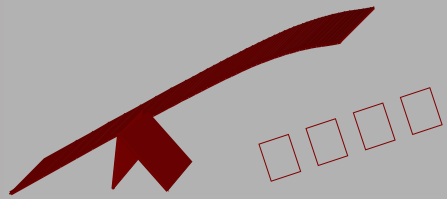


# **Systems Engineering Tutorial**

The logo for Klasse Initiatives features the text "Klasse Initiatives" in a 3D, metallic-style font. The text is positioned above a stylized red graphic that resembles a large, bold letter 'K' or a similar abstract shape. The background of the logo is a soft, red-to-white gradient.

**CMMI Conference  
Denver, Colorado  
2004**



# Welcome

**WelKom**

**Huan Yín**

**Bienvenido**

**Bienvenue**

**Wilkommen**

**ΚΑΛΟΣ ΟΡΙΣΑΤΕ**

**Bienvenuto**

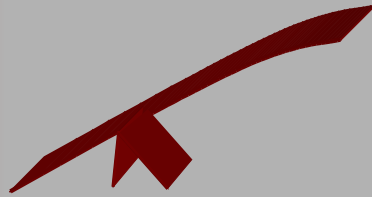
**Välkommen**

**Tervetuloa**

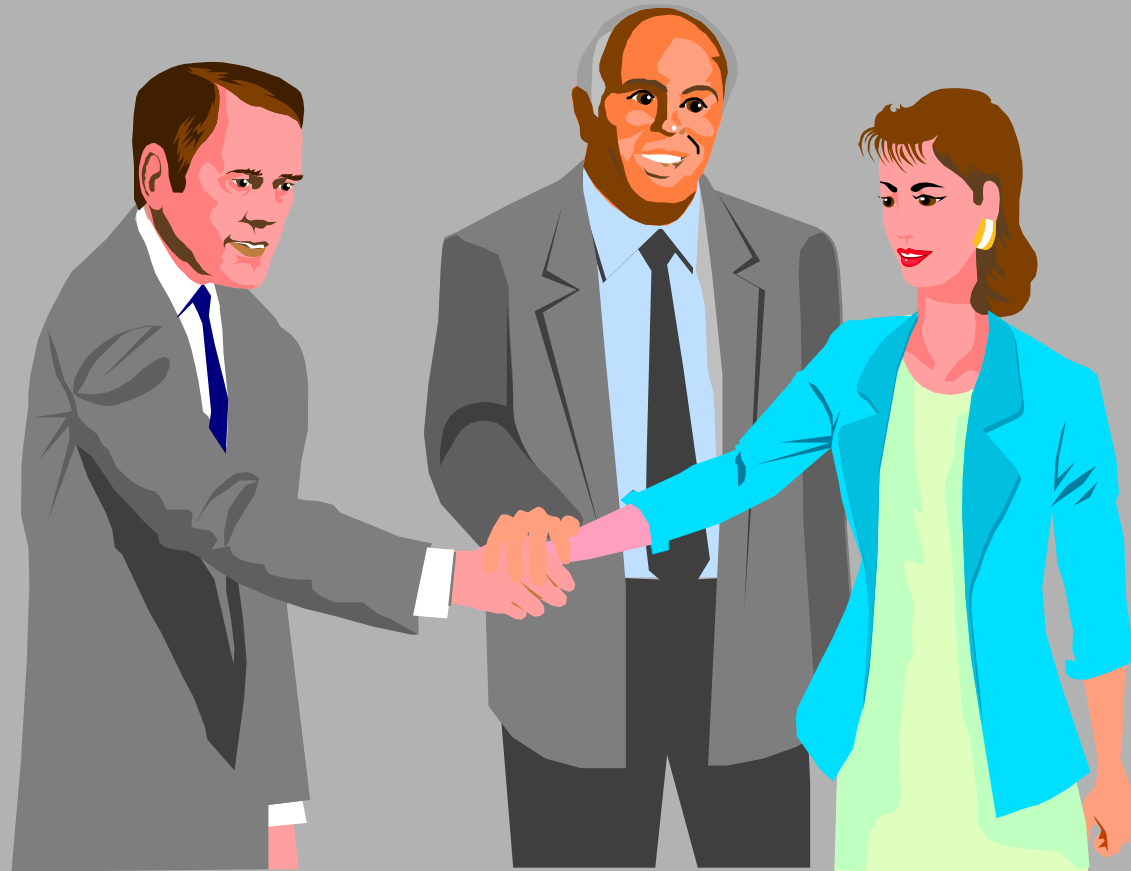
**Witamy**

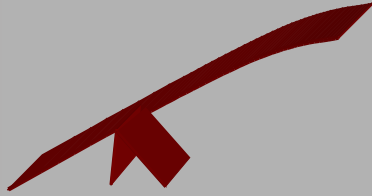
**ברוכים הבאים**





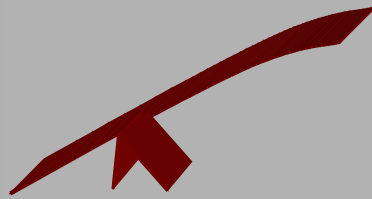
# Introductions





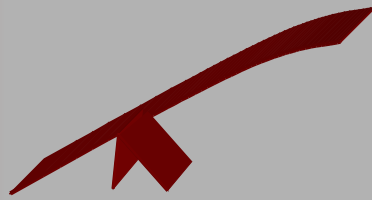
# Expectations





# Logistics - 1



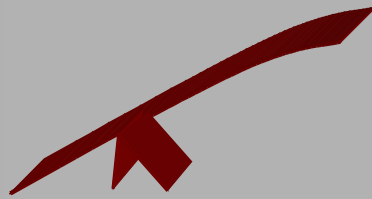


# Logistics - 2



## Exercises





# Tutorial Objectives

- ◆ By the end of this course, you will be able to
  - ◆ Have a better understanding of Systems Engineering and Systems Management
  - ◆ Understand the roles and responsibilities of Systems Engineers
  - ◆ Utilize standard processes for engineering a system
  - ◆ Be able to choose an appropriate lifecycle to guide systems development on a project
  - ◆ Understand the recursive nature of requirements development



# Tutorial Objectives - 2

- ◇ Develop feasible functional, physical, and implementation architectures
- ◇ Understand the importance of interface development, management and control
- ◇ Understand key concepts, activities and techniques for identifying and estimating risks
- ◇ Choose an integration strategy for the receipt, assembly, and evaluation of the product components that make up the final product



# Schedule

