



Software Engineering and Architecture Joint Technical Program (SEA~JTP)



MISSION

The mission of the Software Engineering and Architecture Joint Technical Program is to enable and encourage the highest standard of information system practice by its members for their employers, staff and customers, and for their own career advancement. This is achieved by providing a structured environment in which members can share their own knowledge and experience with others and learn from the experience.

OBJECTIVES

1. To provide Software Engineering and Architecture professionals with a networking forum;
2. To present expert guest speakers on all dimensions of architecture (enterprise, business, data, technology and solution architectures) through meetings, seminars, workshops and talks conducted by the SEA~JTP;
3. To maintain a repository of resources, eg web sites, library and network contact lists to enable members to gain access to sources of information, expertise, products and resources which will allow them to enhance their competencies

OUTPUT

Output from the Software Engineering and Architecture Joint Technical Program includes:

- Regular group meetings;
- Workshops, seminars and forums;
- An informal network of contacts amongst members;
- Links with other organisations involved in the same or related fields of endeavours;
- A repository of resources;
- A discussion forum;

MEMBERSHIP

Membership of the SEA~JTP is open to all, whether they are members or not of Engineers Australia and the Australian Computer Society.

WHO SHOULD ATTEND

Software Engineers and Architects (present, past and future), Project Managers, Business Analysts, Programmers and anybody else working with, or simply interested in, software engineering and architecture, are all very welcome.

WHY HAVE A SOFTWARE ENGINEERING AND ARCHITECTURE JOINT TECHNICAL PROGRAM?

There are two main reasons for the establishment of the SEA~JTP:

1. The Importance of Software Engineering and Architecture.

Nowadays, IT based projects are led by a partnership between the Project Manager the Software Engineer and the Architect. In simple terms, the Project Manager is responsible for the scheduling, budgeting and resourcing of the project, the Software Architect is responsible for the form and functionality of the application, and Software Engineer is responsible for the choice and assembly of the supporting technologies and frameworks and for the technical support and guidance of the project teams.

All three partners have very distinct and separate, but equally important, roles to play in the communication among the project teams and the client, upper management, suppliers and all other parties upon which the success of the project depends.

2. The Importance of the Sharing of Software Engineering and Architectural Information.

Whereas Project Management is a discipline that has existed for thousands of years, Software Engineering and Architecture are very recent and rapidly evolving specialties. Hence, the need to establish documented and standardised, generally accepted, Software Engineering and Architecture information and practices, and to make this known to all practitioners, is of critical importance to the IT industry and their customers.

This, in fact, is much like the Project Management Institute is doing through its activities and their PMBOK (Project Management Book of Knowledge). The equivalent in Software Engineering is of course the SWEBOK (Software Engineering Book of Knowledge).

Obviously then, the roles of the Software Engineer and Architect, and the need to share rapidly changing and evolving Software Engineering and Architecture information, is of critical importance to any IT project. Therefore a Joint Technical Program, established to (a) advance these disciplines, (b) to provide opportunities to share information, and (c) to support its members, is absolutely essential.

CONTACT INFORMATION

Convener: Bill Malkin

Email: bill@consunet.com.au

Mobile: 0414 838 083