

# SESA Course Systems Architecting

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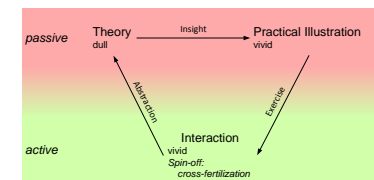
## Abstract

This article describes the course Systems Architecting. The course is set up to make the art of system architecting more accessible. The course will address a wide spectrum of issues in relation with system architecture, such as: Processes, Business, Role and task of the system architect (team), Roadmapping, System Architect toolkit, Technical, Skills, and Psycho Social

### Distribution

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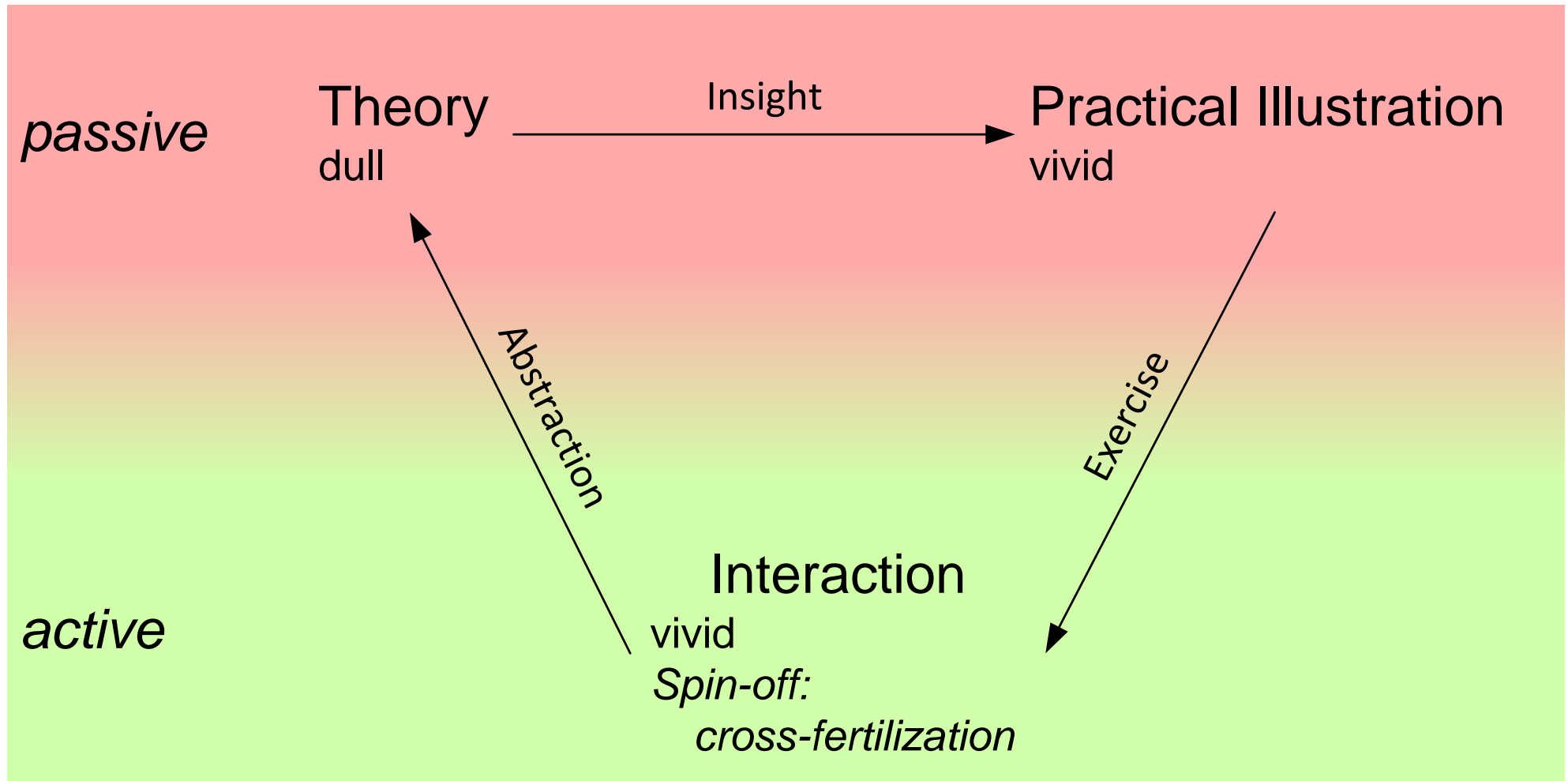


