



Price: € 660.00 excl. VAT
Duration: 2 evening sessions incl. dinner
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Objective

After completion of this course, the participants have a global understanding of the world of software engineering, resulting in better collaboration (and optimal solutions).

Intended for

This workshop is intended for technical people who do not have a software background and want to understand a bit more about the world of software engineering.

Program

The workshop consists of two parts of 3 hours. The workshop contains several exercises to get a bit of a touch and feeling of the software engineering world. The interactive approach of the workshop enables participants sharing their own experiences, challenges and cases.

Evening 1:

5:00 PM - First half of workshop
6:30 PM - Dinner
7:30 PM - Start second half of workshop
9:00 PM - End

Evening 2:

5:00 PM - First half of workshop
6:30 PM - Dinner
7:30 PM - Start second half of workshop
9:00 PM - End

Intro

In the High Tech Industry a lot of projects have a multidisciplinary character. People from different disciplines have to work together closely to create optimal solutions, making $1 + 1 = 3$.

Multidisciplinary teamwork means understanding “just enough” about what the other is doing, what kind of world he/she is living in. Especially for engineers designing real tangible stuff it is not easy to understand how the abstract software world looks like. But at the same time, the amount of software in complex systems is growing rapidly.

The workshop focusses on machine control: situations where software controls the behaviour of the machine and makes the system alive. So it includes topics like embedded and real-time software and error handling. But also several general software topics are covered, e.g. the difference between programming and software engineering, software deployment and the software life cycle.

Trainers

Nico Meijerman MSc