



INNOVATION – TRANSFORMATION – COMPLIANCE

KNOW-HOW SOURCING FOR YOUR SOFTWARE & SYSTEMS ENGINEERING

Training 2020/21

> "An investment in knowledge pays the best interest."

(Benjamin Franklin, 1706–1790, Founding Father of the United States)



Hands-on Courses on Software & Systems Engineering

DEAR READER,

Knowledge is the intellectual capital of an organization and one of its most valuable resources. Properly implemented, knowledge, experience, and competence secure the future of people and companies, of societies and economies.

However, knowledge quickly becomes obsolete if it is not continuously updated and expanded, and an organization's success depends on its employees' willingness to engage in lifelong learning.

Method Park offers you a versatile training program on all aspects of Software & Systems Engineering: from requirements engineering and architecture to testing and quality assurance, from process, variant, and project management to safety-relevant development and the introduction of agile methods.

Since the close relation to practice is very important to Method Park course instructors, they offer you various new hands-on workshops in this training program. Applied exercises, based on practical examples, are essential parts of these workshops and you will develop all aspects of a topic in specific tasks.

The Method Park Training Center provides you with a decisive advantage in competence and with impulses for personal development or individual career paths.

Generalizing course content and training topics is sometimes not the ideal solution since every organization has its very own requirements. Questions are asked on a company-specific basis and require customized answers; knowledge must be transferred practice-relevant and tailored to individual needs.

The Method Park Training Center offers this customized service by adapting public courses, trainings, and workshops to the exceptional situation of your organization. In exclusive in-house training courses at your premises, Method Park trainers provide you and your team with the knowledge and skills you need to master tasks in upcoming projects or a future tool introduction.

Invest in your future! Keep your knowledge up to date and stay curious. The Method Park Training Center prepares you for future challenges in Software & Systems Engineering.

We look forward to meeting you!



Prof. Dr. Bernd Hindel
CEO Method Park



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Practical transfer of compact knowledge

Receive compact knowledge on the subject of software and systems engineering in public courses, in-house training and workshops. Experienced trainers with profound theoretical knowledge and years of practical experience in customer projects, clearly deliver course contents with competence. You will benefit from presentations, discussions and numerous exercises in which you train in both theory and practice.

We also directly support you in your specific projects with workshops and consulting on the practical application of gained theoretical knowledge.

You can book a consultant for you and your team, who supports your company on-site with customized in-house workshops or individual coaching. For further assistance directly at your workplace, we offer individual consulting and support.

Public Courses

Extend your knowledge advantage in a pleasant environment. Each course starts at 9:00 a. m. and ends around 5:00 p. m. We welcome you with a cup of coffee or tea to start the day. At lunchtime, we invite you to enjoy a menu from the buffet in our casino or to a restaurant. Upon your request, we offer vegetarian or diet meals. During the breaks, we offer drinks and small delicacies. You receive detailed training material at the beginning of each course. At the last course day, you receive a certificate on your successful participation. Take advantage of our course program to specially enhance your know-how and find almost all the comfort of home!

Your Benefits

- > Certified and internationally approved training
- > Experienced trainers with years of theoretical and practical experience in customer projects
- > Trainers with advanced know-how gained in international research projects
- > Individual and personal service for comfort

General Information

Please find prices and dates of our courses in our enclosed leaflet. The course fee, plus VAT, includes event-related course material, lunch, hot and cold drinks during breaks, fruits and pastries.



In-house Courses

You need course contents customized to the individual requirements of your company? You are planning further training for several employees? In-house training pays off if you would like to train more than four employees. Of course, we also organize courses of your choice directly at your site and you eliminate travel time and save accommodation costs for courses lasting several days. You receive a course which is exactly tailored to your company-specific needs.

We offer these personalized training programs at an interesting package price. Extend your software and systems engineering know-how with experienced and competent trainers, directly in your company!

Your Benefits

- > Time saving, no travel required
- > Cost saving for courses lasting several days, no accommodation needed
- > Cost saving through course package price
- > Individual course tailored to the needs of your organization

If you have further questions about our courses, please contact us.

Phone: +49 (0) 9131 97206-263

Email: trainingcenter@methodpark.de



Workshops/Coaching

You attended a course and understood theoretical contents, but need support to practically implement it? That's where Method Park workshops and coaching come in. One of our consultants supports you and your team on-site, in a customized in-house workshop or individual coaching. This means you are supported when it comes to implementing the learned methods into your daily practice, so you gain not only knowledge but also valuable, practical experience. Your colleagues also benefit from the transfer of knowledge and experience, since we support you on how to transmit your knowledge. Ensure knowledge acquisition for your company and let us support you and your project team on implementation with experienced consultants!

Your Benefits

- > Optimal transfer of acquired knowledge to your daily practice
- > Individual, personal guidance in implementation at your workplace
- > Support for the transfer of your knowledge to other employees

Consulting

For many years, Method Park consultants have successfully consulted and supported on all topics of software and systems engineering. They support you as a coach; identify weaknesses and unleash potential. Method Park consultants individually support you on the continuous optimization of your processes and on-site pave your way for successful assessments and audits. They ensure your successful transition to new technologies and development methods. Goal-driven, Method Park consultants support your compliance with legal or industry-specific standards, such as CMMI or SPICE. They raise awareness among your employees, of the need for quality assurance, by designing and realizing appropriate testing processes. Method Park consultants offer you their expertise in all classical engineering disciplines:

- > Software Engineering
- > Systems Engineering
- > Application Life Cycle Management (ALM)
- > Process Improvement with Automotive SPICE®
- > Safety & Security
- > AUTOSAR
- > Agile Transformation
- > Project Management

With collaborative consulting and targeted know-how transfer, Method Park consultants promote your teams' autonomy and prepare you to master all challenges of modern software and systems engineering.



Effective Support for Your Process Improvement

Process improvement is a matter of corporate culture and of understanding the term "process". Process improvement means gradual, measurable optimization of your processes and the alignment of your organization with these processes, in order to noticeably improve the quality of your products, deadlines, and budgets.

The aim of process improvement is to establish a continuous "learning organization". This cannot be achieved by implementing standards and norms that are to the letter and monitoring them by a compliance department. Instead, the central process group sees itself as a service provider within its own company. Employees are customers who, together with their colleagues, would like to reach organizational goals. Only if the process group understands the scenarios and problems of its customers (= employees) and pragmatically contributes to finding solutions, can rapid benefits (= value) can be generated and the employees motivated to incorporate process thinking into the company culture.

Method Park helps you to anchor this culture in your company, and then build on that basis the profitable process concepts you need. Method Park consultants master these standards, combine them with classic and agile management approaches, and implement them in safety-critical environments.

Method Park consultants are Software Quality Improvement Leaders (SQIL) of the Volkswagen Group and advise you in optimizing your development processes and building your engineering competencies under OEM or legal requirements.

Method Park consultants offer process consulting, training and coaching and are at your disposal worldwide.



Webinars

Not only in the regular Method Park courses, trainings, and workshops do you have the opportunity to broaden and deepen your knowledge and skills. Our e-learning program offers an ideal platform for dynamic and interactive training.

Method Park webinars provide, in concentrated form, information on the various topics of software and systems engineering. In 45 minutes, you learn all the important aspects of a subject, presented compactly and to the point. Of course, you always have the opportunity to ask the webinar presenter questions about your individual challenges. At the same time, you can get to know our course instructors.

The Paperless Course

"Information at your fingertips." – That is how Bill Gates defined the future of digital transfer of knowledge in 1995. Meanwhile many organizations largely abandoned paper documents and documentation files to protect the environment. To enable you to increase your efficiency during training, Method Park offers you availability of information, at the touch of a button in all courses. On request, you receive digital course material. This enables you to download slides and work sheets via web-app to your own smartphone or tablet or use the Apple iPad Pro with pencil, which is available for participants during the course.

Our Course Instructors Effectively Support You in Your Projects

Our Course Instructors



Richard Baumann

is Software Engineer at Method Park. As part of the Internet of Things team, he consults and trains Method Park customers on challenges in IT security and cybersecurity in the Internet of Things. He is particularly interested in topics such as code obfuscation, social engineering and reverse engineering.



Dr. Ulrich Becker

is an Expert Engineer at Method Park. He supports and coaches customers from the automotive industry and other highly regulated industries in the development of system and software architectures. He also conducts training courses on this topic and is particularly interested in Application Life Cycle Management. On both topics, he published several articles. Ulrich Becker is an active member of the International Software Architecture Qualification Board (ISAQB®), iSAQB® Certified Professional for Software Architecture – Foundation Level, ISTQB® Certified Tester – Foundation Level, Certified Scrum Master and SAFe® 4 Agilist.



Korbinian Demmel

joined the Method Park team in 2015. As software engineer he is responsible for the company's automotive customers, focusing on the hardware-based systems programming in C. He is very experienced in the automotive sector since he worked on several industrial projects as well as research projects for the Fraunhofer Institute for Embedded Systems and Communication (ESK) in Munich. Among others, he was responsible for the development of the prototyping platform ARTIS and its usage in testing objects. Furthermore, he supported the usage of Ethernet in the automotive sector and developed a TCP/IP module conform to AUTOSAR R4.1.



Manuel Ernst

is Senior Software Engineer at Method Park. In the Mobile Apps & Web Apps team, he hands-on supports his customers from the medical technology industry on the web development in the backend and frontend. Manuel Ernst specializes in the frontend framework React and the server environment node.js and gives courses on the development with JavaScript. He is furthermore interested in the development and maintenance of open source projects. Manuel Ernst is ISTQB® Certified Tester – Foundation Level.



Dr. Oliver Hammrich

leads the Product Consulting department of Method Park. Together with his team, he consults and supports Method Park customers on the configuration and introduction of the process management tool "Stages". In cooperation with Method Park assessors for SPICE and CMMI®, Oliver Hammrich developed best practices which are part of the course "Process Management 4.0" and present the basis for the introduction or improvement of process management. Oliver Hammrich is SPICE Provisional Assessor (VDA) and CIO Executive (IMD); he successfully passed the exam for ITIL®Foundation (TÜV).



Dr. Uwe Hehn

is Method Park Principal Consultant in software and system development projects and software testing. His key areas are consulting on topics relating to software and system development processes, based on SPICE (in particular Automotive SPICE®) and CMMI® and gives training on software testing and process topics. He is a member of the executive committee for the TAV (testing, analysis, and verification) group of the German Informatics Society (GI). He regularly gives lectures at the University of Erlangen-Nuremberg on such topics as "Automotive Software Development Today". He is co-author of "Mit CMMI Prozesse verbessern!" (Improving processes with CMMI) and "SPICE im Unternehmen einführen" (Introducing SPICE in your company). Uwe Hehn is intacs™ Principal Assessor (Automotive SPICE®), ASQF® Certified Professional for Project Management and ISTQB® Certified Tester – Full Advanced Level.



Prof. Dr. Bernd Hindel

founded the Method Park Group in 2001. He is lecturer for software engineering and project management at the University of Erlangen-Nuremberg and guest lecturer at the Universities of Augsburg and Würzburg and at the AutoUni of the Volkswagen AG.

Prof. Hindel is the founder of ASQF e.V. (Association for Software Quality and Training) and was President of the ASQF from 1996 to 2007. He is co-founder of the iNTACS e.V. (international Assessor Certification Scheme for SPICE Assessors). From 2004 to 2006, Prof. Hindel was the President of iNTACS and is currently a member of the iNTACS Advisory Board. As a member of the DIN Institute, Prof. Hindel was the Chairman for Software and Systems Engineering Standards and represented Germany in this role in the ISO/IEC JTC1 SC7 from 2007 to 2009. During this time, he also was the German representative in the ISO working group to define SPICE.

To date, Prof. Hindel was the Keynote and Program Committee Chairman at several international conferences on software quality, including the World Congress for Software Quality in Munich in 2005 and in Shanghai in 2011. Professor Hindel is the author of numerous articles and books on software engineering.



Christian Hoffmann

is Senior Software Engineer at Method Park and specializes in medical technology. He supports customers in the development of algorithms and the integration of machine learning in medical products using agile methods. Furthermore, he is especially interested in Software Craftsmanship. Christian Hoffmann is co-organizer of the Global Day of Code Retreat and the Software Engineering Camp. Christian Hoffmann is iSAQB® Certified Professional for Software Architecture – Foundation Level, ISTQB® Certified Tester – Foundation Level, ICPMSB Certified Professional for Medical Software and iSQI® Certified Professional for Project Management.



Sebastian Kern

is Team Leader of the Medical Devices team at Method Park. He focuses on topics such as agile testing, project test management, project process improvement and regulatory requirements in medical technology. Sebastian Kern is Certified Scrum Master, ISTQB® Certified Tester and Automotive SPICE® Provisional Assessor.



Simon Kuhnle

is Senior Software Engineer at Method Park. In the Internet of Things team, he supports the company's customers in the medical sector on agile software development for medical devices which, among others, are used for in vitro diagnostics. He particularly focuses on the UI development with Qt/QML in Embedded Linux. Simon Kuhnle gives hands-on training on topics such as unit testing, Git and code review. Additionally, he is interested in the development and usage of continuous integration systems. Simon Kuhnle is iSAQB® Certified Professional for Software Architecture – Foundation Level.



Klaus Lamm

is Senior Consultant at Method Park. He focuses on requirements engineering, quality management and functional safety. He supports the definition of processes, particularly in the safety critical environment OEMs and tier one suppliers, consults customers in the automotive industry on processes for quality improvement. Klaus Lamm is IREB® Certified Professional for Requirements Engineering, Six-Sigma Black-Belt, Certified Quality Manager and Quality Assurance Representative and Auditor (TÜV), IATF16949 and VDA6.3 Auditor (1st/2nd Party), APIS-IQ-FMEA Certified Professional and graduated as project manager.

Our Course Instructors



Christian Lederer

is Team Leader of Medical Applications at Method Park. He advises Method Park customers on all aspects of medical software development with his team. Furthermore, he is particularly interested in requirements engineering and embedded real-time systems. Christian Lederer is Certified Scrum Master; iSAQB® Certified Professional for Software Architecture – Foundation Level; ISTQB® Certified Tester – Foundation Level and ICPMSB Certified Professional for Medical Software.



Volker Lehmann

is Principal Consultant at Method Park and head of the company's location in Hamburg. He focuses on Automotive SPICE® and consults Method Park customers on process design and improvement. He implements Automotive SPICE® assessments, gives courses on Automotive SPICE® and trains Automotive SPICE® assessors. Additionally, he takes on responsibility for the establishment and management of the new Method Park location in Hamburg. Volker Lehmann is IREB® Certified Professional for Requirements Engineering – Foundation Level, IPMA Level C certified project manager, intacs™ Principal Assessor and Instructor (SPICE and Automotive SPICE®) and has the ITIL® V3 Foundation Certification. He is member of the intacs™ Advisory Board and manages the intacs™ working groups "Standard Course Material" and "Syllabi".



