

hci

engineering

architecture

software

aspects

**SE@MTL**  
**Nov 25th 2022**

model

system

analysis

se

design

testing

language

documentation

safety

ai

knowledge extraction

mde

management

services

human

mobile

reliability

mlopstools

msr

variability

sports

dependency

quality

iot

verification

behaviour chatbots

driven

domain

maintenance

code

generate

restful

program

static

user

dsmls

certifiability

sustainability

game

ecosystem devops

self

re

mission

mining

machine

cyber

uncertainty

large

privacy

developer

transformation

specific

requirements

planned

bpm

modernization physical

usability

video

generation

specification

ml

sbse

development

SE@MTL

Nov 25th 2022

aspects

algorithms

application

adaptable

recommendation

reuse

centered

learning

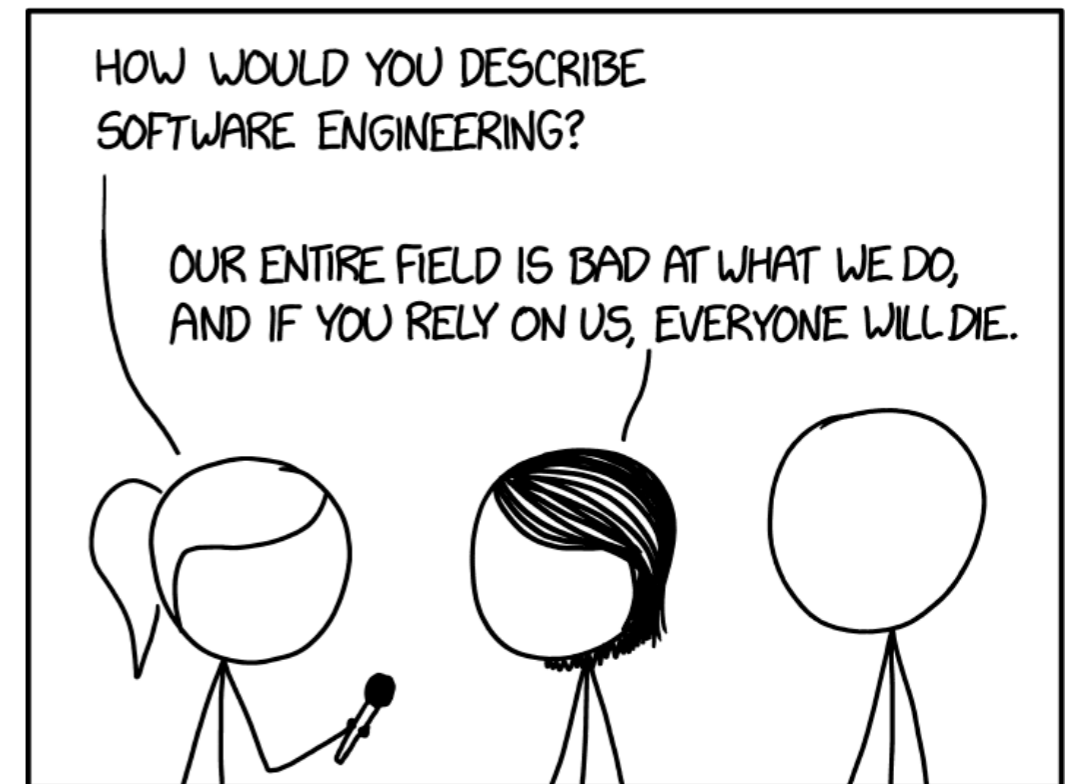
apps

evolution

dependency

# ON THE MENU

- 3:30-3:55: **Keynote by Martin Robillard:**  
Staying Alive: Managing an Open-Source Project in a University Context
- 3:55-4:00: **Lightning talk 1: Aren Babikian**  
Concretization of Abstract Traffic Scene Specification
- 4:00-4:05: **Lightning talk 2: Marianick Benoit**  
Experience of being a woman in SE
- 4:05-4:10: **Lightning talk 3: Mathieu Nassif**  
Software Documentation
- 4:10-4:20: **Common talk: COMP-361 SE Undergrads**  
Real-world SE troubles of young engineers
- 4:20-5:00: **Coffee Break** + Thematic **Speed Dating**
- 5:00-5:30: **Social Event**



