

Top Gun Designer Workshop



Top Gun Software Designer Workshops

Once software has been designed it is too late to correct any mistakes without great expense. The function of the designer is the key to the production of quality software. Most training for designers is undertaken in universities, where the link to business pressures is often tenuous. This workshop is designed for skilled software designers who wish to improve their design techniques.

o Objectives

To broaden the experience of the designer by allowing them to complete a design in a focused and controlled environment where a range of design issues can be investigated. The workshop:

- Provides an environment in which the designers can work with alternative designs and design approaches.
- Enables cross-fertilisation of skills and experience.
- Enables the designer to experience time and resource constraints along with the problems that can occur during the design process. The introduction of these 'real world' imperfections encourages a broad approach to design.

o Benefits

Students will expand their design skills within a safe but challenging atmosphere.

- Experience completing a design based upon a case study of a real project that challenges the depth and breadth of the designers' skill.
- Experience in dealing with constraints and problems that are often found in real projects and developing skills and techniques to successfully manage them.
- Design skills are developed within the team during workshop exercises.

o Workshop Format

Within the workshop the students complete a complex design based upon a real life case study. This is achieved through a series of team exercises and presentations. A high level of interactive participation is expected to capitalise on the skills and experience of fellow students and instructors.

The experts running the workshop will act as customers and in other roles. They will provide information and guidance on the requirements of the case study and the environment in which it has to be delivered. Additionally they will simulate the real life problems and changes that can occur during a design process.

o Workshop Content

The workshop will consist of a series of syndicate exercises, feedback sessions and tutorials. These are aligned to deliverables, which include:

- Design choices
- The key issues
- Checklist of the top issues addressed with conclusions
- Presentation and review of design options in plenary session
- Design document and plan.
- Constraints, risk and resource requirement estimates

The tangible deliverables and way they were obtained are reviewed to capture learning points and reinforce developed skills.

o Duration

3 days residential with work in the evening. This is a high-pressure course so the residential nature is essential

o Who Should Attend

Experienced software designers who wish to increase their skills and expertise. They should be the best in the company hence the Top Gun title of the workshop.

For more information about this and other products contact:

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