Dr. Tobias Maier

is Principal Consultant for Change Management, Agile Transformation and SAFe® (Scaled Agile Framework) at Method Park. He started as Software Engineer and Agile Coach at Method Park. Today he consults organizations in the healthcare sector and the automotive industry on questions around organizational development, process improvement, project and agile management in development environments. He supports his customers on change management and improvement projects. At Method Park, Tobias Maier takes on responsibility for the subject area of organizational change.



Christoph Menzel

is Senior Software Engineer at Method Park and takes on responsibility for the Mobile Apps & Web Apps team. He specializes in the design and implementation of software and the optimization of development processes. Christoph Menzel shares his expertise in hands-on workshops around unit testing and various aspects of software development.



Alexander Neng

is Systems Engineer at Method Park. In the team Medical Applications, he consults and coaches his customers on all topics around systems engineering. He is interested in agile software development, the agile mindset and requirements engineering. Alexander Neng is iSQI® Certified Professional for Project Management, ISTQB® Certified Tester – Foundation Level, IREB® Certified Professional for Requirements Engineering – Foundation Level, Certified Product Owner, Certified Scrum Master and Certified Agile Leader (level 1).



Dr. Christian Wawerisch

is Senior Software Engineer at Method Park. He contributed the AUTOSAR specifications and supported various projects in the implementation of the AUTOSAR. His work focuses on systems engineering, AUTOSAR and quality assurance in software development processes. Christian Wawerisch is iSAQB® Certified Professional for Software Architecture – Foundation Level and intacs™ Provisional Assessor (Automotive SPICE®).

Please find further information about all Method Park course instructors on our website: www.methodpark.com/course-instructors

> "In all things success depends on preparation."

(Confucius, 551 B.C.–479 B.C., Chinese philosopher)



PROCESS MANAGEMENT

intacs™ Certified Provisional Assessor (Automotive SPICE® v3.1)

Target audience

Persons who want to perform assessments in accordance with Automotive SPICE® // Employees in process groups // Quality and project managers for whom compliance with the requirements of the Automotive SPICE® v3.1 process assessment model is important // Project employees who are in charge of developing systems that meet the requirements of the Automotive SPICE® v3.1 process assessment model

Prerequisites

Participants should have several years of professional experience in the IT industry (e. g. software/system development, project management, quality management or similar experience).

Code

SPA

Duration

5 Days

The price of the course includes



This course prepares you to take the exam for qualification as an "intacs™ Certified Provisional Assessor (Automotive SPICE® v3.1)". You will become familiar with the Automotive SPICE® v3.1 process assessment model, which is generally used for assessments in the automotive industry.

With many practical exercises and tips you will learn to work with individual aspects of assessments. Upon completion, you will be able to assess processes according to Automotive SPICE® independently (but under the authority of a Competent Assessor) in your own company or at your suppliers and then improve the processes based on the assessment results.

To complete the training successfully, you must actively participate in the course and pass the independent exam. Individual preparation at the end of each training day is recommended in this regard.

Content

The course content is equivalent to that in the curriculum published by intacs™:

- > intacs™ – the "International Assessor Certification Scheme"
- > Overview of and motivation for process assessment in accordance with ISO/IEC 330xx
- > The measurement system: Process profiles and capability level rating
- > General overview of the assessment process
- > Data collection: Interviewing and note-taking techniques
- > Data collection: Inspection of documents
- > Assessment exercise: Assessment of "project management" at capability level 1
- > The Automotive SPICE® v3.1 assessment model
- > Assessment exercises for processes in the VDA scope of Automotive SPICE® v3.1 at capability level 1
- > Capability levels 2 and 3
- > Assessment guidelines for inexperienced assessors
- > Assessment exercises at capability levels 2 and 3
- > Exam preparation

For the most part, the course consists of exercises, discussions and participant experience exchange based on their experience with processes and their implementation.

Further Information

- > Additional exam fees charged when applicable
- > The respective, currently published fees apply: <http://vda-qmc.de/en/software-processes/automotive-spice/certification>
- > This course is exclusively taught by experienced intacs™ Certified Principal Assessors with extensive experience with practical assessment implementation. In addition, they are accredited trainers.
- > The currently applicable version of the prerequisites can be downloaded directly from <http://www.intacs.info>.
- > The requirements for registration as an intacs™ Certified Provisional Assessor (Automotive SPICE® v3.1) can be downloaded directly from <http://www.intacs.info> in the current version.

intacs™ Certified Competent Assessor (Automotive SPICE®)

Target audience

Registered Provisional Assessors, who have gained experience in conducting assessments and would like to take on responsibility for conducting assessments, according to Automotive SPICE®

Prerequisites

Participants should have gained experience in conducting assessments (at least two assessments, one of them up to Capability Level 3). // Participants should have gained several years of experience in the IT sector (e. g. software/system development, project management, quality management or similar occupations). // Course and exam participation is not subject to submitting evidence that requirements for qualifying as Competent Assessor (Automotive SPICE®) have been met.

Code

SCA

Duration

5 Days

The price of the course includes



This course provides the knowledge required to be responsible for the tasks of a Lead Assessor according to ISO/IEC 330xx. It is based on knowledge communicated via training for Provisional Assessors and on experience gained in conducting practical assessments. This training focuses on the exchange of experience among course participants and on deepening practice in administering the process assessment model, based on this experience.

For illustration, this training will use the Automotive SPICE® process assessment model, which is generally applied in the automotive industry and demonstrates a domain-specific variant of existing process assessment models.

To pass the exam of a Competent Assessor (Automotive SPICE®), participants need to provide proof of performance as follows:

- > At the beginning of the course, participants will receive tasks to which they will have to present solutions during the course.
- > The course trainer will evaluate the personal participation of each individual participant in practical parts of the course.
- > Participants have to pass the exam at the end of the course. This multiple-choice exam will take place in written form and will be corrected by an independent agency.

Please note that we advise all participants to self-reliantly work through the material provided during the training to successfully pass the exam.

Content

The course content is based on the curriculum published by intacs™ and on the Provisional Assessor training. The latest intacs™ training documents are used for this course:

- > Students presentations (pre-course exercises) with focus on deepening the model understanding of the process and capability dimension
- > Class exercises with focus on assessment performance
- > Assessment briefing and planning
- > Assessment performance and reporting
- > Managing extreme situations
- > Interfacing certification bodies, including intacs™ rules & regulations for certifications
- > Deepening capability dimension (CL 4 & 5)
- > Multi-national assessments
- > Assessments and process improvement activities
- > Coaching of Provisional Assessors: criteria for qualification and how to check them

This course will focus on exercises, discussions and exchange of experience among participants, based on their experience in applying Automotive SPICE®.

Further Information

- > Additional exam fees charged when applicable.
- > Respective and latest published fees will apply: <http://vda-qmc.de/en/software-processes/automotive-spice/certification>
- > This course is exclusively held by experienced intacs™ Certified Instructors who have gained deep experience in conducting assessments and trainings.
- > The currently valid version of prerequisites to register as intacs™ Certified Competent Assessor (Automotive SPICE®) can be downloaded via <http://www.intacs.info>.

Introduction to the VDA Automotive SPICE® Guidelines

Target audience

In the first place intacs™ Certified Competent or Principal Assessors for Automotive SPICE® // intacs™ Certified Provisional Assessors // Members of development projects in the automotive domain

Prerequisites

The participants who will join this training course for certification reasons should hold a valid intacs™ Competent or Principal Assessor certification or fulfill the preconditions for a certification as Competent Assessor. // The further participants should have several years professional experience in the domain of IT (e. g. software or systems development, project management, quality management or alike).

Code

ASG

Duration

2 days

The price of the course includes



This training provides an introduction into the new "VDA Automotive SPICE® Guidelines" published in 2017. The application of these guidelines will be mandatory from 2019 on. Based on examples and exercises the guidelines and their application will be presented from a competent assessor's point of view as well as from project members point of view. You can discuss possible challenges during an assessment when you have to apply the guidelines and how to deal with these challenges.

Content

The content of this training course reflects the syllabus developed by VDA and intacs™ and the training will be conducted with officially created material from intacs™:

- > Requirements for the assessor qualification
- > Brief overview of content and concept of the „VDA Automotive SPICE® Guidelines“
 - Definition of the VDA-Scope
 - Purpose and structure of rules and recommendation in the guideline
 - Aggregation of ratings
 - Definition of the assessment scope and templates for different use cases of the scope definition in an assessment
 - Idea of consistency
- > Exemplary rating rules and recommendations for
 - the processes of the VDA scope
 - the specific environments defined in the guidelines
 - the specific terms defined in the guidelines
 - Capability Level 2 and 3

The course consists of lectures, exercises and discussions and offers ample opportunity for asking questions and exchanging experiences.

Further Information

- > This course is exclusively taught by experienced intacs™ certified instructors with extensive experience in the practical implementation of assessments in accordance with Automotive SPICE®.

www.process-insights.de



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 - ▶ Processes for Tomorrow
 - ▶ Stages | Best Practices
 - ▶ Processes for Technology Trends



Automotive SPICE® for Managers

Target audience

This course is for executives of automotive manufacturers and suppliers, including project managers, coordinators and those responsible for quality assurance of development, the supplier management and the purchasing Department.

Prerequisites

None

Code

SF

Duration

1 Day

The price of the course includes



This course offers an overview of the Automotive SPICE® model from an executive's perspective and explains motivation and benefit in using this model. The participants understand the basics of the processes and the rating model and are able to discuss different possibilities to use this model within your company and for the cooperation between customer and supplier. Based on this course's content, you can calculate the benefits of using this model in your own company.

Content

- > Motivation for implementing process models in general and Automotive SPICE® in particular
 - Benefits of using Automotive SPICE® for system and software development
 - Automotive SPICE® process reference model (PRM) and Automotive SPICE® process assessment model (PAM)
 - The rating model in Automotive SPICE®
- The so-called "VDA Scope" (the set of Automotive SPICE® processes defined by the VDA as most important and minimal set for assessments)
- Process and preparation of an assessment
- Idea and pitfalls of process improvement initiatives

This course consists of presentations and discussions and offers the opportunity to ask questions and exchange know-how.

Further Information

- > The trainers of this course are Competent and Principal Assessors with extensive experience in conducting assessments compliant to Automotive SPICE®.

Automotive SPICE® v3.1 compact

Target audience

Developers, test engineers, project managers and other participants in development projects in the automotive industry

Prerequisites

None

Code

SHK

Duration

2 Days

The price of the course includes



This course provides you with an overview of the Automotive SPICE® 3.1 processes. Based on practical examples, the Automotive SPICE® model will be introduced from the perspective of a project manager or project employee. You will discuss the problems that can occur in an assessment and how the respective process improvement could look like.

The parts of ISO/IEC 330xx – better known as "SPICE" (successors of ISO/IEC 15504) – are internationally used and accepted standards for assessing and improving system and software development processes. Particularly in the automotive industry, since 2007, Automotive SPICE® has been the preferred process model for implementing assessments.

Content

- > Automotive SPICE® 3.1 Process Assessment Model (PAM) and ISO 330xx
- > Basic procedure in an assessment
- > Advanced information about Automotive SPICE® processes:
 - SYS.1 Requirements Elicitation
 - SYS.2 System Requirement Analysis
 - SYS.3 System Architectural Design
 - SYS.4 System Integration and Integration Test
 - SYS.5 System Qualification Test
 - SWE.1 Software Requirement Analysis
 - SWE.2 Software Architectural Design
 - SWE.3 Software Detailed Design and Unit Construction
 - SWE.4 Software Unit Verification
 - SWE.5 Software Integration and Integration Test
 - SWE.6 Software Qualification Test
 - SUP.1 Quality Assurance
 - SUP.8 Configuration Management
 - SUP.9 Problem Resolution Management
 - SUP.10 Change Request Management
 - MAN.3 Project Management
 - ACQ.4 Supplier Monitoring
- > Bilateral traceability of requirements
- > Interpretation of levels 2–3

The course consists of lectures, exercises and discussions and offers ample opportunity for asking questions and exchanging experiences.

Further Information

- > This course is exclusively taught by experienced intacs™ Certified Competent and Principal Assessors with extensive experience in the practical implementation of assessments in accordance with Automotive SPICE®.

Process Management 4.0 – Best Practices

NEW

Target audience

All roles and functions in the context of process definition, process improvement, process modeling or process roll-out.

Prerequisites

Basic knowledge in the description or modeling of processes

Code

PM

Duration

1 Day

The training provides best practice methods and techniques for all areas of process management that were accrued in more than 15 years of experience in which Method Park performed worldwide process audits at more than 700 engineering organizations. As a participant, you will benefit from

- > a 360° view with which you will be able to identify the potential for optimization in the process management of your company
- > the tools with which you can initiate appropriate improvements or carry them out yourself.

To make the best use of the training, the focus areas (see below) as well as the selection of the exercises are adapted to the requirements of the respective participants. This also creates space for discussion and exchange of experience.

Content

- > Motivation
 - What do digitalization and Industry 4.0 mean for process management?
 - Process modeling instead of process description and what it facilitates
- > Setting objectives
 - How process management can and should support business objectives
 - How can one derive meaningful metrics from the objectives?
- > Analysis of the current state
 - Dimensions of the analysis of the current state (process capability) and why we have to consider it for process management (influencing factors)
- > Process architecture
 - Techniques for process reuse, for modularization, or variant creation
 - The value chain as an architectural founder
 - Architectural challenges of engineering processes
- > Process definition
 - Process-collection techniques
 - Modeling guidelines
 - The RASIC model of the responsibility of roles in the process
 - Compliance with norms, standards and maturity models
- > Process implementation (process roll-out)
 - Methods and aspects of process introduction
- > Process management
 - Roles and structural organization of process management
 - The process of process management
 - Feedback, change and release management

Further Information

- > Exclusively process consultants with extensive and longstanding experience in all areas of process management serve as trainers for this course.
- > English course materials are used.



Individual Workshops on Process Management

Are you looking for individual and ideally on-site support on process management? Are you interested in only one topic offered in a regular public course and want to focus on this topic in-depth? Would you like to receive a combination of special course content or add further aspects?

You attach importance to the practical application of the contents and want to transfer what you have learned directly to the challenges in your project?

Then benefit from our process improvement workshops and assessments (SPICE, Automotive SPICE®, CMMI®). We offer these workshops in addition to our public courses - for an attractive price.

These individual trainings are tailored exactly to the requirements of your company. You not only extend your specialist knowledge but also gain valuable practical experience.

Would you like to receive more information, or do you have any questions? Contact us!

Contact Sonja Schkutow-Barnhill
Phone 09131 97206-205
Email Sonja.Schkutow-Barnhill@methodpark.de

Process Management 4.0 – Workshop

Target audience

All roles and functions in the context of process definition, process improvement, process modeling or process roll-out.