# Program

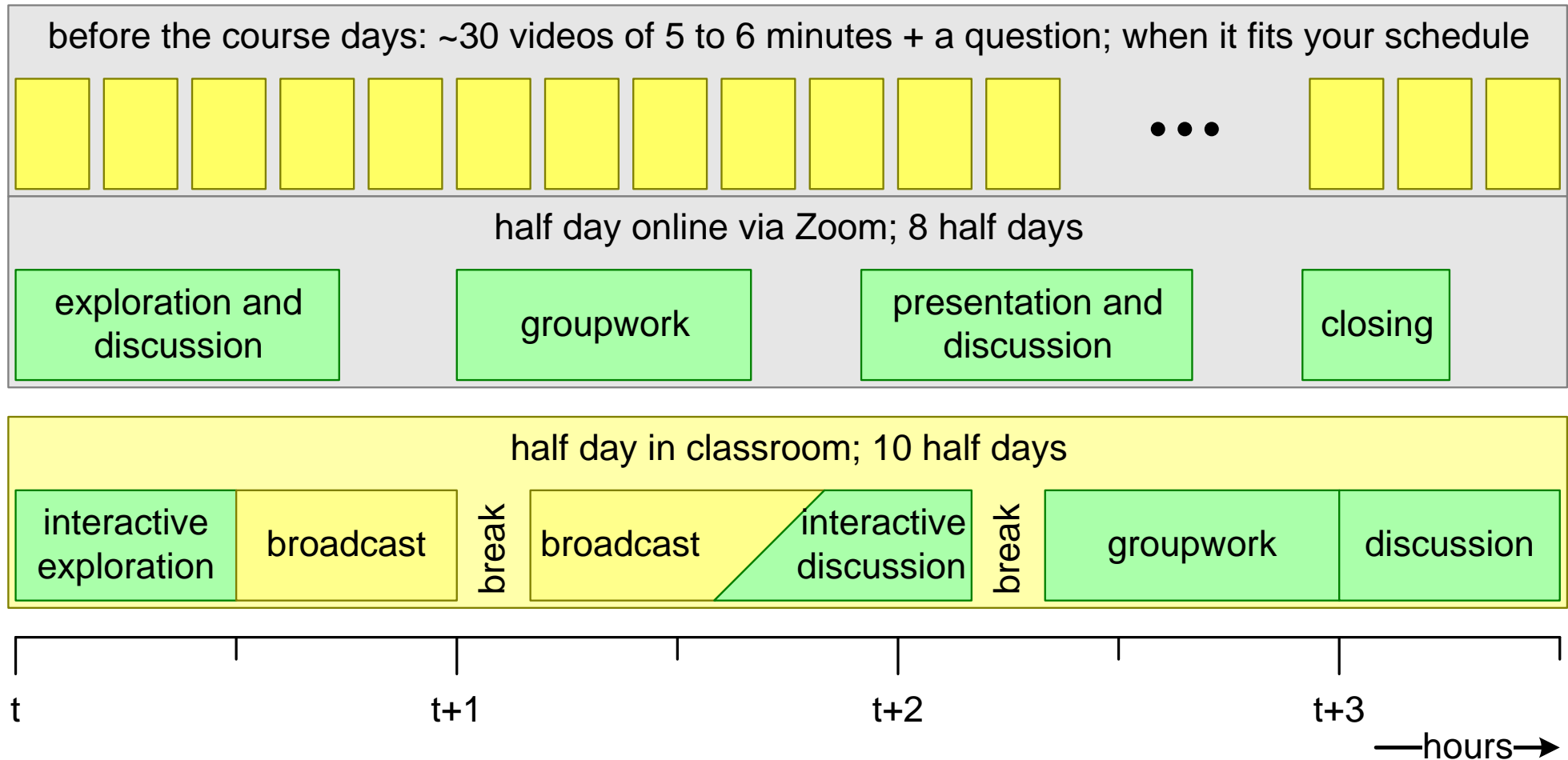
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Session 1 Positioning the System Architecture Process, Product Creation Process	
Session 2 Role and Task of the System Architect	
Session 3 Requirements Capturing	
Session 4 System Architect Toolkit	
Session 5 Roadmapping	online combined in half day
Session 6 Product Families, generic developments	
Session 7 Documentation, reviewing and other supportive processes; The role of Software in complex products	
Session 8 BoM presentation	
Session 9 Psycho Social side	online combined in half day
Session 10 Wrap up, Expectations, How to continue, Evaluation	

# Structure



# Timing Template of one subject



# Rules of the Interactive Parts

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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.*

# Rules of the Broadcast Parts

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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.*