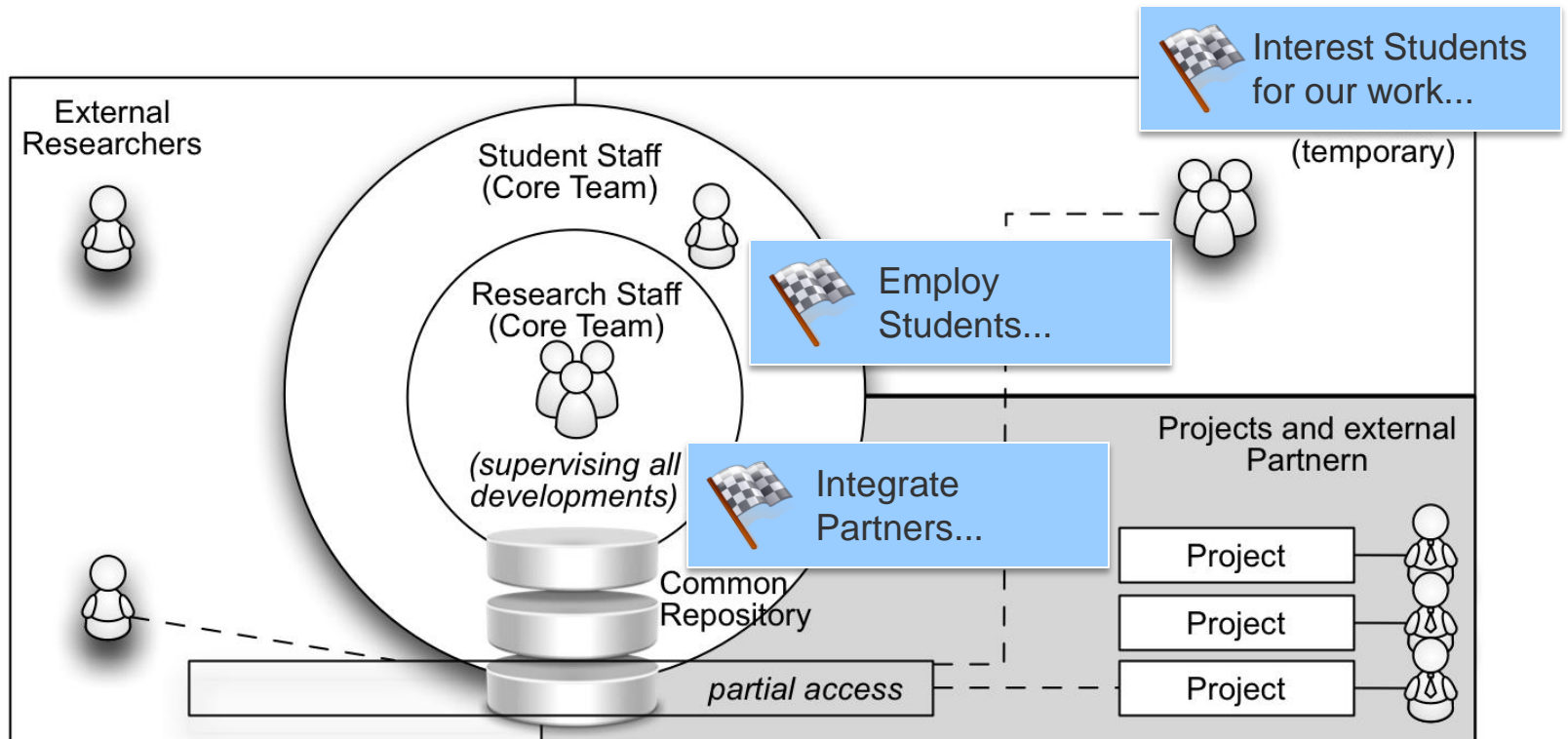


C7: How to develop a roadmap with uncertain resources?



C8: How to interest students in our technology?

Academic Development at TUM – Goals



Academic Development at TUM – Strategy

Summary

→ No conclusive answers but some practices that are working for us...