Prerequisites

Initial experience in a role or function in the context of process management (see target group).

Code

PMW

Duration

3 Days

The training provides best practice methods and techniques for all areas of process management that were accrued in more than 15 years of experience in which Method Park performed worldwide process audits at more than 700 engineering organizations. As a participant, you will benefit from

- > a 360° view with which you will be able to identify the potential for optimization in the process management of your company
- > the tools with which you can initiate appropriate improvements or carry them out yourself.

The training is conducted as an interactive workshop: In addition to the presentation parts, which provide an overview and convey the tools, the individual topics are deepened by exercise examples or current challenges of the participants. The training is thus also a platform for discussion and exchange of experience.

Content

- > Motivation
 - What do digitalization and Industry 4.0 mean for process management?
 - Process modeling instead of process description and what it facilitates
- > Setting objectives
 - How process management can support business objectives and why it should
 - How can one derive meaningful metrics from the objectives?
- > Analysis of the current state
 - Dimensions of the analysis of the current state (process capability) and why we have to consider it for process management (influencing factors)
- > Process architecture
 - Techniques for process reuse for modularization or variant creation
 - The value chain as an architectural founder
 - Architectural challenges of engineering processes
- > Process definition
 - Process-collection techniques
 - Modeling guidelines
 - The RASIC model of the responsibility of roles in the process
 - Compliance with norms, standards and maturity models
- > Process implementation (process roll-out)
 - Methods and aspects of process introduction
- > Process management
 - Roles and structural organization of process management
 - The process of process management
 - Feedback-, change- and release management
- > Organizational changes
 - Psychological implications and effects
 - Attitudes
 - Dealing with resistances
- > Organizational culture
 - Processes as part of the organizational culture
 - Quality approach

Further Information

- > Exclusively process consultants with extensive and longstanding experience in all areas of process management serve as trainers for this course.
- > English course materials are used.

> "The secret to success is constancy of purpose."

(Benjamin Disraeli, 1804–1881, British Prime Minister)



PROJECT MANAGEMENT & AGILE

ASQF® Certified Professional for Project Management

Target audience

Project managers // project team members // commissioners of software projects // quality managers

Prerequisites

Experience with project work

Code

CP

Duration

4 Days

Language

German

Course material

German

In this course, learn about advanced project management methods based on the international standard ISO 21500:2012. Method Park will provide an overview of basics and terms for project management in all relevant sectors, including knowledge about required quality assurance, process maturity and differences between sequential and agile methods such as Scrum. Although this course focuses on the software industry, its content is also relevant and applicable for other industries. Upon completion of this course, you will be able to successfully manage and complete your projects with respect to time, costs and quality – appreciating the most important factor in projects: employees.

At the end of the course, participants can optionally take an exam to qualify as an "ASQF® Certified Professional for Project Management". Please note that further preparation after each course day is recommended to successfully pass the exam.

Content

The content complies with the current curriculum published by the ASQF®:

- > Overview, basics and terms of project management
- > Forms of project organization: The company and us
- > Process and procedure models for software development: Agile or not?
- > Initialization of projects: Successful start, successful end
- > Project planning: The road map for successful projects
- > Project implementation and controlling: Will the plan be successful?
- > Change management: There will be changes even before you recognize them!
- > Project acceptance and completion: Every project comes to an end – but how?
- > Quality assurance: Those who save time at the beginning, lose in the end
- > Risk management: Project management from another perspective
- > Human resource management: Success depends on the team
- > Maturity models: Higher reliance due to higher maturity

Further Information

- > Additional exam fees charged when applicable.
- > If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).

Agile Methods in a Nutshell

NEW

Target audience

Project managers // project employees // quality managers // system analysts // designers/architects/developers/testers for software/hardware/systems // principals of software projects

Prerequisites

Experience in software and product development

Code

AM

Duration

2 Days

Language

German

Course material

German

This course provides a practice oriented introduction to agile methods, supported by examples and exercises. Topics such as Kanban, Scrum, XP and Lean Management are covered, as well as the possibility of combining them. After the course, participants will have a clear idea about these methods and their advantages. Similarities and differences between the methods are highlighted. Participants of this course will be able to identify and adapt an appropriate method and the advantages of applying agility.

Content

- > Introduction to agile methods
 - Organizational culture and agility
 - Psychological background
 - Delegation
- > Basics of agile methods and practices
 - Scrum
 - Kanban
 - Lean
 - XP
- > Difference between agile methods
- > Combinations of agile methods
- > Scaling agile methods
- > Exercises

Professional Time and Cost Estimation

Target audience

Managers // project managers

Prerequisites

Basic knowledge of systems or software engineering

Code

APA

Duration

2 Days

This project management course deals with methods for systematic time and cost estimation. Estimating time and costs correctly is one of the greatest challenges for project-based businesses. If your estimates are too low, you pay the extra costs in fixed price projects. If your estimates are too high and your resulting quotations are too expensive, customers will not order from you and your competition will profit. These are good reasons to increase estimation precision!

In this course you will learn when to use which method and how the estimate is integrated into project control. You will learn the differences between scope estimation, time estimation and cost estimation.

Content

- > Motivation and problems in estimation
- > Basics of time and cost estimation
- > The estimation and planning process
- > Factors that influence estimation
- > Methods of time and cost estimation
 - Counting, calculating, intuition
 - Estimates based on project structure / product structure
 - One point estimates vs. three point estimates
 - Analogy methods
 - Fuzzy logic and related variants (e.g. story points)
- Delphi methods and related variants (wideband delphi, planning poker)
- Team estimation game and magic estimation (for estimating when time is short)
- Algorithm methods (e.g. function point)
- > Differences in estimation based on function category (e.g. support processes vs. engineering processes)
- > Estimating project duration and costs
- > Interfaces with other processes (e.g. risk management and project control)
- > Exercises

Scrum Condensed

NEW

Target audience

Project managers // project employees // software designers // software architects // software testers // software developers // quality managers // system analysts // principals of software projects

Prerequisites

Experience in software and product development

Code

SPM

Duration

1 Day

This course is about basic concepts of the agile product management framework Scrum. In addition, techniques and practices from other agile methods will be introduced and demonstrated how they fit within in the Scrum framework. You will get an overview of the roles of Scrum. Artifacts such as Product Backlog, Sprint Backlog and Burndown Charts, will be explained as well as typical activities.

Content

- > Introduction to agile methods
- > Scrum roles
 - Product Owner – responsible for the project
 - Scrum Master – the coach and enabler
 - Development Team – those who develop the product
- > Artifacts
 - Product Backlog – list of prioritized user stories or requirements
 - Sprint Backlog – list of tasks for planning and tracking
 - Burndown Charts – tracking progress
 - Artifacts from other agile methods
- > Activities
 - Sprint Planning
 - Release Planning
 - Sprint Review for acceptance of sprint results
 - Retrospective for improvement of working procedures
 - Using activities from other agile methods
- > Requirements management
 - Inception Phase
 - User Stories for requirements definition
 - Using Epics and Features

Individual Workshops on Project Management

You have acquired specialist knowledge in project management challenges in a public course and are now looking for individual support on specific topics such as project start, project structure, and planning, or risk management?

Our project management workshops exactly fit these needs. You chose the main topics, supplement additional aspects and determine how detailed you would like to deal with these topics. You determine the practical part of the workshop and, with the support of the trainer, learn how to transfer your knowledge to the practical requirements of your project day.

On request, we are happy to consider the effects of safety-critical products relevant for project management, e.g. in the medical sector as a result of requirements and approval procedures or in the automotive industry as a result of ISO 26262.

Benefit from these workshops in-house, at your site - at an attractive price and exactly tailored to the requirements of your organization.

Would you like to receive more information, or do you have any questions? Contact us!

Contact Sonja Schkutow-Barnhill
Phone 09131 97206-205
Email Sonja.Schkutow-Barnhill@methodpark.de

Leading SAFe® 5.0 (SA) with Certification

NEW

Target audience

Product owner // Scrum Master // Scrum coaches // Product and requirements manager // Release and test manager // Executives and development managers // Employees in charge of IT topics // Portfolio managers // IT and systems architects

Prerequisites

Necessary: none // Recommended: Professional experience in the fields of software development, testing, business analysis, product or project management; experience in Scrum

Code

ZSA

Duration

2 Days

Using Kanban, Scrum or other agile methods in large organizations is usually not limited to only one team. Methods need to be scaled. Extended approaches such as Scrum-of-Scrums are used to coordinate between agile teams in large projects. The Scaled Agile Framework (SAFe®) supports an entire organization with this approach.

SAFe® offers an approved method to transform large organizations and optimize the added value of companies. Different organizational levels (team, program, and portfolio) are structured with synchronized agile processes. Processes are regularly integrally optimized (inspect and adapt) to accommodate all the perspectives and needs of the organization.

This course transfers the needed knowledge to successfully, implement and adjust the SAFe® Framework and establish the ideal Lean-Agile-culture.

Content

- > Lean/Agile principles and mindset in SAFe®
- > Synchronization of several or more agile teams
- > Agile program planning
- > Feature teams, components teams
- > Continuous Integration
- > Agile organizations
- > Vision, user stories, requirements
- > Release planning
- > Organizational and cultural change
- > Lean portfolio management

Further Information

- > Examination:
 - Name of the examination: SAFe® 5 Agilist Exam
 - Format and language: Multiple Choice, web-based, in English
 - Entry: Participants will be registered at Scaled Agile Inc. and receive the entry link to the online examination and SAFe® community platform.
 - Period of examination: 30 days after training
 - Amount of questions: 45 questions in 90 minutes
 - Threshold for passing: 75 % correct answers
 - Retake fee: 50 USD per retake. The first retake may be done immediately. The second retake has a waiting time of 10 days. The third retake has a waiting time of 30 days. For questions you may directly contact support@scaledagile.com.
 - Renewal of certification: The certification is valid for one year. The fee for renewal is 100 USD.
- > One-year membership in the Scaled Agile Community
- > Course material: printed workbook
- > Authorization to request 15 PDUs at the PMI for PMP, PgMP and PMI-ACP certifications
- > Authorization to request SEUs (category C) for the Scrum Alliance CSP-certification or renewals
- > Registration for the SAFe® Agilist (SA) examination (both course days must be attended)
- > Final exam online (English)
- > After passing the final exam you receive
 - The certification SAFe® 5 Agilist SA
 - One-year certified membership as SAFe® 5 Agilist
 - SAFe® Agilist Branding Kit

SAFe® 5.0 Advanced Scrum Master with Advanced Scrum Master (SASM) Certification

NEW

Target audience

Practicing Scrum Masters // Team leaders, project managers and other persons who would like to perform the role of an Agile team moderator in a SAFe® company context // Engineering and development managers who will be responsible for the Agile implementation and coaching of teams and teams-of-teams // Agile coaches // Agile program managers // Future Release Train Engineers

Prerequisites

Necessary: None // Recommended: Certification as Scrum Master or SAFe® Scrum Master (SSM)

Code

ZSAS

Duration

2 Days

This two-day course prepares current Scrum Masters for the leadership role of implementing Agile teams to enable program and organizational success in SAFe® environments.

The participants learn how to promote interactions between cross-functional teams and how to support continuous improvement with program execution.

The SAFe® Advanced Scrum Master broadens the Scrum paradigm as follows:

- > Introduction to scalable engineering and DevOps practices
- > Application of Kanban to improve the value stream
- > Support on the interaction with architects, product management and other crucial interest groups in extended program and company contexts

This course offers a lot of hands-on content and realizable tools to build top-performing teams. Also communicates hands-on methods to manage or avoid Agile anti-patterns in companies.

Content

- > SAFe® Framework and benefits as well as Lean-Agile principles
- > Anti-patterns
- > Program increment planning and implementation
- > Inspect and adapt workshops
- > High-value engineering
- > Agile architecture and DevOps methods
- > Kanban to promote operating cycles in teams and programs
- > Building high-performing teams
- > Cooperation with systems teams, software distribution, UX, architects, Product Owners, product management and business owners
- > Communities of practice

Further Information

- > Examination:
 - Name of the examination: SAFe® 5 Advanced Scrum Master (SASM)
 - Format and language: Multiple Choice, web-based, in English
 - Entry: Participants will be registered at Scaled Agile Inc. and receive the entry link to the online examination and SAFe® community platform
 - Period of examination: 30 days after training
 - Amount of questions: 60 questions in 120 minutes
 - Threshold for passing: 70 % correct answers
 - Retake fee: 50 USD per retake. The first retake may be done immediately. The second retake has a waiting time of 10 days. The third retake has a waiting time of 30 days. For questions you may directly contact support@scaledagile.com.
 - Renewal of certification: The certification is valid for one year. The fee for renewal is 195 USD. Presumed is continuous education in SAFe®.
- > Course material: printed workbook
- > Authorization to request 15 PDUs at the PMI for PMP-, PgMP- and PMI-ACP certifications
- > Authorization to request SEUs (category C) for the Scrum Alliance CSP-certification or renewals
- > Registration for the SAFe® 5 SASM examination (both course days must be attended)
- > Final exam online (English)
- > After passing the final exam you receive
 - SAFe® Advanced Scrum Master certificate
 - A SAFe® 5 Advanced Scrum Master digital badge to promote your accomplishment online
 - A one-year certified membership as a SAFe® Advanced Scrum Master, which includes access to the SASM Community of Practice
 - A SAFe® Advanced Scrum Master certification usage guide with SASM certification marks
 - Access to a variety of learning resources to support certified professionals during their SAFe® journey

SAFe® 5.0 Product Owner/Product Manager (POPM) with Certification

NEW

Target audience

Product managers, product line managers, product owners, business owners and economic analysts, business analysts // solution managers, portfolio managers, program managers, PMO team members and those responsible for processes // enterprise, solution and systems architects

Prerequisites

Necessary: None // Recommended: Leading SAFe® (SA) certification; Experience in SAFe® and Lean/Agile environments

Code

ZPP

Duration

2 Days

The attendees develop and deepen their knowledge in the role of a Product Manager or Product Owner. Participants learn the skillset to generate added value in a lean company. They learn more about activities, tools and mechanisms used for managing backlogs and programs. During this two-day course, they win deep knowledge in the Agile Release Train (ART), experience how it generates added value and what you can do to effectively fill this role.

The attendees learn how to write Epics in a Lean-Agile company and break (cut) them down into features and stories, how to plan and implement iterations and program increments. Conclusively, they learn how to effectively and sustainably improve the ART within Continuous Delivery and a DevOps culture.