# KEYNOTE

**Martin Robillard**

*Staying Alive: Managing an Open-Source Project in a University Context*

# LIGHTNING TALK I

**Aren Babikian**

*Concretization of Abstract Traffic Scene Specification*

# LIGHTNING TALK 2

**Marianick Benoit**

*Experience of being a woman in SE*

# LIGHTNING TALK 3

**Mathieu Nassif**

*Software Documentation*

# COMMON TALK

## **COMP-361 (Software Engineering Project) Undergrads**

*Real-world SE troubles of young engineers*

# COURSE BACKGROUND

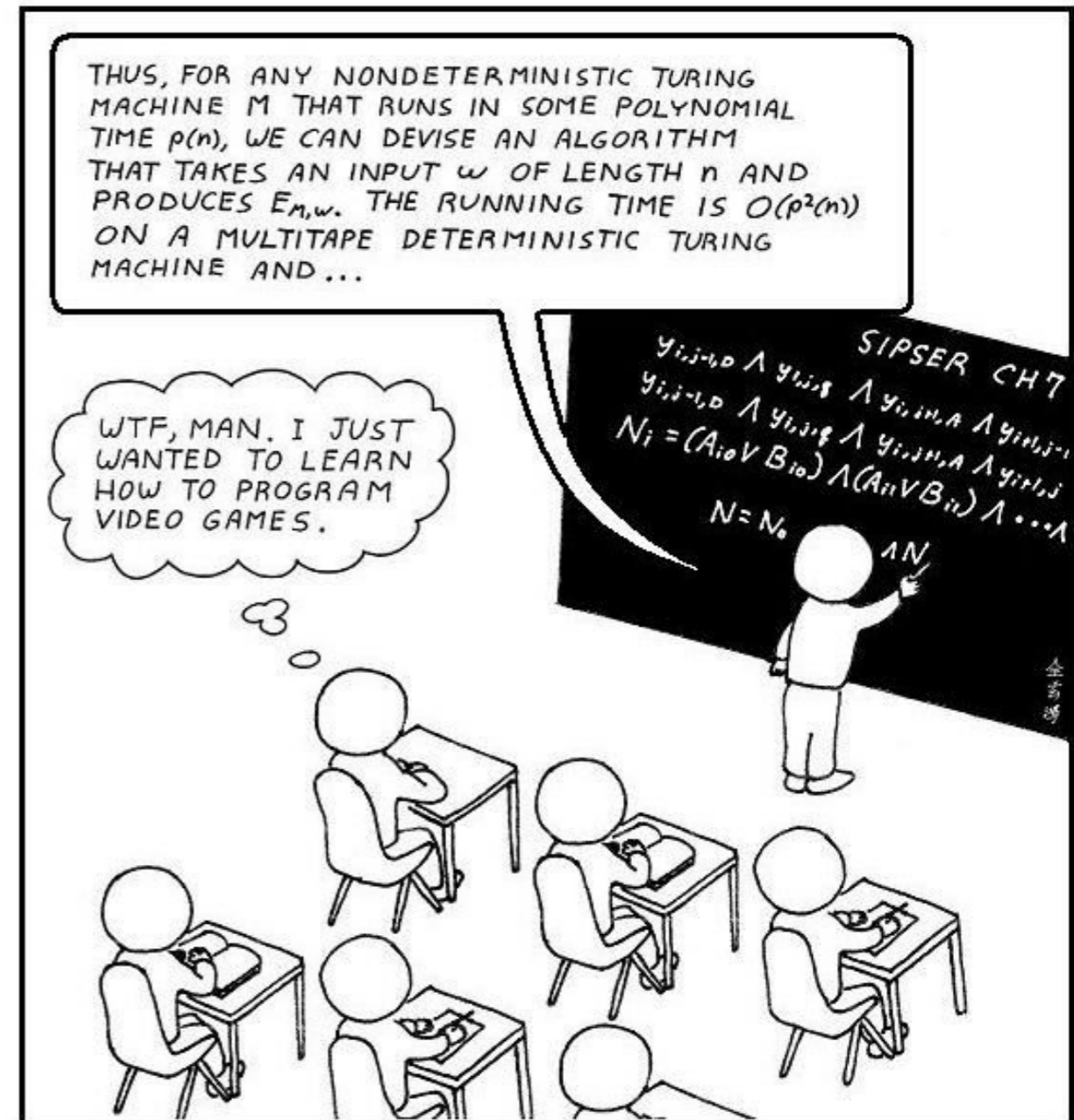
- ~100 Students, Teams of 6
- Simulation of SE project, 8 Milestones, MDE
- Board Game Context
  - Informal Specifications
- Huge technological Stack
  - Networking: Client Server + REST
  - Build Systems, Git, Linters, Containers
  - Free frontend choice





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- ~100 Students, Teams of 6
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# MILESTONES

- M1: User Interface Sketch
- M2: Use Case Models
- M3: User Interface Demo
- M4: Requirements Models
- M5: Network Demo
- M6: Design Models
- M7: Demo
- M8: Acceptance Test

# CHALLENGES

- Team Diversity (Skills & Experience)
- Communication & Deadlines
- Technology Stack
  - Git
  - REST
  - Maven + Checkstyle

# SPEED DATING

**TBA**