

# Course Execution Architecture

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## Abstract

The course Execution Architecture (EA) is described. The program existing of 2 modules and 3 feedback and plan sessions is described. The course format, based mostly on hands on work in real products being created, is explained.

The course execution architecture is a joint effort of Ton Kostelijk and Gerrit Muller.

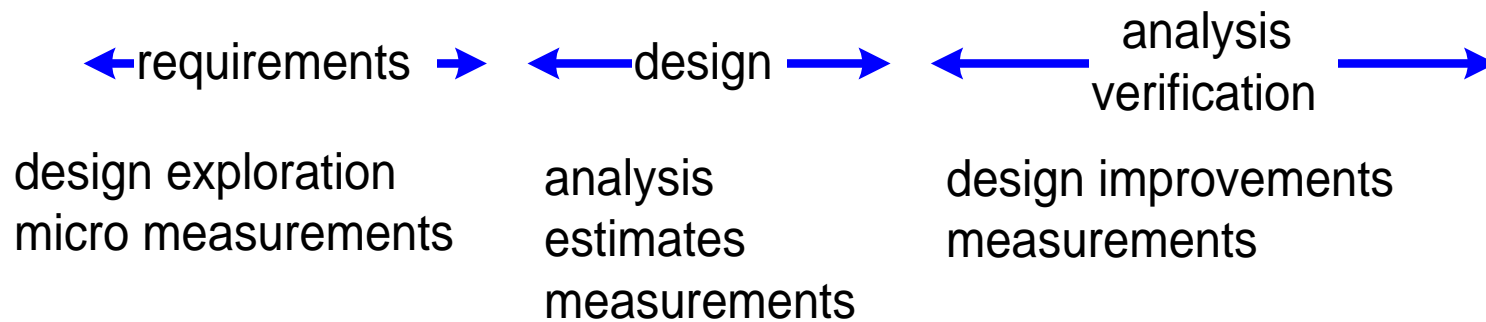
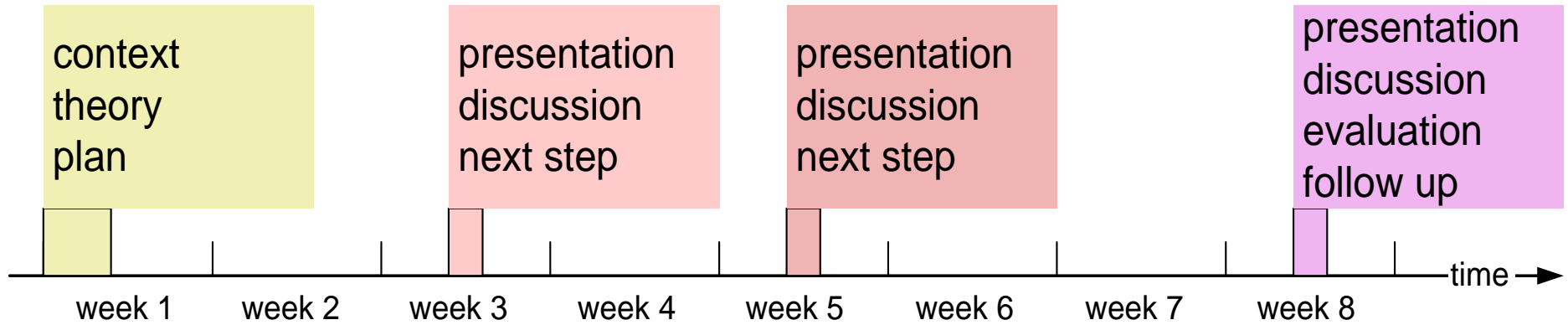
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# Course Program



# Rules of the Broadcast Part

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- 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

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- 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 plurality.*

- 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.*

# Evaluation of the Expectations

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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.