Content

- > SAFe® 5.0 PM/PO introduction
- > Acquisition of a Lean-Agile mindset
- > Deepening of the Product Manager and Product Owner roles
- > Definition and management of values
- > How to become an effective SAFe® Product Manager?
- > How to become an effective SAFe® Product Owner?
- > Including stakeholders
- > How to build your communities with hands-on experience

Further Information

- > Examination:
 - Name of the examination: SAFe® 5 Product Owner/Product Manager (POPM)
 - Format and language: Multiple Choice, web-based, in English
 - Entry: Participants will be registered at Scaled Agile Inc. and receive the entry link to the online examination and SAFe® community platform
 - Period of examination: 30 days after training
 - Amount of questions: 45 questions in 90 minutes
 - Threshold for passing: 78 % correct answers
 - Retake fee: 50 USD per retake. The first retake may be done immediately. The second retake has a waiting time of 10 days. The third retake has a waiting time of 30 days. For questions You may directly contact support@scaledagile.com.
 - Renewal of certification: The certification is valid for one year. The fee for renewal is 100 USD. Presumed is continuous education in SAFe®.
- > Course material: printed workbook
- > Authorization to request 15 PDUs at the PMI for PMP-, PgMP- and PMI-ACP certifications
- > Authorization to request SEUs (category C) for the Scrum Alliance CSP-certification or renewals
- > Registration for the SAFe® 5 Product Owner/Product Manager (POPM) examination (both course days must be attended)
- > Final exam online (English)
- > After passing the final exam you receive
 - SAFe® Product Owner/Product Manager certificate
 - A SAFe® 5 Product Owner/Product Manager digital badge to promote your accomplishment online
 - A one-year certified membership as a SAFe® Product Owner/Product Manager, which includes access to the POPM Community of Practice
 - A SAFe® Product Owner/Product Manager certification usage guide with POPM certification marks
 - Access to a variety of learning resources to support certified professionals during their SAFe® journey

SAFe® 5.0 Scrum Master with SSM Certification

NEW

Target audience

Scrum Master // Project manager // Release Train Engineers

Prerequisites

Necessary: none // Recommended: Professional experience in software development; Experience with Scrum

Code

ZSSM

Duration

2 Days

Participants get an insight on the role of a Scrum Master in the SAFe® environment. Compared to the classic Scrum Master training, the context of the SAFe® Scrum Master training goes beyond the team level, to the comprehensive organizational level. This means, for the Scrum Master, to contribute to the successful planning and implementation of Program Increments (PI). PIs are essential for the synchronization of all levels in a SAFe® organization.

Participants learn about the key elements of development with SAFe®, how to enable Scrum in the entire organization and how to implement iteration planning. They learn how to develop high-performing Agile teams with Servant Leadership. At the end of this course, participants know how to coach teams to achieve a maximum level of added value and highest customer benefit within the scope of the SAFe® Framework.

Content

- > Understanding and establishing Scrum in the SAFe® context
- > Understanding the role of a Scrum Master
- > Key elements of Scrum (e. g. backlog refinement, retrospective, etc.)
- > Key elements of Agile development
- > DevOps culture
- > Qualities of an effective Scrum Master
- > Iteration planning and implementation
- > Contribution to iteration planning and implementation
- > Program Increment (PI) planning
- > Servant Leadership
- > Team building with Servant Leadership and coaching
- > Improvement of team meetings
- > How to deal with conflicts

Further Information

- > Examination:
 - Name of the examination: SAFe® 5 Scrum Master Exam
 - Format and language: Multiple Choice, web-based, in English
 - Entry: Participants will be registered at Scaled Agile Inc. and receive the entry link to the online examination and SAFe® community platform
 - Period of examination: 30 days after training
 - Amount of questions: 45 questions in 90 minutes
 - Threshold for passing: 73 % correct answers
 - Retake fee: 50,00 USD per retake. The first retake may be done immediately. The second retake has a waiting time of 10 days. The third retake has a waiting time of 30 days. For questions You may directly contact support@scaledagile.com.
 - Renewal of certification: The certification is valid for one year. The fee for renewal is 100,00 USD. Presumed is continuous education in SAFe®.
- > One-year membership in the Scaled Agile Community
- > Course material: printed workbook
- > Authorization to request 15 PDUs at the PMI for PMP and PMI-ACP certifications
- > Authorization to request SEUs (category C) for the Scrum Alliance CSP-certification or renewals
- > Registration for the SAFe® Scrum Master (SSM) examination (both course days must be attended)
- > Final exam online (English)
- > After passing the final exam you receive
 - SAFe® Scrum Master certificate
 - A SAFe® 5 Scrum Master digital badge to promote your accomplishment online
 - A one-year certified membership as a SAFe® Scrum Master, which includes access to the SSM Community of Practice
 - A SAFe® Scrum Master certification usage guide with SSM certification marks
 - Access to a variety of learning resources to support certified professionals during their SAFe journey

SAFe® 5.0 for Teams with SAFe® Practitioner (SP) Certification

NEW

Target audience

Agile team members //
Everyone who prepares an
Agile Release Train

Prerequisites

Necessary: None // Recommended: Participants are familiar with Agile methods and principles; Basic knowledge in Scrum, Kanban and XP; Knowledge in hardware and software development processes

Code

ZSP

Duration

2 Days

Participants of this course learn how to become a high-performing team member of an Agile Release Train (ART) and how to effectively cooperate with other teams. We will communicate intense knowledge on ARTs and how the added value works. Learn how to effectively create your role within the scope of Scrum, Kanban and XP.

Learn how to write user stories, to break down (cut) features and plan and implement iterations including the DevOps culture, Continuous Delivery and a continuous improvement process.

Content

- > The Scaled Agile Framework (SAFe®)
- > Apply SAFe® to scale Agile development
- > Agile teams
- > Agile Release Train (ART)
- > Other teams in the ART and dependencies
- > Planning and implementation of iterations
- > Demonstration of value created (efficient product increment)
- > Integration and product increments
- > Cooperation with other teams

Further Information

- > Examination:
 - Name of the examination: SAFe® 5 Practitioner Exam
 - Format and language: Multiple Choice, web-based, in English
 - Entry: Participants will be registered at Scaled Agile Inc. and receive the entry link to the online examination and SAFe® community platform
 - Period of examination: 30 days after training
 - Amount of questions: 45 questions in 90 minutes
 - Threshold for passing: 78 % correct answers
 - Retake fee: 50 USD per retake. The first retake may be done immediately. The second retake has a waiting time of 10 days. The third retake has a waiting time of 30 days. For questions You may directly contact support@scaledagile.com.
 - Renewal of certification: The certification is valid for one year. The fee for renewal is 100 USD. Presumed is continuous education in SAFe®.
- > Course material: printed workbook
- > Authorization to request 15 PDUs at the PMI for PMP-, PgMP- and PMI-ACP certifications
- > Authorization to request SEUs (category C) for the Scrum Alliance CSP-certification or renewals
- > Registration for the SAFe® 5 Practitioner Exam (both course days must be attended)
- > Final exam online (English)
- > After passing the final exam you receive
 - SAFe® Practitioner certificate
 - A SAFe® 5 Practitioner digital badge to promote your accomplishment online
 - A one-year certified membership as a SAFe® Practitioner, which includes access to the SP Community of Practice
 - A SAFe® Practitioner certification usage guide with SP certification marks
 - Access to a variety of learning resources to support certified professionals during their SAFe® journey

> "Nothing worthwhile is easy."

*(Brian Tracy, *1944, American author)*



SYSTEMS ENGINEERING,
REQUIREMENTS & ARCHITECTURE

IREB® Certified Professional for Requirements Engineering – Foundation Level

Target audience

Requirements managers // system and software analysts (systems engineers) // software architects // project managers // clients // quality managers

Prerequisites

Analytical thinking

Code

RE

Duration

3 Days



You develop systems with the most advanced technologies, but you are not sure if you are developing the systems that your customer really wants? In this course you will learn how to lay the foundation for a successful project by dealing with requirements systematically. You will acquire techniques, methods and tools to elicit, document, validate and manage requirements efficiently.

Upon completion of the course, you will be able to apply requirements engineering successfully in your own projects. You can take the exam to qualify as an "IREB® Certified Professional for Requirements Engineering – Foundation Level".

Please note that further preparation after the conclusion of each course day is recommended to succeed in passing the exam.

Content

The content corresponds to the curriculum published by the International Requirements Engineering Board (IREB®):

- > Requirements engineering foundations and terms
 - Profile and function of a Requirements Engineer
 - Symptoms, reasons and impact of inadequate RE
- > System, System Context and Boundaries
- > Requirements Elicitation
 - Requirement Sources
 - Requirements Categorization according to the KANO-Model
 - Elicitation Techniques
- > Requirements Documentation
 - Document Design
 - Documentation Types
 - Documentation Structures
 - Use of Requirements Documents
 - Quality Criteria for the Requirements Document
 - Quality Criteria for Requirements
 - Content and relevance of a Glossary
- > Documentation of Requirements using Natural Language
 - Language Effects
 - Requirements Construction using Templates
- > Model-based Documentation of Requirements
 - The Term "Model"
 - Goal Models
 - Use Cases
 - Three Perspectives on Requirements
 - Requirement Modeling in the Data-, Functional-, and Behavioral Perspective
- > Requirements validation and negotiation
 - Fundamentals of Requirements validation and negotiation
 - Quality Aspects for Requirements
 - Principles and Techniques of Requirements Validation
 - Requirements Negotiations
- > Requirements Management
 - Attributes and Views
 - Prioritizing Requirements
 - Traceability of Requirements
 - Management of Requirements Changes
 - Measurement for Requirements
- > Tool support
 - Types of Tools
 - Introducing Tools
 - Evaluating Tools

Further Information

- > Examination:
 - Additional exam fees charged when applicable.
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).

IREB® Certified Professional for Requirements Engineering – Advanced Level (Modeling)

Target audience

Requirements managers // business analysts // system and software analysts (systems engineers) // project managers

Prerequisites

Basic foundations of requirements engineering // A prerequisite for taking the exam is either the certificate "IREB® Certified Professional for Requirements Engineering – Foundation Level" or the certificate "Requirements Engineering" of the British Computer Society (BCS)

Code

REM

Duration

3 Days



Are you looking for an advanced level course that will add to your basic knowledge gained in the "IREB® Certified Professional for Requirements Engineering – Foundation Level" for Modeling Requirements course? In this training, through many practical exercises you will acquire greater familiarity with the efficient modeling of information structures, functions, behaviors and scenarios. Upon conclusion of the course you can take the exam to qualify as an "IREB® Certified Professional for Requirements Engineering – Advanced Level (Modeling)".

Please note that further preparation at the end of each course day is recommended to succeed in passing the exam.

Content

The content corresponds to the curriculum published by the International Requirements Engineering Board (IREB®):

- > Basic principles of Requirements Modeling
 - Motivation for Requirements Modeling an Fundamentals
 - Characteristic of Requirements Modeling
 - Adaptation of Modeling Languages and Integrated Textual Languages
 - Quality of Requirements Models
- > Context Modeling in Requirements Engineering
 - Purpose of Context Modeling
 - Basic Elements of Context Modeling
 - Notation and Rules for Context Modeling with Data Flow Diagrams
- > The Information Structure View in Requirements Modeling
 - The Purpose of Information Structure Modeling
 - Modeling Classes, Attributes, and Data Types
- Modeling Simple Relationships, Aggregations, and Compositions
- Modeling Generalization and Specialization
- Use-Case-Modeling
- Data Flow Modeling, Control Flow Modeling, and Diagram Types
- Requirements Modeling with Data Flow and Activity Diagrams
- Requirements Modeling with State Machines
- > Scenario Modeling in Requirements Engineering
 - Function modeling using activity diagrams and data flow diagrams
 - Behavior modeling using state charts
 - Combination of function models and behavior models
 - Scenario Modeling with Sequence Diagrams and Communication Diagrams

Further Information

- > Examination:
 - Additional exam fees charged when applicable
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI)
 - The optional exam to "IREB® Certified Professional for Requirements Engineering – Advanced Level (Management)" consists of two parts:
 - Part 1: A written examination which consists of multiple choice questions at the last training day
 - Part 2: A written assignment in which the candidate must create a written study on predefined groups of topics. The written study must be original work performed by the examination candidate using only literature and tools stated by the examination candidate according to generally accepted scientific criteria. For the completion of the written study, the examination candidate should invest the equivalent of two working days (i. e. approximately 16 hours of work).
 - Further information regarding the exam can be found in the Examination Regulations for the CPRE-AL

IREB® Certified Professional for Requirements Engineering – Advanced Level (Management)

Target audience

Requirements managers // system and software architects // system and software developers // project managers // quality managers // risk managers // system and software testers // test managers

Prerequisites

Basics of requirement engineering // A prerequisite for taking the exam is either the certificate "IREB® Certified Professional for Requirements Engineering – Foundation Level" or the certificate "Requirements Engineering" of the British Computer Society (BCS)

Code

RM

Duration

3 Days



During this course, deepen your knowledge of "IREB® Certified Professional for Requirements Engineering – Foundation Level" with topics like assigning attributes, prioritization, change management and traceability. In addition, learn how to implement variant management for requirements and what to consider about reports for requirements management. We show you how to manage requirements engineering processes and explain the meaning of agile requirements management. At the end of this course you can take the exam for "IREB® Certified Professional for Requirements Engineering – Requirements Management, Advanced Level".

Please note that further preparation at the end of each course day is recommended to succeed in passing the exam.

Content

The content corresponds to the curriculum published by the International Requirements Engineering Board (IREB®):

- > Definition and basics of Requirements Management
- > Requirements Information Model
- > Attribute scheme and views of requirements
- > Evaluation and prioritization of requirements
- > Version and Change Management
- > Traceability of requirements
- > Variant Management for requirements
- > Reports for Requirements Management
- > Management of Requirements Engineering processes
- > Requirements Management in agile projects
- > Tools of Requirements Management

Further Information

- > Examination:
 - Additional exam fees charged when applicable
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI)
 - The optional exam to "IREB® Certified Professional for Requirements Engineering – Advanced Level (Management)" consists of two parts:
 - Part 1: A written examination which consists of multiple choice questions at the last training day
 - Part 2: A written assignment in which the candidate must create a written study on predefined groups of topics. The written study must be original work performed by the examination candidate using only literature and tools stated by the examination candidate according to generally accepted scientific criteria. For the completion of the written study, the examination candidate should invest the equivalent of two working days (i. e. approximately 16 hours of work).
 - Further information regarding the exam can be found in the Examination Regulations for the CPRE-AL

Systems Engineering Basics

Target audience

Project managers // architects // designers // developers // testers

Prerequisites

Experience with development projects

Code

GS

Duration

3 Days

This training provides an overview of a consistent implementation of systems engineering and you will learn why it is so critical to "think in systems".

Do you work with complex systems that require perfect interaction among hardware, software and mechanical systems in their creation? Are you looking for an integrated approach for linking these disciplines? This course will teach you the important aspects of the system lifecycle. You will become familiar with the frequently used system engineering methods from systems requirement engineering, system architecture and system testing. In addition, you will learn about the details in the interaction of the technical core processes at the system and software levels.

