



Introduction to SEMAT



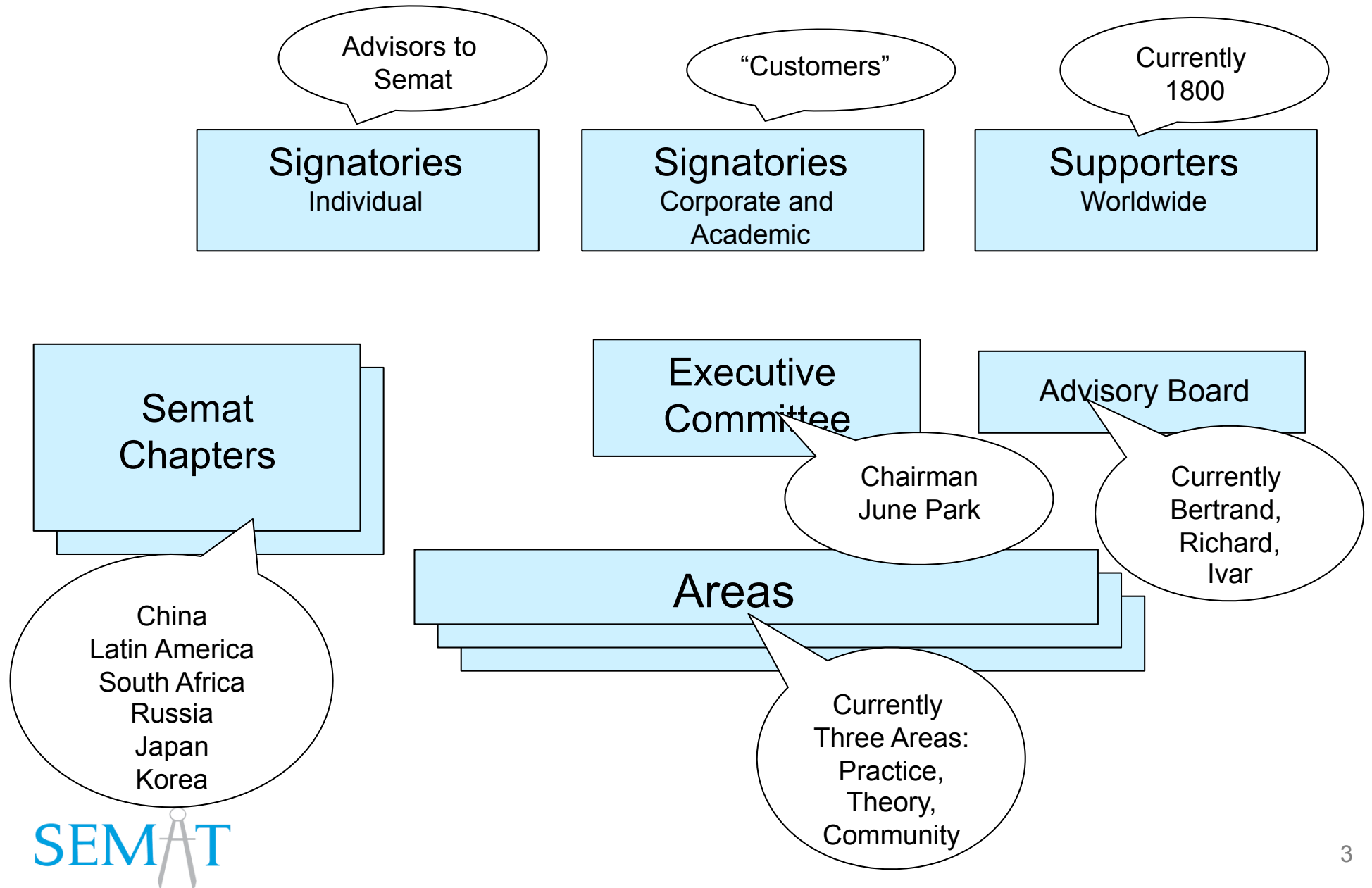
Objectives of SEMAT

- SEMAT (Software Engineering Method and Theory) is an open community where volunteers work together to re-found software engineering.

👉 Visit <http://semat.org> to find more about SEMAT.



Contributors to SEMAT



Achievement To Date

A method is a composition of Practices. Methods are enactable.

A practice is a repeatable approach to doing something with a specific purpose in mind. A practice provides a systematic and verifiable way of addressing a particular aspect of the work at hand.