	(M1) Advertisement	(M2) Payment	(M3) Publications	(M4) Project responsibility	(M5) Central repository	(M6) One platform	(M7) Promotion	(M8) Strategy	(M9) Lectures
Finding students (C1)	X	X							
Student fluctuation (C2)		X	X	X					
Kind of student work (C3)		X							
Qualification of students (C4)						X			
Result Quality (C5)				X	X	X			
Goal congruency (C6)		X	X	X				X	
Development roadmap (C7)				X			X	X	
Technology (C8)								X	X

Lessons Learned & Future Work

Challenges in tool development and our strategy

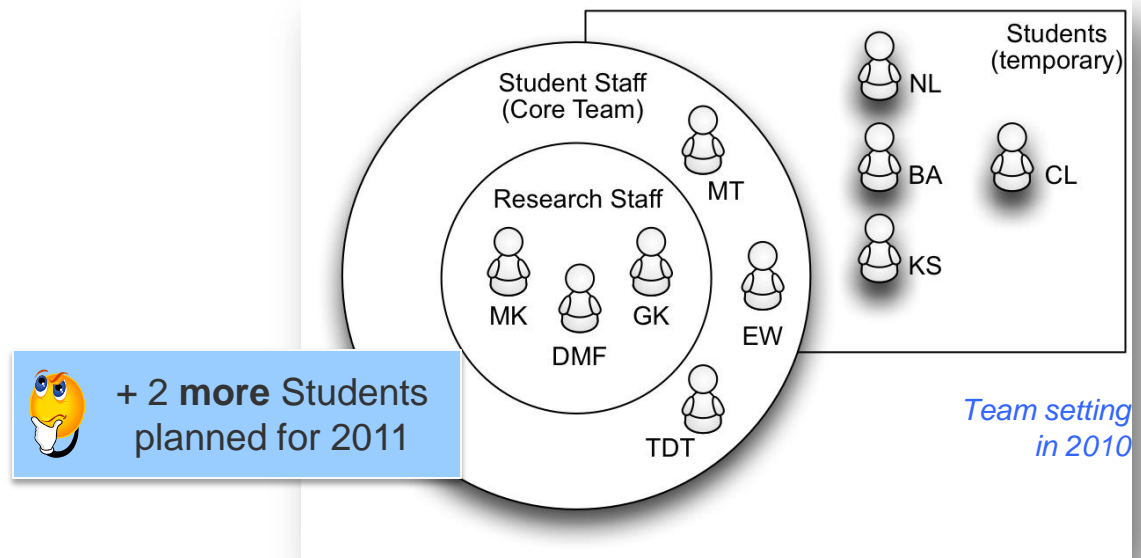
- Results of a learning process → we are aware of our situation
- We are now able to describe what we do
- Consensus between researchers and students
- All team members take responsibility for “our babies”

But: Still the [first generation](#) of the core student team...

Lessons Learned & Open Questions

Evaluation (1) – Experiences

- Measurement of (process) improvement is hard
- Results show it *works*
- Team configuration does not scale well (limited by researchers' capacities)



Lessons Learned & Open Questions

Evaluation (2) – Students

- Offline media did not work
- No feedback about “what’s wrong” with a course offering

Questions

- How do you advertise lectures?
- What kind of lecture/course is attractive to students (in other systems)?

⌚

Du willst die Kontrolle?

🔗



Master-Praktikum
Global Software Engineering
 Management of Distributed Teams

Vorbesprechung: Mittwoch 21.07.2010 11-12 Uhr in 00.11.038
 Webseite: www4.in.tum.de/lehre/glose

In diesem Projekt arbeiten Studententeams an den vier Standorten

- Hannover,
- Clausthal,
- Aachen und
- München

zusammen an einer realen Aufgabenstellung. Als Ergebnis liegt am Ende des Praktikums ein Software-Prototyp vor.

Aufgabe des Teams an der TU München ist das **Management der verteilten Entwicklungsteams**

Zu den Aufgaben gehören

- die Organisation von (virtuellen) Projekttreffen
- die Festlegung von Projektzielen und Kennzahlen
- die Kontrolle und Sicherstellung der Zielerreichung

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