Content

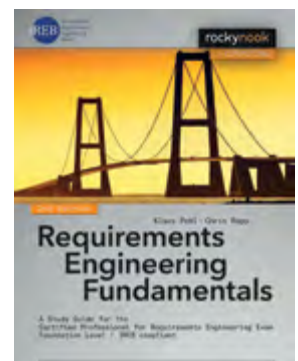
- > Introduction to systems engineering
- > System theory – What is a system?
- > Problems in systems engineering
 - Interaction among the system, software and hardware levels
 - Organizational structure vs. process
 - Documentation
- > Systems engineering procedure model
- > Development process in systems engineering
 - Requirements engineering
 - Architecture
 - Integration
 - Verification and validation

Klaus Pohl, Chris Rupp

Requirements Engineering Fundamentals

A Study Guide for the Certified Professional for Requirements Engineering Exam Foundation Level / IREB compliant

In practice, requirements engineering tasks have become increasingly complex. In order to ensure a high level of knowledge and competency among requirements engineers, the International Requirements Engineering Board (IREB) developed a standardized qualification called the Certified Professional for Requirements Engineering (CPRE). The certification defines the practical skills of a requirements engineer on various training levels. This book is designed for self-study and covers the curriculum for the Certified Professional for Requirements Engineering Foundation Level exam as defined by the IREB. About IREB: The mission of the International Requirements Engineering Board is to contribute to the standardization of further education in the fields of business analysis and requirements engineering by providing syllabi and examinations, thereby achieving a general improvement of applied requirements engineering. The IRE Board is comprised of a balanced mix of independent, internationally recognized experts in the fields of economy, consulting, research, and science. The IREB is a non-profit corporation. For further information visit www.certified-re.com.



1st Edition, Published May 20, 2011 by Rocky Nook, Pages: 182 | ISBN-13: 978-1933952819

iSAQB® Certified Professional for Software Architecture – Foundation Level

Target audience

Software architects // software designers // software developers // systems analysts

Prerequisites

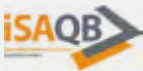
Experience in software development, basic familiarity with the UML, basics of modelling and abstraction. // Basics of object oriented concepts are helpful.

Code

SA

Duration

3 Days



In this course you will learn about the role played by software architecture in software projects and how you can establish it in your projects. You will learn how to design, document and evaluate software architectures. Upon completion of this course, you will have acquired methods and techniques used by software architects and be able to use them successfully in your own projects.

You can take the test to qualify as an "iSAQB® Certified Professional for Software Architecture – Foundation Level". Please note that further preparation at the conclusion of each course day is recommended to succeed in passing the test.

Content

The content corresponds to the curriculum published by the iSAQB®:

- > Definition of software architecture
- > The role of the software architect
- > Documentation of software architectures
 - Description and communication of software architectures
 - Use of the UML to describe software architectures
- > Approaches to developing software architectures
- > Design principles and patterns
- > Software architecture and quality
 - The role of software architecture in achieving quality objectives
 - Evaluating software architectures
- > Tools for software architects
- > Examples of software architectures
- > Consistent example used for all exercises

Further Information

- > Examination:
 - Additional exam fees charged when applicable.
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).
- > The number of participants is limited to 12 persons.

RE(@)Agile Primer

Target audience

Product Owners // Scrum Masters // Requirements Managers // System and Software Analysts (Systems Engineers) // Software Architects // Project Managers // Principals // Quality Managers // Testers // Test Managers // Test Consultants // Test Managers // Usability Engineers

Prerequisites

Prior knowledge in Requirements Engineering and in agile processes is advantageous, but is not required to participate this training.

Code

REA

Duration

2 Days



Requirements Engineering in an agile context: Is it possible? If yes, how? The RE@Agile training answers these questions and shows how to appropriately implement Requirements Engineering in agile development processes, e. g. with the Scrum framework.

Content

The content corresponds to the current curriculum published by the International Requirements Engineering Board (IREB®):

- > Motivation and values of Agility and Requirements Engineering
 - Agile Manifest
 - Agile Principles
 - Synergies between RE and Agile
- > Basics of Requirements Engineering in an agile context
 - Scrum as an example for agile methods
 - Differentiation between Product Owners and Requirements Engineers
 - Discover values-oriented development
- > Artefacts and Techniques in RE@Agile
 - Differentiation between specification documents and backlog
 - Vision and goals
 - Acceptance and approval criteria
- > Organizational aspects of RE@Agile
 - The management role in agile development processes
 - Interaction and communication with stakeholders and teams
 - Find the right detail level for requirements and backlog items

Further Information

- > Examination:
 - The course price does not include examination fees.
 - After passing the exam, the certificate will be issued by the independent certifier.
- > The educational content prescribed by IREB® covers approx. 6.5 hours and leaves only limited time for discussions. This RE@Agile training, offered by Method Park however, will run two days so you can deepen what you have learned. This training gives you the opportunity to apply all contents in practical simulations and so consolidate the course contents.

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 <https://swe-camp.de/>

Wetterkreuz 19a
91058 Erlangen
Germany

Automotive Requirements Engineering – Introduction

Target audience

Requirements Manager // Systems and Software Analyst (Systems Engineer) // Software Architect // Project Manager // Principal // Quality Manager

Prerequisites

None

Code

REI

Duration

1 Day

Project team members in the automotive industry are often challenged by the analysis and management of requirements. This course offers participants an overview of the requirements engineering for OEMs and suppliers. It particularly focuses on industry-specific challenges.

Participants will receive insights about the quality criteria for requirements – particularly focusing on the analysis and specification of those requirements. They will learn about techniques, methods and tools to efficiently specify, document, review, assess and manage requirements. Examples and exercises from the project practice deepen the knowledge in these methods and techniques.

Content

- > Basics, Introduction and Motivation
- > Requirements Specification and Analysis
 - Types of Requirements Sources
 - Stakeholder Analysis
 - System, System Context and Boundaries
 - Techniques and Methods for Requirements Specification
- > Requirements Documentation
 - Iterative Development
 - Requirements Classification
 - Quality Criteria of Requirements and Requirement Documents
- Structuring of Requirement Documents
- Attribution of Requirements
- > Requirements Specification
 - Traceability
 - Validation Techniques and Methods
- > Bundling of Requirements
 - Consolidation of Requirements
 - Conflict Resolution Techniques for Requirements
- > Requirements Management and Functional Safety (ISO 26262)
 - Overview of Standard-specific challenges regarding Requirements Management

Individual workshops on Systems Engineering, Requirements and Architecture

Individual workshops complement our range of courses on requirements engineering, architecture, UML and SysML. They provide you with targeted support in the practical implementation of your knowledge in your project day.

- Are you interested only in specific topics of regular public courses and want to deal with them in detail?
- Would you like to receive a combination of specific course content or add additional aspects?
- Do you place great emphasis on an increased practical part and want to transfer and apply what you have learned directly to specific problems in your project with the support of the trainer?

Then benefit from our workshops, tailored exactly to the requirements of your organization. You will expand your knowledge and gain valuable practical experience. We are happy to support you directly, on-site, at an attractive price.

Would you like to receive more information, or do you have any questions? Contact us!

Contact Sonja Schkutow-Barnhill
Phone 09131 97206-205
Email Sonja.Schkutow-Barnhill@methodpark.de

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AUTOSAR – Concepts and Strategies

Target audience

Software developers // software architects // project managers // development managers

Prerequisites

Experience in automotive software development

Code

AKS

Duration

1 Day



This course provides a detailed overview on AUTOSAR. You will learn both the AUTOSAR architecture and the related development methodology. Upon completion of this course, you will be able to assess the effects AUTOSAR technology will have on your projects and your company. You will understand the differences between AUTOSAR 3.x and AUTOSAR 4.x.

Content

- > Motivation and objectives for AUTOSAR development
- > Overview of the AUTOSAR architecture
- > Development methodology
- > What are the AUTOSAR software components (SWC)?
- > What functions does the basic software offer (BSW)?
- > Phases in code generation
- > Differences between AUTOSAR 3.x and AUTOSAR 4.x

AUTOSAR in Practical Applications

Target audience

Software architects // software developers

Prerequisites

Experience in software development

Code

AP

Duration

3 Days



Would you like to use AUTOSAR technology to manage the complexity of software development of advanced motor vehicles, but you don't have the practical experience you need to apply AUTOSAR productively in your development projects?

Then take this course and benefit from our expertise. Here, based on a complete, practical example, you will acquire and develop techniques for developing an AUTOSAR compliant system, from AUTOSAR software components to configuring the AUTOSAR basic software (BSW). Upon completion of this course, you will be able to apply these procedures in your AUTOSAR compliant project.

Content

- > 1st day: Motivation and basic concepts
 - Overview on the AUTOSAR architecture
 - Development methodology
 - Phases in code generation
- > 2nd day: AUTOSAR software components
 - Creating software components
 - Further RTE concepts
 - Configuring and generating the RTE
 - Planning RTE events
- > 3rd day: Configuring the basic software
 - Architecture of the basic software
 - Configuring and generating the RTE and the basic software
 - Integrating the created software components
 - Configuring individual BSW components (NVM, diagnostics, ...)

AUTOSAR compact

Target audience

Software architects // software developers

Prerequisites

Experience with software development

Code

APC

Duration

2 Days



Would you like to use AUTOSAR technology to manage the complexity of software development of advanced motor vehicles, but you don't have the experience you need to apply AUTOSAR productively in your development projects?

Then take this course and benefit from our expertise. In this two day compact course you will learn all about the basic concepts of AUTOSAR. Upon completion of this course, you will have the background to start an AUTOSAR project.

Content

- > 1st day: Motivation and basic concepts
 - Overview on the AUTOSAR architecture
 - Development methodology
 - Phases in code generation
 - Creating software components
 - Configuring and generating the RTE
- > 2nd day: AUTOSAR basic software
 - Architecture of the basic software
 - Configuring and generating the RTE and the basic software
 - Planning RTE events
 - Concepts of individual BSW components (NVM, diagnostics, ...)

> "There's a way to do it better – find it."

(Thomas Alva Edison, 1847–1931, American inventor)



TEST & QUALITY ASSURANCE

ISTQB® Certified Tester – Foundation Level

Target audience

System and software testers //
 system and software developers //
 project managers // quality
 managers

Prerequisites

Experience with software-based
 systems // Knowledge in software
 and/or system testing or software/
 system development is helpful,
 but not required.

Code

TF

Duration

4 Days

The price of the course includes



This course provides the basis for taking the exam to qualify as an "ISTQB® Certified Tester – Foundation Level". You will acquire the basic skills and techniques associated with software testing, which will enable you to test the software of your products effectively and efficiently in testing that accompanies development. You will learn how to improve software and system testing in your company and, as a result, increase the software quality of your products.

Upon completion of this course you will be able to establish the testing techniques learned in your own projects and perform tests successfully in a targeted manner.

Please note that further preparation at the end of each course day is recommended to succeed in passing the exam.

Content

The course content is equivalent to that in the curriculum published by ATB, GTB and STB:

- > Foundation of software testing
 - Testing terminology
 - Fundamental testing process
- > Testing in the software lifecycle
 - Life cycle models
 - Test levels (component, integration, system and acceptance testing)
 - Maintenance testing
 - Test types (functional/non-functional/structural/regression testing)
- > Static testing method
 - Reviews and the review process
 - Static analysis
- > Test design techniques
 - Black box techniques
 - White box techniques
 - Experience-based techniques
 - Selecting the proper technique
- > Test management
 - Test organization
 - Test planning
 - Costs and cost-effectiveness
 - Defect/Configuration management
- > Testing tools
 - Types of tools
 - Effectively applying testing tools
 - Selecting and introducing tools

Further Information

- > Examination:
 - Additional exam fees charged when applicable.
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).

ISTQB® Certified Tester – Advanced Level (Test Manager)

Target audience

Software testers // testing managers // project managers // quality managers

Prerequisites

Experience with software-based systems and software testing // Prerequisites for taking the exam are the successful completion of the exam to qualify as an "ISTQB® Certified Tester – Foundation Level" and at least 18 months of testing experience.

Code

TM

Duration

5 Days



This course provides the basis for taking the exam to qualify as an "ISTQB® Certified Tester – Advanced Level (Test Manager)". Here you will learn how to manage testing teams, to plan and document tests correctly and monitor their progress. Various testing process improvement models will be introduced and you will learn how to improve your testing processes based on these models. Upon completion of this course you will be able to estimate the time and costs required for your testing projects as well as track and manage the projects successfully.

Please note that further preparation at the end of each course day is recommended to succeed in passing the exam.

Content

The course content is equivalent to that in the curriculum published by ATB, GTB and STB:

- > Testing process
 - Assessing process capability with defect report information
- > Test management
 - Test management in context
 - Risk-based test and other approaches for test prioritization
 - Test documentation
 - Test estimation
 - Defining and using test metrics
- > Distributed, outsourced and insourced testing
- > Reviews
 - Management reviews and audits
 - Managing reviews, metrics for reviews
- > Defect management
 - Defect and software development lifecycle
 - Defect report information
- > Testing process improvement
 - Test improvement process
 - Test-specific maturity models (TMMI, TPI NEXT, CTP, STEP)
- > Test tools and automation
 - Tool selection
 - Open source and custom tools
 - Return on investment (ROI)
- > People skills and team development
 - Testing organization
 - Individual skills and test team dynamics
 - Motivation and communication
- > Exercises for all of the significant topics

Further Information

- > Examination:
 - Additional exam fees charged when applicable.
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).

ISTQB® Certified Tester – Advanced Level (Test Analyst)

Target audience

Software testers // system testers // project managers // quality managers

Prerequisites

Experience with software-based systems and software testing // Prerequisites for taking the exam are the successful completion of the exam to qualify as an "ISTQB® Certified Tester – Foundation Level" and at least 18 months of testing experience.

Code

TA

Duration

5 Days



This course provides the basis for taking the exam to qualify as an "ISTQB® Certified Tester – Advanced Level (Test Analyst)". You will become familiar with systematic, specification based test design techniques as well as additional test design techniques which will help you test your software adequately. The functional test is the emphasis here. In addition to test design techniques for functional tests, you will learn how to improve your tests with the targeted use of reviews. Upon completion of this course you will be able to ensure compliance with your quality standards and adequate testing of your development and testing documentation.

Please note that further preparation at the end of each course day is recommended to succeed in passing the exam.

