Multi-Objective Embedded Systems design, based on CAFCR

by Gerrit Muller       Buskerud University College
                  e-mail: gaudisite@gmail.com
                  www.gaudisite.nl

Abstract

The course Multi-Objective Embedded Systems Design, based on the CAFCR-views, is described. The program existing of 10 modules is described. The course format, iterating theory, illustration and interaction is explained. The course heavily emphasizes the practical application of the method. In every module the theory is applied on the participants products. Teams of 4 participants with the same background apply the method on their own product and report the results.
Complementing Forms

Theory
- dull
- passive

Insight

Practical Illustration
- vivid
- passive

Interaction
- vivid
- active

Spin-off:
- cross-fertilization

Abstraction

Exercise

Multi-Objective Embedded Systems design, based on CAFCR

version: 0.1
March 6, 2013
Gerrit Muller

TheoryIllustrationInteraction
<table>
<thead>
<tr>
<th>Time</th>
<th>Lecture</th>
<th>Interaction</th>
<th>Interaction</th>
<th>Exercise</th>
<th>Presentation and Discussion</th>
<th>General Feedback &amp; Interaction</th>
</tr>
</thead>
<tbody>
<tr>
<td>8:30</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12:30</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13:15</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17:15</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
## Course Program

<table>
<thead>
<tr>
<th>Session</th>
<th>Subject</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Method overview</td>
</tr>
<tr>
<td>2</td>
<td>Functional View</td>
</tr>
<tr>
<td>3</td>
<td>Customer Views</td>
</tr>
<tr>
<td>4</td>
<td>Design Views</td>
</tr>
<tr>
<td>5</td>
<td>Story telling</td>
</tr>
<tr>
<td>6</td>
<td>Qualities</td>
</tr>
<tr>
<td>7</td>
<td>Customer Views (2)</td>
</tr>
<tr>
<td>8</td>
<td>Functional View (2), Cases</td>
</tr>
<tr>
<td>9</td>
<td>Design Views (2)</td>
</tr>
<tr>
<td>10</td>
<td>wrap up</td>
</tr>
</tbody>
</table>
Please write your questions/remarks/statements on yellow stickers and attach them at the end on the P-flip. 
*These will be used in the interactive section for discussion and to increase insight.*

Short clarification questions are welcome, 
*Discussion will take place in the interactive part.*

Stupid questions don’t exist. Learning is based on **safe** and **open** interaction. 
*Very individual-oriented questions can be referred to a break or after the session.*
Rules of the Interactive and the Practice Part

- Your contribution is essential.
- Don’t monopolize the time. Everyone, also the quiet people, should have the opportunity to contribute.
  *The facilitator will intervene if the contribution is limited to a small group of participants.*
- Respect the contribution of others.
  *Opinions can’t be wrong, difference of opinion is normal and called pluri-formity.*
- The course format is highly experimental and based on improvisation, constructive proposals are welcome.
  *It is your course! Regular evaluations will give the opportunity to influence the rest of the course.*
Please write your name and expectations with a marker on one A4 page.

Describe your expectations as one-liner or in a few keywords.

These pages will be displayed on the wall of the room.

At the end of the course we will look back on these expectations, with the purpose of two-way learning.