

International Software Architecture PhD School (ISAPS)

Program for 2021

Each day of the school is devoted to one or two cutting-edge topics that will be discussed by a prominent member of the international software architecture community with that topic-specific expertise (see table below). The whole school is online. It is organized in three logical parts: the lectures, the independent work, and a concluding retrospective. **The lectures** follow a “flipped classroom” approach: all lectures are video-recorded and distributed upfront so that the participants can watch them beforehand; during the ISAPS week, they are all introduced by the lecturers and discussed “live” so that all participants can reflect and debate on what they learned together with the lecturers themselves, the architects and the peers. The **group work** is organized in parallel hands-on sessions: the PhD students will work together with the architects on a number of cases drawn up by the industry and/or public sector; they will further have the opportunity to put the theory learned in the various lectures into practice.

The **debate room** and **plenary room** are virtual rooms joined by the whole class. Once finalized, each group will be assigned a different virtual room for the **group work** sessions.

The hands-on sessions will be conducted in groups composed of an architect, a moderator (senior academic) and 5-6 PhD students. The architects are the problem owners and will work together with the students, while the moderators are independent group members who aim at guiding and advising. At the end of each day, a **retrospective session** will be organized where each group presents their work to the other groups to inform them but also to facilitate cross-fertilization of ideas among groups.

ISAPS 2021 will open a **channel** on MS Teams where the participants will start interacting before the school starts. This will allow them to meet *digitally*, exchange ideas and material, and join the preferred group for the hands-on sessions.

The participants will work on the cases from the point of view of their own research and practice. The output of this hands-on work will consist of innovative solutions to technical problems. The PhD students will get the opportunity to work on real industrial problems, while practicing architects will enrich their knowledge with state-of-the-art theories. We also expect new collaborations to spark between research groups and the corresponding organizations from the private- and public sector.

	Monday	Tuesday	Wednesday	Thursday	Friday
14:00	Plenary room: 14:00 Opening Playing the game on making architecture decisions (De Boer, Lago) 1430-1445 game setup plenary	Plenary room: Architecture for a data- and AI-driven world (Bosch) Continuous design with theory building (Fairbanks)	Plenary room: Empirical Software Architecture research in collaboration with industry (Avgeriou) Architecture in agile reality (Poort)	Plenary room: The Role of the Architect (Kruchten) Pragmatic Software Architecture Evaluation (Woods)	Plenary room: Architectural Technical Debt (Ozkaya)
15:00	1445-1530 breakout game tables	<i>Virtual Coffee break</i>			
15:15	1530-1545 game evaluation (Plenary room) 1545-1600 <i>Virtual coffee break</i> 1600-1730 Kickstart group work	Group work: Hands-on sessions on cases from industry or public sector	Group work: Hands-on sessions on cases from industry or public sector	Group work: Hands-on sessions on cases from industry or public sector	Group work: Hands-on sessions on cases from industry or public sector
16:45			<i>Virtual coffee break</i>		
17:00		16:00-17:45 CGI Bas Varkevisser Award Event	Plenary room: Retrospective		
17:30	Ending				

Finally, an exception in 2021 to the standard schedule is the CGI Bas Varkevisser Award Event which this year replaces Tuesday's independent work with an event organized by CGI Nederland and scheduled during ISAPS to give the participants the opportunity to be further exposed to the architecting practice. This year, the event is online, streaming from the Rotterdam CGI Headquarters. It will feature the award ceremony to the best 2021 young CGI architect followed by two short seminars (program to be announced).