Content

The course content is equivalent to that in the curriculum published by ATB, GTB and STB:

- > Test process from the viewpoint of a test analyst
- > Test management from the viewpoint of a test analyst
- > Specification-based test design techniques
 - Equivalence partitioning
 - Boundary value analysis
 - Decision tables
 - Cause-effect graphing
 - Stats transition testing
 - Combinatorial testing techniques
 - User case testing
 - Domain analysis
- > Selection and application of appropriate combinations of test design techniques
- > Additional test design techniques
 - Defect-based techniques, Defect taxonomies
 - Experience-based techniques
 - Error guessing
 - Checklist-based testing
 - Exploratory testing
- > Reviews
- > Defect management
- > Test tools and automation
- > Exercises for all significant topics

Further Information

- > Examination:
 - Additional exam fees charged when applicable.
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).

ISTQB® Certified Tester – Advanced Level (Technical Test Analyst)

Target audience

Software testers // software developers // project managers // quality managers

Prerequisites

Experience with software-based systems and software testing // Experience in software development is helpful // Knowledge of specification-based testing techniques // Prerequisites for taking the exam are the successful completion of the exam to qualify as an "ISTQB® Certified Tester – Foundation Level" and at least 18 months of testing experience

Code

TT

Duration

4 Days



This course provides the basis for taking the exam to qualify as an "ISTQB® Certified Tester – Advanced Level (Technical Test Analyst)". You will learn how important testing close to development is and become familiar with various lifecycle models. You will practice special testing techniques that will help you to implement testing efficiently and with a sufficient scope while taking non-functional requirements into consideration.

Upon completion of this course, you will be able to recognize errors early on in development instead of at the end in an elaborate system test. You will be able to establish testing close to development in your projects and perform the testing successfully.

Please note that further preparation at the end of each course day is recommended to succeed in passing the exam.

Content

The course content is equivalent to that in the curriculum published by ATB, GTB and STB:

- > The test analyst's tasks in risk-based testing
- > Structure-based testing
 - Condition testing
 - Modified condition/decision coverage testing
 - Multiple condition testing
 - Path testing
 - API testing
 - Selecting a structure-based technique
- > Analytical techniques
 - Static analysis
 - Control flow analysis, data flow analysis
 - Using static analysis for improving maintainability
 - Dynamic analysis
 - Memory leaks
 - Wild pointers
 - Analysis of performance
- > Quality characteristics for technical testing
 - Planning (tool, test environment, data security)
 - Security testing
 - Reliability testing
 - Performance testing
 - Resource utilization
 - Maintainability testing
 - Portability testing
- > Reviews and checklists in reviews
- > Test tools and automation
 - Integration of tools
 - Test automation as a project
- > Exercises for all significant topics

Further Information

- > Examination:
 - Additional exam fees charged when applicable.
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).

ISTQB® Certified Tester – Foundation Level Extension (Agile Tester)

Target audience

Testers // team members of testing tasks // testing managers as well as functional and technical test analysts

Prerequisites

Prerequisites for taking the exam is the successful completion of the exam to qualify as an "ISTQB® Certified Tester – Foundation Level".

Code

TFA

Duration

2 Days



This course provides the basis for taking the exam to "ISTQB® Certified Tester – Foundation Level Extension (Agile Tester)".

The foundation for this course is acquired in the ISTQB® Certified Tester – Foundation Level. In addition, the necessary expertise to successfully support an agile project as a testing specialist and effectively contribute your own experience in testing can be acquired during the course ISTQB® Certified Tester – Foundation Level Extension (Agile Tester).

Content

The course content is equivalent to the curriculum published by ATB, GTB und STB:

- > Basics of agile software engineering
- > Traditional and agile testing practices
- > Completing test processes with expertise in agile projects
- > Information about planning of relevant testing activities (estimation of testing efforts)
- > Deployment of relevant testing methods, techniques and tools
- > Stipulation of quality criteria in agile projects
- > Successful cooperation in agile teams

Please note that further preparation at the conclusion of each course day is recommended to succeed in passing the exam.

Further Information

- > Examination:
 - Additional exam fees charged when applicable.
 - If the exam is passed, the certificate will be issued by the independent certifier International Software Quality Institute (ISQI).



Graham Bath, Judy McKay

Software Testing Foundations

Test Analyste and Technical Test Analyst

Software Testing Foundations: A Study Guide for the Certified Tester Exam

Professional testing of software is an essential task that requires a profound knowledge of testing techniques. The International Software Testing Qualifications Board (ISTQB) has developed a universally accepted, international qualification scheme aimed at software and system testing professionals, and has created the Syllabi and Tests for the Certified Tester. Today about 300,000 people have taken the ISTQB certification exams. The authors of Software Testing Foundations, 4th Edition, are among the creators of the Certified Tester Syllabus and are currently active in the ISTQB. This thoroughly revised and updated fourth edition covers the Foundation Level (entry level) and teaches the most important methods of software testing. It is designed for self-study and provides the information necessary to pass the Certified Tester – Foundations Level exam, version 2011, as defined by the ISTQB. Also in this new edition, technical terms have been precisely stated according to the recently revised and updated ISTQB glossary. Topics covered: - Fundamentals of Testing - Testing and the Software Life Cycle - Static and Dynamic Testing Techniques - Test Management - Test Tools. Also mentioned are some updates to the syllabus that are due in 2017.

4th Edition, Published April 4, 2014 by Rocky Nook, Pages: 304 | ISBN-13: 978-1937538422

Quality Assurance in Software and System Development

Target audience

Quality managers/quality assurance specialists in software and system projects

Prerequisites

None

Code

QSS

Duration

2 Days

This course teaches you the basics of quality assurance in software and system development. The contents are adapted to those who define, plan, and implement quality measures in projects (e.g., quality managers and quality assurance specialists).

The course provides you with the knowledge required to write good quality manuals, define metrics, and implement reviews. Also, you will learn about and discuss everyday issues facing those responsible for quality.

You will be introduced to various procedures with which the quality specialist can constructively support the implementation of software and system projects. Furthermore, you will gain insight into quality assurance methods in agile software development.

Finally, you will be provided with helpful tips as to how you, as a quality specialist, can motivate those involved in software and system projects to achieve higher quality.

Content

- > Basics of quality assurance
- > Role of quality managers and quality assurance specialists and their tasks in software and system projects
- > Organization of the quality assurance team and integration into the project structure
- > Procedure for quality planning and its significance
- > How to create a good manual for quality assurance tasks
- > Types and selection of quality measures according to your project goals
- > Various types of reviews and their application in the project
- > Quality assurance with SPICE
- > Preparation of SPICE assessments
- > Methods of quality assurance in agile projects (Scrum)
- > Quality status reports to various levels of management
- > How to use metrics for quality measurement in the project
- > Role of quality assurance in process improvement (process roll-out and process feedback)
- > How to use metrics for quality measurement in the project

ISTQB® Certified Automotive Software Tester

NEW

Target audience

Systems and software testers // systems and software developers // project managers and quality managers in the environment of automotive development

Prerequisites

Experience in software-based systems. // Knowledge in software and/or systems testing or in software/systems development is helpful, but not necessary.

Code

TFC

Duration

2 Days



You are already a certified ISTQB® Certified Tester – Foundation Level and would like to apply your knowledge in the context of automotive software development? Over many years, the ISTQB® Certified Tester scheme has become established as the certification standard for software testing, but so far, the link to its application in an automotive environment was missing. Now we close this gap with the course "Certified Automotive Software Tester" (CAST). In this course, you learn how to apply your knowledge in the automotive industry. Take advantage of this opportunity to qualify as tester for automotive software systems! Please note that further preparation at the end of each course day is recommended to succeed in passing the exam.

Content

The content corresponds to the current German curriculum published by the GTB®:

- > Norms and standards for testing E/E systems
 - Automotive SPICE (ASPICE)
 - ISO 26262
 - AUTOSAR
 - Comparison of objectives ASPICE and ISO 26262 / comparison of test levels
- > Testing in virtual environments
 - Test environment in general (motivation for test environments in the automotive industry, general parts of a test environment, difference between Closed Loop and Open Loop, essential interfaces, databases, and communication protocols of control units)
 - Testing in XiL test environments (Model in the Loop (MiL), Software in the Loop (SiL), Hardware in the Loop (HiL))
- > Specific static and dynamic testing methods
 - Static methods (MISRA-C:2012 programming standards)
 - Dynamic testing methods (condition testing, multiple conditions testing, modified condition decision testing, back-to-back testing, fault injection testing, requirements-based testing, context-dependent selection of testing methods)

Further Information

- > Examination:
 - The course price does not include examination fees.
 - After passing the exam, the certificate is issued by the independent certifier International Software Quality Institute (ISQI).
 - In order to participate the exam a certificate of ISTQB® Certified Tester – Foundation Level is necessary.
- > The training is based on German course material.
- > We offer this course in cooperation with the ISARTAL Akademie GmbH.



> "A ship in harbour is safe, but that is not what ships are built for."

(John Augustus Shedd, 1859–?, American author)

SAFETY RELEVANT
DEVELOPMENT

ISO 26262 – Functional Safety for Road Vehicles

Target audience

Managers (organizational areas), project managers, quality managers, system/hardware/software developers and testers in the automotive area

Prerequisites

Practical experience with development projects is advantageous.

Code

IFS

Duration

2 Days

This course provides information in compact form regarding the current status of science and technology with respect to the safety standard ISO 26262 (Functional Safety for Road Vehicles). You will learn which new requirements will apply to your projects with the implementation of the standard for functional safety for road vehicles. Which sections of the safety standard ISO 26262 must you absolutely keep in mind for your projects? Which adaptations are you permitted to make? Is safety even a relevant subject with regard to your products?

With practical application examples and exercises you will acquire the necessary techniques for correctly assessing and preventing the hazards and risks that your product could cause. Afterward, you will be able to evaluate the effects on your system, software and hardware development and implement accordingly.

Content

- > Motivation and introduction to the safety standard ISO 26262
- > Overview of the safety lifecycle
- > Requirements for organization, management and processes
- > Setting up a hazard analysis, including ASIL classification and decomposition
- > Creating a functional safety concept
- > Required activities in system, software and hardware development
- > Examples of safety architectures
- > Qualification of software tools and components
- > Proof of safety and safety assessment
- > Legal aspects

The course consists of lectures, exercises and discussion and offers ample opportunity for asking questions and exchanging experiences.

Automotive SPICE® and Safety – Joint Approach

NEW

Target audience

This training is primarily for everyone using ISO 26262 and Automotive SPICE® to design processes and ensuring compliance. Furthermore, it helps developers, safety managers, project and team leaders to gain a deeper understanding of how requirements of both standards influence the development processes. Moreover, it allows assessors and auditors to check the fulfillment of requirements of both standards.

Prerequisites

Experiences in ISO 26262 and/or Automotive SPICE® are necessary.

Code

ASJ

Duration

2 Days

Automotive SPICE® is mandatory in automotive ECU development. Many process improvement projects based on Automotive SPICE® lead to more mature processes. But another standard has tightened the requirements for electrics and electronics development. ISO 26262 has to be fulfilled in cases of functional safety. Is SPICE now obsolete? Is it possible to guarantee and check mature processes and at the same time the fulfillment of safety requirements?

This training will focus on the differences and similarities of both standards. You will learn to understand the correlation and cooperation of ISO 26262 and Automotive SPICE®. You will find out how to perform a joint check of the fulfillment of requirements of both standards! Together with other participants, you will create examples for a joint approach.

Content

- > Motivation for development according to Automotive SPICE® and ISO 26262
- > Definition of terms in Automotive SPICE® and ISO 26262
- > Overview and examples for Automotive SPICE®
- > Overview and examples for ISO 26262
- > Similarities and differences in both standards
- > Objectives and approach for SPICE Assessments
- > Objectives and approach for Safety Audits
- > Joint approach for the parallel check of both standards
- > Summary and hints

The training consists of presentations, exercises, and discussions and offers many opportunities for questions and experience exchange.

Safety critical embedded systems (iSAQB® Module EMBEDDED)

Target audience

Software architects and developers of embedded systems

Prerequisites

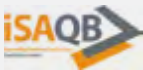
Experience in the development of software for embedded systems, basic foundations of software architecture, such as those provided by the course "iSAQB® Certified Professional for Software Architecture – Foundation Level".

Code

SAE

Duration

3 Days



Safety-critical embedded systems place special demands on software architecture: In addition to standards-related requirements in the area of functional safety, embedded systems must often meet real-time requirements. Other typical topics include variability and communication via special bus systems. This course focuses on concrete methods and solutions for dealing with these requirements. In addition, the course provides an overview of system and software development processes for embedded systems and the role played by software architecture in these processes.

Content

The content corresponds to the CPSA Advanced Level module EMBEDDED published by the iSAQB®:

- > System development for embedded systems
- > Software development for embedded systems
- > Functional safety
 - Procedures for developing safety-critical systems
 - Solutions at the architecture level
- > Real-time and concurrency
 - Approaches for implementing real-time requirements
 - Analysis of real-time properties
- > Distributed systems
 - Time- and event-driven communication
 - Bus systems and their properties
- > Variant management
 - Analysis and description of variability
 - Approaches for implementing variability

Further Information

- > Examination:
 - The course is licensed in accordance with the "iSAQB® Certified Professional for Software Architecture – Advanced Level" EMBEDDED module.
 - The course provides 10 credit points for "methodical skills" and 20 credit points for "technological skills".
- > The number of participants is limited to 12 persons.



TALK IN THE PARK

ERLANGEN – MUNICH – STUTTGART – FRANKFURT – DETROIT

▶ **methodpark**

Experience a triad of knowledge transfer, exchange of experience, and networking at one of our five locations in Erlangen, Munich, Stuttgart, Frankfurt on the Main, and Detroit.

Method Park has offered presentations and discussions around current topics of software and systems engineering with its "Talk in the Park" event series since 2011.

The events offer inspiring cross-industry presentations on current topics, rounded off by exciting discussions at eye level.

Participants have the opportunity to network in a relaxed atmosphere with finger food and drinks. Benefit from the knowledge of other participants and take the chance to share your experience.

Are you interested? Then take a look at our website and register for one of the evenings.

Please find the current topics and dates at
www.methodpark.com/talk-in-the-park



➤ **"Much as I know, I wish I knew everything."**

(Johann Wolfgang von Goethe, 1749–1832, German author)

Security Engineering – Developing Secure Software

Target audience

Software architects // software designers // software developers

Prerequisites

Experience in software development

Code

SEC

Duration

3 Days

The news about security gaps in software are becoming increasingly commonplace, but it is no longer just software systems that are affected. As a result of increased networking, the software used in pacemakers, insulin pumps, cars and industrial automation systems is at much greater risk than manufacturers take into account. This makes for fatal results, particularly in functional safety.

The term 'IT security' is now on everybody's lips as a result of these news. However, there is still not enough attention being paid to secure development – security engineering or security by design. In order to constructively avoid security gaps, software has to be developed in a secure manner from day one.

This course has been designed to awaken a basic understanding in secure development, highlights threats and attacks and presents the appropriate methods for avoiding security gaps as much as possible throughout the entire software development process.

