The IEEE Computer Society has been instrumental in establishing three important “Body of Knowledge” guides for the software engineering, systems engineering, and information technology fields.

The Guide to the Software Engineering Body of Knowledge (SWEBOK) covers 15 knowledge areas representing most of the software engineering content in exams taken by those seeking to become licensed software engineers in the US. It is also the basis of an international set of training materials created by the IEEE Computer Society. SWEBOK was first published in 2004 and contained 10 knowledge areas. SWEBOK 3.0 was released in 2013 and reflected software engineering’s evolution by including 15 knowledge areas, reviewed by approximately 150 experts in 33 countries.

For systems engineering, the Guide to the Systems Engineering Body of Knowledge (SEBOK) was developed by more than 50 international authors, including volunteers from the IEEE Computer Society. It includes 7 parts covering 25 separate knowledge areas. In addition to the IEEE Computer Society, the International Council on Systems Engineering (INCOSE) and the Systems Engineering Research Center (SERC) provided guidance for updating and evolving SEBOK.

Finally, the Guide to the Enterprise Information Technology Body of Knowledge (EITBOK) is a compendium of high-level knowledge areas that are typically required for the successful IT services operations so vital to all enterprises. Over the past few years, distinguished industry leaders and subject-matter experts have been readying the EITBOK for global community reviews.

The IEEE Computer Society is proud to have helped advance the practice, education, research, workforce development, professional certification, and standards for these computing fields, elevating and establishing them to the status of properly formulated and recognized disciplines.

— Andy Chen and Lori Cameron