

<https://github.com/wasadigi/Teaching-MSE-SoftwareEngineeringAndArchitecture>

Software Engineering & Architecture (SEA)

Introduction

Master of Science in Engineering (MSE)

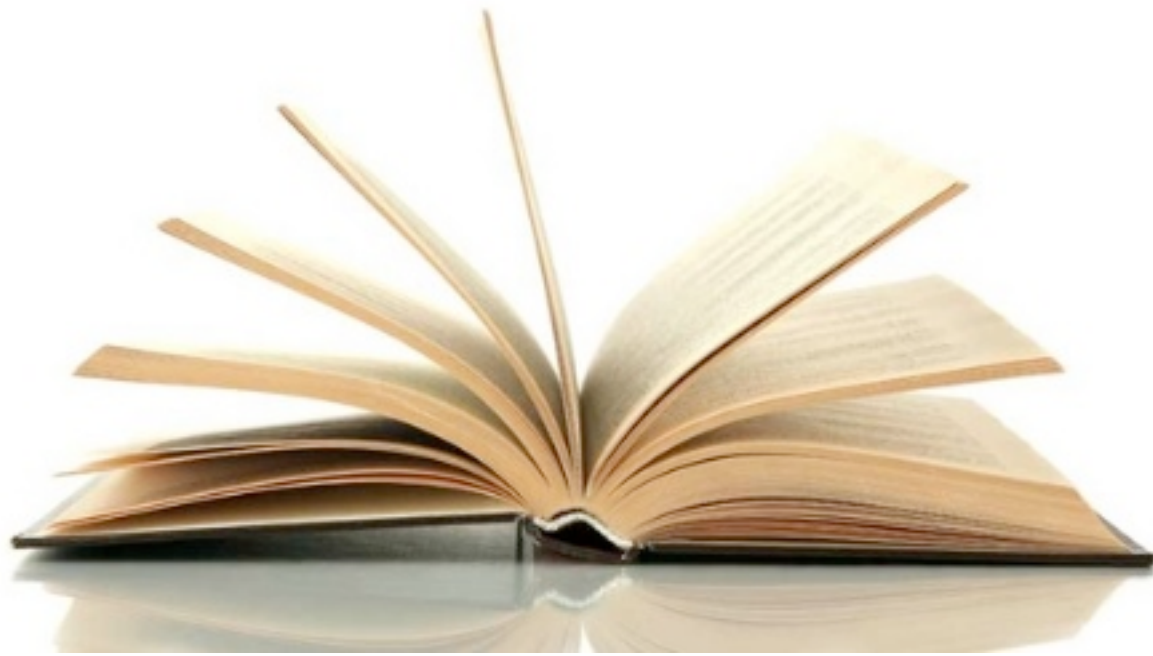
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MASTER OF SCIENCE
IN ENGINEERING