Content

- > Introduction
 - Definition of security and differentiation to safety
 - Protection goals, threats and weaknesses
 - Basic security features
- > Attacks
 - Types of hackers
 - Web security (including XSS, CSRF and countermeasures)
 - Memory-based attacks and countermeasures
 - Social engineering
- > Development process
 - Software Assurance Maturity Model (SAMM)
 - ISO 27034
 - Microsoft SDL
- > Security requirements
 - Misuse cases
 - Context analysis
- > Security design
 - Attack surface reduction
 - Threat modelling
 - Design principles
- > Secure development
 - Typical errors
 - Techniques
 - MISRA coding guidelines
- > Security testing
 - Differentiation to functional testing
 - Penetration tests
 - Fuzzing

➤ "Better to light a candle than to curse the darkness."

(Confucius, 551 B.C.–479 B.C., Chinese philosopher)



HANDS-ON WORKSHOPS

Software Architecture – Hands-on Workshop for Agile Architecture

Target audience

Software Architects // Software Developers

Prerequisites

None

Code

AW

Duration

2 Days

You want to establish sustainable architecture in your software development? You require an architecture which supports agility, flexibility and changeability?

This hands-on workshop imparts principles and practices for the development and evolution of architectures in an agile environment. The workshop focuses on practice-oriented knowledge transfer: In specific exercises, you deepen what you have learned and apply it on a consistent example. Instead of the prepared case study, your current product development can also be integrated into the exercise part of this workshop.

Content

- > Architecture and the Architect's Role
 - What is Architecture?
 - The role of Architecture in agile development
 - Evolutionary Architecture
- > Communication of Architecture
 - Communication of Architectures to specific target groups
 - Agile approaches for documentation
 - Docs as Code
- > Influencing Factors
 - Identification and analysis of architecture-relevant requirements and constraints
 - Correct prioritization of influencing factors and architecture decisions
- > Design and Architecture Principles
 - SOLID Principles
 - Clean Architecture
- > Architecture and Continuous Delivery

Further Information

- > After this workshop, you have the opportunity to book several follow-up coaching days, in which the trainer will focus on specific challenges you face when applying the methods acquired in our course. You will have the chance to deepen your understanding of specific contents.

Clean Code Hands-on Workshop

Target audience

Developers

Prerequisites

Experience in software development

Code

CCW

Duration

2 Days

Software gradually loses quality over time. This makes implementations and changes more difficult, and the code becomes more incomprehensible. Clean code helps you to prevent this and prepares your software for future challenges. This hands-on workshop imparts the techniques and practices necessary to write coherent, extensible, and resilient code.

The workshop places great emphasis on hands-on knowledge transfer: You will develop the aspects of clean code based on specific exercises. After the workshop, you will be able to apply the techniques learned directly in your daily practice.

Content

- > Clean Code vs. Bad Code
 - What is bad code?
 - What is clean Code?
 - The Boy Scout Rule
- > Aesthetic Code
 - Why is naming so important?
 - What do clean methods look like?
 - What are the characteristics of a good class?
 - How to write comments correctly?
- > Formats and Structures
 - How to format cleanly?
 - How are objects and data structured?
 - How to use refactoring?
 - How to deal with limits of other systems?
- > Quality Assurance
 - A mistake - what to do?
 - How to proceed with Unit Tests?
- > SOLID
 - You basically did everything right?
- > Clean Code as a Mentality
 - Clean Code Developer Grade: How to internalize CCD principles and practices?

Further Information

- > After the workshop, you can optionally book one or more subsequent coaching days. The trainer is then dedicated to the specific challenges you may face when implementing the workshop contents in everyday life. In addition, you can deepen individual contents in a targeted manner.
- > You will need a laptop for the exercises in this course. We will define the necessary exercise environment with you and all participants of the course.

Entity Framework Hands-on Workshop

Target audience

Developers

Prerequisites

Experience in software development

Code

EFW

Duration

2 Days

You want to use the Entity Framework in your software development or already do? You are looking for a training, individually tailored to your needs? Our Entity Framework workshop is the matching solution: This hands-on workshop teaches you the necessary techniques and practices to apply the Entity Framework in your project.

This workshop is very practice-oriented and half of it consists of applied exercises on a consistent topic. You develop the aspects of using the Entity Framework yourself based on specific tasks. After the workshop, you are able to implement the learned techniques directly into your daily work.

Content

- > Basics
 - Object-relational mapping
 - Entity Framework
- > Data Access
 - Object relationships, navigation, and loading strategies
 - LINQ to entities
- > Further Topics
 - Performance tips & tricks
 - Migrations
 - Support for stored procedures
 - Software architectures with the Entity Framework

Further Information

- > After this workshop, you have the opportunity to book several follow-up coaching days, in which the trainer will focus on specific challenges you face when applying the methods acquired in our course. You will have the chance to deepen your understanding of specific contents.
- > You will need a laptop for the exercises in this course. We will define the necessary exercise environment with you and all participants of the course.

Git – Hands-on Workshop for Distributed Version Management

Target audience

Software developers and integrators

Prerequisites

Experience in software development

Code

GW

Duration

2 Days

You want to use Git in your software project to monitor file changes? You want to benefit from the advantages of distributed version management and ensure quality in a regulated environment with code reviews?

Then this hands-on workshop will accompany you during the introduction of Git. The trainer will teach you how to use Git and code review solutions, such as Gerrit, GitHub Enterprise or TFS, and supports you in selecting the right tool.

This workshop focuses on practical knowledge transfer. Together with you, the trainer will develop a workflow tailored to your individual needs. It covers all phases of development, from check-in and code review linked to a continuous integration system, to release and life cycle management.

Content

- > Git
 - Basic version management
 - Understanding of software history
 - Creation of development lines (branch) and versions (tags)
 - Integration strategies (Merge vs. Rebase) for merging divergent development lines
 - Synchronization with other repositories (push, pull)
 - Best Practices for more efficient development processes with Git
- > Code Review with Gerrit
 - Goals and Basics on Code Review
 - Deliver code for review
 - Incorporation of code review comments
 - Dissolution of conflicts
 - Best Practices or
- > Code Review with GitHub Enterprise or Microsoft TFS
 - Structuring teams and organizations
 - Collaboration workflows (fork & branch, pull requests)
 - Resynchronization with progressive development
 - Code Review with tool support

Further Information

- > After the workshop, you can optionally book one or more subsequent coaching days. The trainer is then dedicated to specific challenges you may face during the introduction of Git in everyday life. In addition, you can deepen different contents in a targeted manner.

Machine Learning Workshop – Hands-on to Artificial Intelligence

Target audience

Software engineers //
Data scientists

Prerequisites

Basic programming skills

Code

MLW

Duration

2 Days

Artificial intelligence and machine learning have long since found their way into large parts of industry. Success has most recently been achieved in autonomous driving, medical image processing or material testing. In future, Artificial Intelligence (AI) will play an even greater role in numerous industries and scenarios. To remain fit for this future, companies have to deal with the basics of AI and machine learning.

These basics are imparted in the workshop on Machine Learning, which bundles the sheer flood of information and offers you a compact overview of theory and practice in machine learning. You receive the hands-on knowledge you need to integrate the enormous potential of artificial intelligence into your product portfolio and value chain.

This workshop is very practice-oriented. Half of it consists of applied exercises on a consistent topic. You will learn the relevant methods and practices around machine learning while focusing on artificial neural networks, the basis for deep learning.

Content

- > Basics
 - Introduction and definition of terms (machine learning, artificial intelligence, big data, deep learning, ...)
 - Presentation of the technologies used in the workshop, e.g. TensorFlow and Keras
- > Landscape of Machine Learning Methods
 - Supervised learning
 - Unsupervised learning
 - Reinforcement learning
- > Single-layer neuronal networks (perceptrons)
 - Biological motivation
 - From biological to artificial neurons
 - Learning: optimization, gradient descent
 - Classification of multiple classes
- > Basic terms & tools
 - Loss functions
 - Performance metrics
 - Data partitioning
 - Feature extraction, dimensionality reduction
 - Overfitting and countermeasures
- > Multilayer neural networks
 - Backpropagation
 - Deep learning
- > OPTIONAL
 - GPU-accelerated training in the cloud with Amazon Web Services (AWS)
 - Deployment of trained networks on embedded hardware
 - Convolutional neural networks

Further Information

- > After this workshop, you can optionally book one or several coaching days where the trainer focuses on specific challenges you are facing when applying the workshop contents in your day-to-day work. Additionally, you have the chance to specifically deepen individual contents.
- > You will need a notebook for the exercises during the workshop.
- > The workshop is held in German or English. The course material is provided in English.

Qt & QML: Hands-on Workshop for Programming User Interfaces

Target audience

Software developers

Prerequisites

Experience in C++ is helpful

Code

QTW

Duration

2 Days

With Qt and QML, you develop platform-independent, high-performance user interfaces on Windows, Linux, iOS and Android with reasonable effort. Everything you need to know, is imparted in this hands-on workshop.

You will gain insights into the concepts and methods of interface programming with Qt and QML. You receive an overview of the QML basics, UI interactions and Qt Quick Controls. The workshop explains the interaction of QML and C++ code as well as other important topics from the Qt library.

You deepen these contents with practical exercises, which take up about half of the workshop. This helps you to directly understand and consolidate the knowledge you have

Content

- > QML basics
 - Introduction to the Qt Creator development environment
 - Which basic elements are available?
 - What are properties and how do property bindings work?
 - How do QML and Javascript interact?
 - How to position elements?
 - How to react to keyboard input and mouse clicks?
- > The Qt Quick Controls component library
 - Introduction and use of "Quick Controls"
 - Your individual design adaptation of standard components
 - Differences between "Quick Controls" version 1 and 2
- > Extending the QML functionality
 - Creation of your individual components and component libraries
 - Integration of C++ objects in QML
 - Create your individual C++ QML components
 - On request: Introduction to "Qt for Python"
- > Other advanced concepts such as:
 - Model/view concept and data display
 - Internationalization
 - How to dynamically create elements at runtime

Further Information

- > After the workshop, you can optionally book one or more subsequent coaching days. The trainer is then dedicated to specific challenges you may face when implementing the workshop contents in everyday life. In addition, you can deepen individual contents in a targeted manner.

React and Redux – Hands-on Workshop for Web Development

Target audience

Software Engineers

Prerequisites

Knowledge of JavaScript and HTML

Code

RRW

Duration

2 Days

React, Facebook's JavaScript library, enables easy and fast creation of interactive user interfaces. With React, you easily create simple view-layers for every application state and implement even complex user interfaces in an instant.

Redux is a state container for JavaScript applications and enables the centralization of the application states and logics. With Redux, you can also unlock high-performance tasks or additional features for your application.

Unit tests have to be carried out for both React and Redux. The appropriate tools for testing, Jest and Enzyme, are presented in this hands-on workshop.

This training is mainly practice-oriented: Over half of the workshop consists of hands-on exercises based on a consistent topic. You acquire all aspects of React and Redux by working on specific tasks. This workshop enables your team to put the acquired techniques into practice as part of their daily routine.

Content

- > React
 - Which concept is React based on?
 - How is JSX used to define markups in React components?
 - Which methods are used to implement component logics?
 - How to process and define events?
 - What are the best practices?
 - What are additional advanced methods?
- > Unit Testing
 - What are the options for testing implemented React components?
- > State Handling and Side Effects
 - How to use Redux to manage application states?
 - How to check implemented Redux logics for validity with unit tests?
 - How to integrate Redux with React?
 - How to use the Redux saga to implement side effects such as user interactions or network communication?

Further Information

- > After the workshop, you can book either one or more coaching days, where the trainer focuses on the specific challenges you have when implementing the workshop contents in your daily routine. You additionally have the opportunity to deepen specific contents on a targeted basis.

Usability & User Experience Hands-on Workshop

Target audience

designers // developers //
conceptionists // project
managers // product owners

Prerequisites

with and without experience in
usability/user experience

Code

UXW

Duration

2 Days

Held by

USETREE



Good usability and a positive user experience (UX) determine the success of your products. If the product development does not meet the needs of your users, sooner or later they will be dissatisfied. This dissatisfaction results in competitive disadvantages for your company. Outstanding software products can only be developed in dialogue with future users and under consideration of their use cases. In this hands-on workshop, experienced trainers will teach you the theoretical basics of UX. You will test the acquired methods in practical exercises and learn to apply them in your own projects..

Content

Tailor the workshop contents to your needs by choosing from the following topics:

- > User Experience 101
 - User Centered Design (UCD)
 - Definition of usability & user experience (UX)
 - Discussion of basic usability Do's and Don'ts
 - Overview of different heuristics and usability criteria
 - Overview of possible methods for requirements analyses (e.g. interview, process or workflow analysis)
 - Overview of different development methods
- > Design Basics
 - Ideation (concept & design)
 - Design criteria
 - Design laws
 - Methodical generation of design ideas
- > Learn about the Needs of your Users
 - Context and requirements analysis (goals and methods)
 - User needs and requirements
 - Potential user groups (personas)
- UX Research
 - Research & interpretation (understand, record, and prioritize requirements)
 - Heuristic evaluation (expert review)
 - Evaluation and classification of usability problems
 - Analysis of previously defined action processes/use case scenarios (cognitive walkthrough)
- > Prototyping
 - Overview of prototypes
 - Prototyping tools
 - Evaluation (prototyping & testing)
- > Quality Assurance
 - Software- and hardware-relevant ISO standards in the context of usability/UX
 - Development support
- > Work with your Content
 - "Usability Talk": joint ad-hoc reviews based on examples

Further Information

- > This hands-on workshop is tailored to your needs. You can choose the topic from any phase of user-centric product development: analysis, conception, implementation, or testing.
- > Select the required training contents from the list of offered topics.
- > Based on your specific expectations and needs, we then define the agenda for your individual UX training together with you.



Individual workshops on safety-relevant development

The development of safety-relevant systems is complex. In its public courses, Method Park provides you with an overview. Individual workshops supplement the aspects dealt with in these courses and offer you support on the practical implementation in your daily project practice.

An individual workshop is suitable if you want to

- deepen specific topics in a targeted manner
- combine individual course contents and supplement aspects
- transfer and apply what you have learned directly to your challenges, supported by trainer
- ensure a practical exchange of knowledge and experience in your company

Would you like to receive more information, or do you have any questions? Contact us!

Contact Sonja Schkutow-Barnhill

Phone 09131 97206-205

Email Sonja.Schkutow-Barnhill@methodpark.de

Angular Hands-on Workshop

Target audience

Software developer

Prerequisites

Knowledge of JavaScript and HTML

Code

AGW

Duration

2 Days

Angular, for a long time the top stag among web frameworks, is still an indispensable part of modern web development even though some alternatives are available now. With the release of Angular2 and the separation of AngularJS, the framework has undergone a fundamental transformation.

