



**CarnegieMellon**  
**Software Engineering Institute**

# Building a Software Architecture Community

SATURN 2006 Working Session  
Wrap-up

**DRAFT – Work in Progress**

**This summary is meant to convey preliminary ideas for the purpose of getting feedback. It does not necessarily represent the consensus of the members of the session.**

Software Engineering Institute  
SATURN 2006 Workshop



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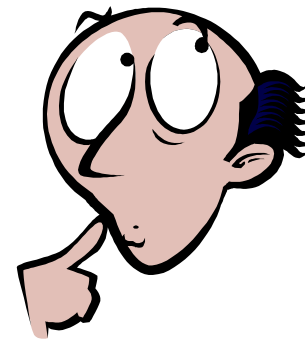
# Communities by the Dozen

- Many different software architecture communities, each having their own vision, goals, and objectives. For example:
  - Research
  - Training
  - Professional
  - Vendor related
  - Partnerships
  - Specialists
  - Domain



# Community Essentials

- People want to improve (skills, knowledge)
- Community vision
- Goals and objectives
- Ability to measure progress
- Share information
- Participation and contribution
- Leaders for bringing people together
- Funding (conflicting interests – PI, intellectual property)
- Like-minded thinkers, critical mass, mutual interest
- Organization/structure, responsibilities (e.g., roles)



What community am I in and how do I achieve these essentials?



# A Call to Action

- Knowing the following is the first step in formulating an action plan:
  - What community you're interested in
  - Who are the key stakeholders
  - What is community vision and related goals, and objectives
  - The community essentials



# Case in Point - 1

- Vision:
  - Advance the practice of software architecture
- Primary Stakeholder:
  - Software Architect



# Case in Point - 2

- Goals and Objectives
  - Identify and evaluate new forms of architecting solutions
  - Share the methods and ideas with like minded people
  - Educate other about methods and ideas
  - Develop and manage a network of like minded people
  - Apply new ideas and methods through the network
  - Measure the implementation
  - Feedback from applying new ideas and methods
  - Standardize methods and ideas