Agenda



Theory



Practice



Tools

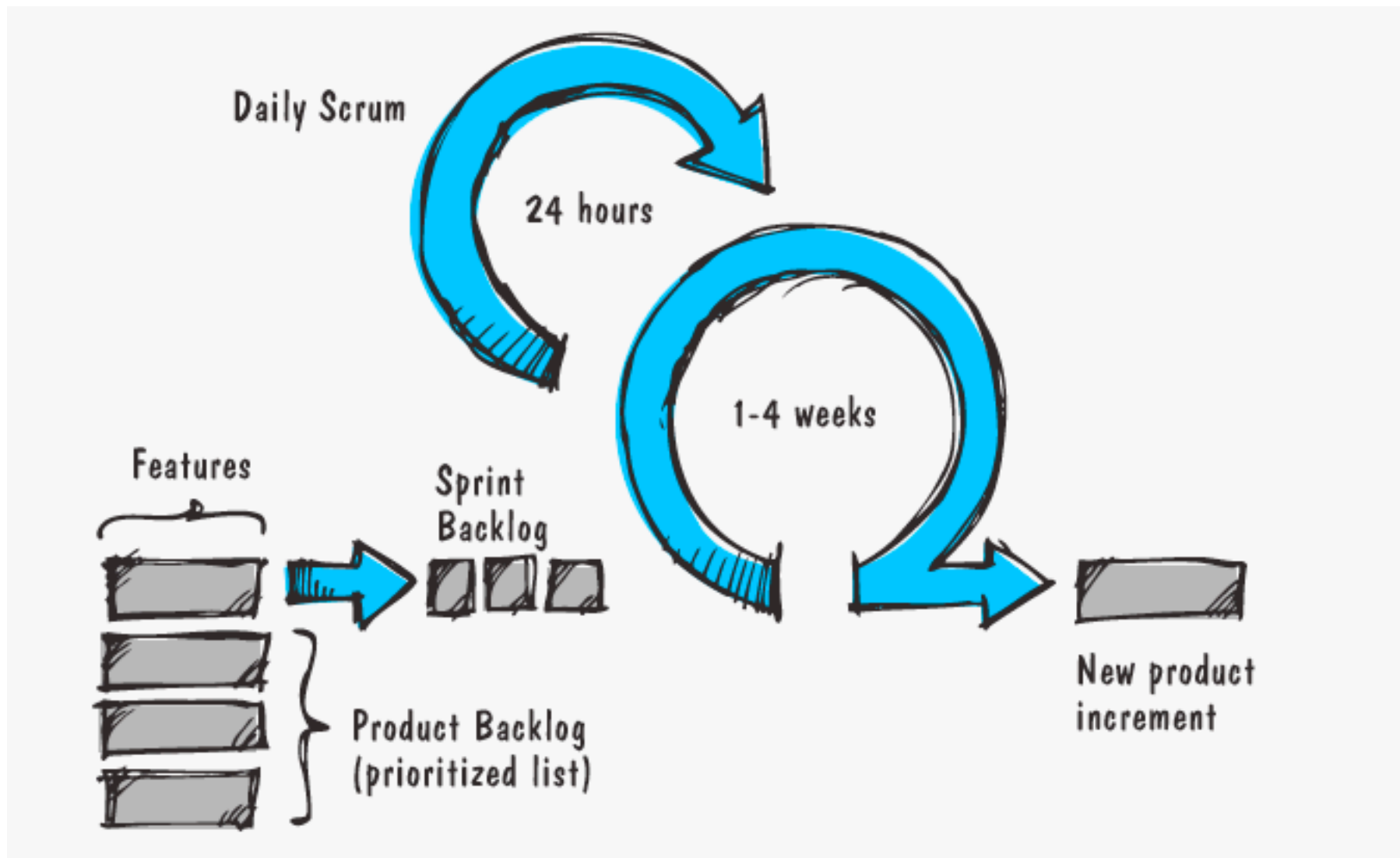
Planning

Date	Topic	Guest
25.03.2014	The Scrum Methodology	Carlo Critini (Credit Suisse), <i>From Waterfall to Scrum, in practice</i>
01.04.2014	Software Evolution	
08.04.2014	Software Reengineering	Gabriel Dinant (Lotaris), <i>Continuous Evolution in an Agile Development Team</i>
15.04.2014	Continuous Delivery	Laurent Prévost (Lotaris), <i>Building a Continuous Delivery Pipeline</i>



Date	Topic	Guest
29.04.2014	Continuous Delivery Lab	
06.05.2014	Agile Practices	Karim Mazouni and François Helg (Octo), <i>Case Studies in Agile Development</i>
13.05.2014	Behavior Driven Development (BDD). Theory and Practice.	
20.05.2014	Connecting the dots: integrating BDD and continuous delivery in a lean development process	Simon Oulevay (Lotaris), <i>Building an Integrated Test Infrastructure</i>
27.05.2014	Agile Development At Scale	Michael Stump (Scaled Agile Framework), <i>Scaling Scrum to Large Organizations</i>

Today



<http://reaktor.fi/blog/scrum/>