You want to learn how to develop your first Angular application? Then take part in this hands-on workshop. You will be introduced not only to the framework itself but also to the most important concepts of the ecosystem. The workshop focuses on TypeScript and RxJS, which play an important role in this framework.

The training is very practice-oriented. Over half of the workshop consists of applied exercises on a consistent topic. You will work on all aspects of Angular based on specific tasks. After the workshop, your team will be able to apply the techniques learned directly in their daily work.

Content

- > Angular Basics
 - TypeScript
 - ng-cli
- > Components
 - Components and their lifecycle methods
 - Templates
 - Events and event handling
 - Unit testing of angular components
- > Data Management
 - RxJS and observables
 - services
- > Further topics
 - Angular modules
 - Client-side routing

Further Information

- > After the workshop, you can optionally book one or more subsequent coaching days. The trainer is then dedicated to the specific challenges you may face when implementing the training content in your everyday life. You can also deepen individual topics in a targeted manner.
- > For the exercises, you will need a laptop. Together with you and the other participants, we define the required development environment.

Continuous Integration & Delivery Hands-on Workshop

Target audience

Software developers //
build managers // integrators

Prerequisites

Experience in JavaScript and web programming are an advantage

Code

CIDW

Duration

2 Days

Continuous integration, test automation, and continuous deployment support the development of high-quality software. However, a "nightly build" is not always sufficient. Build or delivery pipelines quickly become very extensive and it can be quite difficult to define the correct size of a build.

This hands-on workshop imparts the techniques and practices you need to successfully deploy Continuous Integration and Delivery in your project.

It places great emphasis on practice-oriented knowledge transfer: Based on specific exercises, you will independently work on all aspects of Continuous Integration and Delivery.

To make the deployment in your company as smooth as possible, we carry out the exercises with the CI system of your choice. You also have the chance to discuss further tools used in your organization in detail. After the workshop, your team will be able to implement the learned techniques directly into their daily work.

Content

- > CI and CD
 - What is Continuous Integration?
 - What is Continuous Delivery / Deployment?
 - How do both interact?
- > Builds
 - How to implement a build pipeline step by step?
 - How to deal with failed builds?
- > Tools
 - Which tools support your work?
 - According to which criteria to select your tools?
- > Test, Analysis & Review
 - How to integrate automatic tests?
 - How to include code analysis?
 - How to integrate code reviews?

Further Information

- > After the workshop, you can optionally book one or more subsequent coaching days. The trainer is then dedicated to the specific challenges you may face when implementing the workshop contents into everyday life. You can also deepen individual topics in a targeted manner.

Blockchain Hands-on Workshop

Target audience

Software Architects // Software Developers

Prerequisites

Experience in JavaScript and web programming are an advantage

Code

BCW

Duration

2 Days

You have already read and heard a lot about Blockchain, but are looking for a better overview of the bulk of terms and technologies? Or are you still wondering what a blockchain should be good for? Just try it out and gain practical experience in creating your first decentralized application.

With a consistent example, you learn how to use all relevant tools and frameworks you need to create your application. You also receive numerous practical tips & tricks, which will save you a lot of time when implementing your ideas.

Content

- > Basics
 - Blockchain and cryptography
 - What is a smart contract?
 - Differences and overview of current Blockchain projects
- > Create your Projects
 - The Ethereum project in detail
 - Creating smart contracts in Solidity with the IDE remix
 - Using the Truffle framework
 - Creating a frontend for smart contracts
- > Quality Assurance for Decentralized Applications
 - What are the differences compared to conventional web applications?
- Testing smart contracts and decentralized applications
- Linting and static analysis tools for smart contracts
- Security practices for smart contracts
- > Design Patterns, Standards, and Protocols
 - Design patterns for smart contracts
 - ERC standards and ERC20/ERC721 tokens
 - Game theory and token economics
 - Analysis of existing token models
 - Complementary technologies such as IPFS or zero-knowledge proofs
 - Raiding, plasma and the future of Ethereum

Further Information

- > After the workshop, you have the option to book one or more subsequent coaching days. The trainer is dedicated to specific challenges you face during the implementation in everyday life. You additionally have the chance to deepen individual topics in an even more targeted manner.
- > You need a computer with Chrome or Firefox installed to complete the exercises.

Unit Test Hands-on Workshop

Target audience

Developers // testers

Prerequisites

Experience in software development

Code

UT

Duration

2 Days

You want to intensify the introduction of unit tests into your software development? You want to provide a safety net for your existing application? You are looking for training tailored to your individual needs? Our unit test hands-on workshop imparts the necessary techniques and best practices.

This workshop is very practice-oriented. Half of it consists of applied exercises on a consistent topic and you acquire all aspects of unit testing based on specific exercises.

Content

- > Basics
 - What are unit tests?
 - Which tools are used?
- > Test-first approach
 - Test Driven Development (TDD)
 - Behavior Driven Development (BDD)
- > Dealing with dependencies
 - Test doubles / mocks
 - Dependency injection
- > Unit tests in a legacy environment
 - Legacy code
 - Code coverage
 - Clean code
 - Refactoring
 - Golden Master

Further Information

- > After this workshop, you have the opportunity to book several follow-up coaching days, in which the trainer will focus on specific challenges you face when applying the methods acquired in our course. You will have the chance to deepen your understanding of specific contents.
- > You will need a laptop for the exercises in this course. We will define the necessary exercise environment with you and all participants of the course.



GENERAL TERMS AND CONDITIONS OF
METHOD PARK HOLDING AG

General Terms and Conditions of Method Park Holding AG for public courses

§ 1 General¹

All services in connection with public course events are subject to these General Terms and Condition ("AGB") of Method Park Holding AG, Wetterkreuz 19 a, D-91058 Erlangen.

You accept these AGB by registering for any course.

Any changes to these AGB are communicated to the attendant in writing or in text form, particularly by e-mail, highlighting the changed provisions. Changes are deemed agreed, if the participant does not object in writing within 14 days after they have been brought to his attention. The customer is explicitly informed about the consequences of non-objection when he is informed about changes to the AGB.

§ 2 Registration and conclusion of contract

Registration with Method Park Holding AG for the courses is possible over the Internet (www.methodpark.de), in writing, by fax, or by e-mail.

In the case of telephone inquiries, a seat is reserved upon request and Method Park Holding AG will feel bound to that reservation for a period of two weeks. If no written or electronic registration is received within that period, the reservation expires.

After receipt of the registration, the customer receives a registration confirmation. The contract for the attendance in the relevant course is concluded when the customer receives that registration confirmation.

In order to ensure the success of the courses, the number of participants is limited. Registrations will be taken into account in the order in which they are received. Registration data is stored electronically in order to process the registration.

To make hotel selection easier, Method Park Holding AG will send a list of hotels at the relevant event location to the course attendant. The course attendee is responsible for the booking of the corresponding hotel.

§ 3 Statutory cancellation right for consumers

Consumers in the sense of Section 13 of the German Civil Code (BGB) have a cancellation right pursuant to Section 355 BGB.

Cancellation information for consumers if the course contract is concluded by means of telecommunication (e-mail, fax, telephone, etc.)

You may cancel your contract declaration (in the present case the registration for the course) in text form (e.g. letter, fax, e-mail) within 14 days without having to state any reasons.

This deadline begins when you receive this information in text form, however, not before the contract is concluded and not before we have fulfilled our information obligations pursuant to Article 246 Section 2 in connection with Section 1 paragraph 1 and 2 of the Introductory Act to the German Civil Code (EGBGB). It is sufficient to send out the cancellation in time in order to meet the cancellation deadline.

The cancellation must be addressed to:

Method Park Holding AG
Wetterkreuz 19 a
91058 Erlangen
Germany
trainingcenter@methodpark.de

Consequences of cancellation:

In the case of an effective cancellation, the performances received by either side must be returned and any benefits that have been obtained (interest) must be surrendered. If you are unable to return or surrender the received performance and any obtained benefits (e.g. use and enjoyment) at all or only partially or only in a deteriorated condition, you have to compensate us insofar for the value. This may result in you having to fulfill the contractual payment obligations for the period until the cancellation nevertheless. Obligations to refund payments must be fulfilled within 30 days. The period begins for you when you dispatch cancellation statement and for us when we receive it.

Special instructions:

Your cancellation right expires prematurely, if the contract is completely fulfilled by both sides upon your express demand before you have exercised your cancellation right.

End of the cancellation information

§ 4 Contractual cancellation right

The registration may be cancelled free of charge until 14 days before the beginning of the event;

the time when the cancellation is received by Method Park Holding AG shall be decisive.

The cancellation must be declared in writing and be addressed to:

Method Park Holding AG
Wetterkreuz 19 a
91058 Erlangen
Germany
trainingcenter@methodpark.de

Cancellations or no-shows for the course after that date cannot be taken into account and the full course fee is charged. The participant has the right to demonstrate that Method Park Holding AG has suffered damages to a lesser extent.

This shall not apply when a substitute attendee is named. This is possible until the registration at the beginning of the event.

§ 5 Naming substitutes

The participant may, after receiving the registration confirmation, name a substitute in writing prior to the beginning of the course. This change of reservation is free of charge; courses spanning several days may be transferred only in their entirety, i.e. attended by one substitute.

§ 6 Date cancellations and date changes

Method Park Holding AG has the right to change the location of events and/or specify a different date as a substitute. Method Park Holding AG also reserves the right to cancel dates for organizational reasons (e.g. number of participants too low, illness of the speaker at short notice). Method Park Holding AG will notify the participant of the cancellation and of the reason without undue delay and will attempt to change the participant's reservation, provided that he agrees, to a different date or event location. Otherwise, the full amount of any already paid attendance fee will be refunded in the case of a cancellation; no further claims exist, particularly no refund of travel and/or accommodation costs.

§ 7 Course fees

All prices are per person plus the respective applicable statutory value-added tax.

The course fee includes the course documentation, coffee breaks, lunch, and refreshments during the event.

Attending only part of a course does not grant the right to reduce the course fee.

In case of courses where a final test has to be taken at the end, additional test fees arise, which are charged separately by the relevant institutes (INTACS, ISQI, ISTQB, VDA-QMC).

Furthermore, each course can also be booked as an individual in-house course. It is possible here to hold the course either in the customer's premises or in the premises of Method Park Holding AG.

The "General Terms and Conditions of Method Park Consulting GmbH for In-house Courses" apply to in-house courses.

Payment terms

Fees are due immediately without deductions upon receipt of the invoice.

All payments are due immediately without deduction.

Default occurs if the customer still does not pay even after a reminder from Method Park Holding AG.

The first dunning letter is free of charge. For each additional dunning letter, the dunning and processing fee is increased by EUR 5.00 in each case.

In the case of late payment, default interest at a rate of 5 per cent days points above the respective base interest rate for consumers in the sense of Section 13 BGB will be charged. In the case of transactions where no consumer in the sense of Section 13 BGB is involved, interest at a rate of 8 per cent days points above the base interest rate will be charged in the case of late payment.

§ 8 Course material, scope of service, event locations and dates

Scope of service, event locations, and the individual dates of the relevant courses are listed on the Internet under www.methodpark.de and are also shown in the course brochure.

The course material is handed out at the beginning of the course.

§ 9 Copyright

Course material that is handed out in connection with the events are protected by copyrights and may not – not even in excerpts – reproduced, particularly not using electronic systems, or used commercially without the prior written consent of Method Park Holding AG and of the relevant speakers.

§ 10 Copyrights and trademarks

Software is used in the courses of Method Park Holding AG which is protected by copyrights and trademarks. This software may not be copied or otherwise processed or reproduced in a machine-readable form and may not be removed from the course room either.

§ 11 Liability

All courses are prepared and held with the greatest possible care. An attentive participant will be able to reach the course goals. We do not take over any liability that the training will be successful.

Participants are generally not allowed to play any data storage media brought in by them on computers of Method Park Holding AG.

Method Park Holding AG will provide participants with free Internet access during the courses. Websites with pornography, ideas of the radical left or the radical right, of radical religious groups or sects may not be intentionally accessed on the Internet. In cases of violation and any resulting damage, Method Park Holding AG reserves the right to file claims for damages.

Method Park Holding AG shall only be liable for damage, irrespective of the legal ground of its liability, only insofar as Method Park Holding AG, its legal representatives, or its vicarious agents can demonstrably be accused of intent or gross negligence.

This shall not apply in cases of personal injury, i. e. injury of life, body, or health and in the case of liability under the Product Liability Act and in the case of a breach of duty the satisfaction of which only enables the proper execution of this contract at all and with which compliance the contractual partner relies and may rely on (material contractual duties or cardinal duties (Kardinalpflichten)).

In the case of slight negligence, the liability of Method Park Holding AG, its legal representatives or vicarious agents is limited in the case of material contractual duties to the foreseeable damage that is typical for the contract, unless the damage is based on injury of life, body, or health or under the Product Liability Act.

Any liability of Method Park Holding AG, its legal representatives or vicarious agents pursuant to the foregoing paragraph 6 of this Section 11 shall in regard to each course booked by you be limited to the maximum amount of EUR 1,000 (one thousand).

Beyond this, any liability based on slight negligence is excluded.

Method Park Holding AG shall not be liable for the loss or theft of property brought along by attendees.

The limitation period for damages shall be in the case of contractual and non-contractual liability one year after the claim arose and knowledge of the basis of the claim, except in cases of intent,

gross negligence, under the Product Liability Act, or in the case of personal injury.

§ 12 Data protection

Customer data is stored and processed in strict compliance with the German Federal Data Protection Act (Bundesdatenschutzgesetz (BDSG)).

Customer data such as e. g. name, address, communication data, place of residence or business, are stored and processed in machine-readable form, if this is necessary for the performance of the contract with the attendee.

§ 13 Notice

When a new course brochure appears, which can be found on the Internet at the same time, all previous price and date lists become invalid.

§ 14 Miscellaneous

German law applies exclusively.

Erlangen as the registered seat of Method Park Holding AG is deemed agreed as exclusive place of venue for all disputes resulting from the contractual relationship, in the case that the course participants are merchants, legal entities under public law, or funds under public law, or if one of the parties has no general place of venue within Germany or relocates its place of residence or permanent dwelling abroad or if its place of residence or permanent dwelling is not known at the time when the lawsuit is filed.

§ 15 Severability

If individual provisions of these AGB should be ineffective or unenforceable or become ineffective or unenforceable after the contract is concluded, the effectiveness of the rest or of the other clauses shall remain unaffected.

As of January 2020

General terms and conditions for in-house courses

Each public course can also be booked as an individual in-house course. Our General Terms and Conditions for inhouse courses, which are part of the contract and handed over with the submission of the prepared offer, apply here. These can also be viewed in advance at goo.gl/Jl12Pk

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▶ **methodpark**

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