New OMG Standard

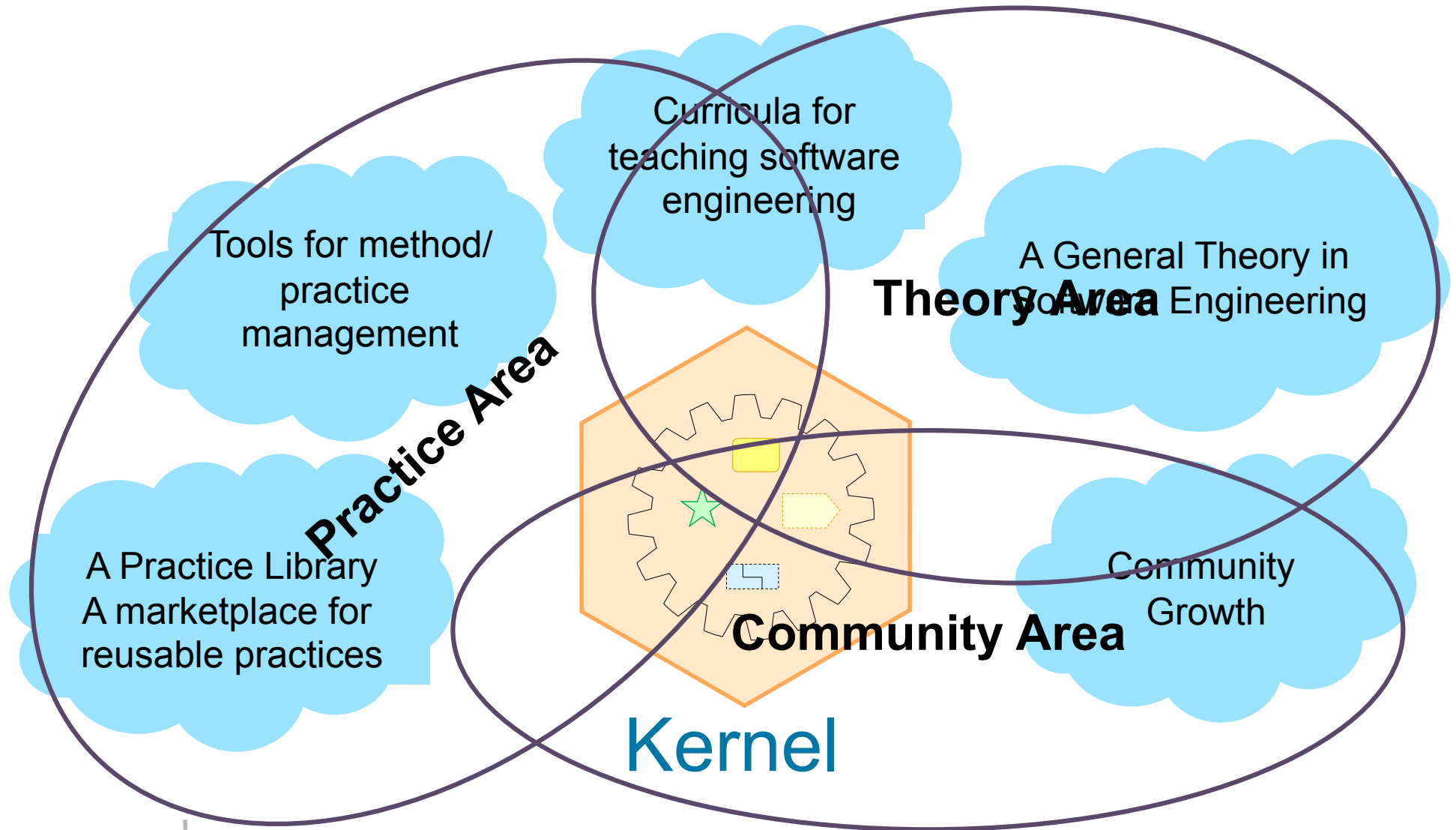
includes essential elements of software engineering.

is defined in terms of

The Language

The Language is the domain-specific language to define methods, practices and the essential elements of the Kernel.

Ongoing Endeavors



Theory Area

- A general theory of software engineering
 - Workshops on the subject held in Stockholm in 2012 and San Francisco in 2013
- Research in software engineering
 - Topics for research have been proposed.
 - This list is growing and distributed.

Practice Area

- Practice library
 - The objective is to create a practice library of say 25 practices on top of the kernel. Getting this library is fundamental to the industry.
- Tools
 - The creation of an open source project based on Eclipse has been discussed.
- Education
 - SEMAT should create and offer training to help people to understand the concepts and put them into practice.
- The FTC (Finalization Task Force) of the OMG standard
- An Essence User's guide

Community Area

- Making Semat a Legal Entity
- Engaging our signatories
- More chapters of SEMAT
- Publications
 - Papers, papers, papers...and books about the language and more books about usage of Essence ...all are needed

Questions

