Welcome to the third year of tutorials at the NASA Software Engineering Workshop. We have evolved towards selecting two tutorials that are oriented to practitioners and two that are oriented towards process engineers. The intent is to provide new technical skills for practitioners to apply, and in the area of process provide information usable both by development project managers and process engineering organizations.

The first practitioner tutorial is “How to Make Your Software Section 508 Compliant” taught by Larry Hull of Goddard Space Flight Center. Section 508 of the Workforce Improvement Act requires that Federal agencies' electronic and information technology is to be accessible to people with disabilities. The tutorial will discuss both the specific regulations and more general techniques for engineering accessible software systems.

The second practitioner tutorial is “Smarter Software Engineering: Practical Data Mining Approaches”, taught by Tim Menzies of West Virginia University, and Gary D. Boetticher of University of Houston, Clear Lake. This tutorial presents various learning algorithms (such as neural networks) that can be applied to data mining, along with some case studies and demonstrations using realistic data.

The first process oriented tutorial is “SAIV/CAIV/SCQAIV Tutorial,” taught by Barry Boehm, LiGuo Huang, and Daniel Port of the University of Southern California. This tutorial presents strategies for project planning under the real world constraints on cost and schedule, as well as expectations of delivered quality.

The second process oriented tutorial is “The Personal Software Process (PSP) Tutorial,” taught by Dan Roy of STPP. The PSP is a disciplined approach to software process that is applied by the individual programmer. Watts Humphrey of the Software Engineering Institute developed both PSP and the original Capability Maturity Model. PSP addresses issues such as effort estimation and defect tracking at the individual level, CMM addresses these same issues at the project and organizational level.

This is the first year of publishing proceedings with all the tutorial slides. Please let us know how you like the tutorials and these proceedings, we will feed any suggestions into still more improvements for the 2003 Workshop.

Mike Stark
Tutorials Chair