

# Essence

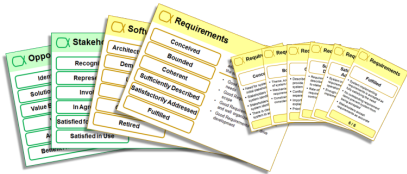
## Foundation for Software Development Games

This tutorial is based on the emerging global Software Engineering Method and Theory (SEMAT) standard



### Target Audience

Managers, leaders, team members, and agile change agents who want a responsible for empowering software teams of different kinds to become better, faster, cheaper and happier



Essence of Software development in a deck of cards

### Tutorial Time

Tuesday June 3, 2014  
9:00am – 12:30pm

### Tutorial Venue

Hyderabad International Convention Centre,  
Hyderabad, India  
(Collocated with the 36th International  
Conference on Software Engineering)

### Registration

Indian Delegates Registration Link  
(Special offer for Indian/local participants)  
<http://events.kwconferences.com/eil/ICSE2014/registrations.htm>

International Delegation Registration:  
<https://regmaster4.com/2014conf/ICSE14/register.php>

## Tutorial Description

To become successful in software development, software teams must have the knowledge to systematically evaluate the progress and health of their projects, and detect and resolve risks early. How do teams acquire and apply such knowledge? How do teams adapt this knowledge to different development contexts? This tutorial demonstrates how Essence, the software engineering kernel and language, addresses these challenges.

Essence is the result of the global SEMAT initiative, (See [www.semat.org](http://www.semat.org)) that has taken place for a few years and now recently been adopted as a standard by the OMG (<http://www.omg.org/spec/Essence/>). Essence provides an innovative and novel user experience based on cards and game boards that are used to assess the progress and health of software development. Through gamification with cards and boards developers can enact various development games, such as planning sprints/iterations, agreeing on lifecycle models, evaluating health and progress of a project. Participants will gain hands-on experience with the cards and games in this highly interactive and engaging tutorial.

This tutorial also introduces some real world case studies in which Essence cards and games are applied. We also demonstrate how to use Essence as a foundation for reporting and evaluating software engineering research.

## Tutorial Outline

1. Introduction and Background of the Essence Kernel
2. Illustration of Using the Kernel
  - a. Understanding the Context
  - b. Determine the Current State
  - c. Planning with Essence
  - d. Agreeing the Lifecycle
3. The Essence Kernel and Language
4. Case Studies
  - a. Agile development
  - b. Agile organizations and practices
  - c. Essence Tooling
5. Ongoing and Future Work with Essence and SEMAT

## Presenters

**Shihong Huang** is an Associate Professor in the Department of Computer Science and Engineering at Florida Atlantic University. She is one of the main contributors of the OMG Essence standardization.

**Ivar Jacobson** is a father of components and component architecture, use cases, the Unified Modeling Language (UML) and the Rational Unified Process (RUP). He is one of the three founders of the SEMAT initiative.

**Pan-Wei Ng** is the lead coach in Ivar Jacobson International. He is an active contributor to the ideas behind Essence and is the inventor of the state cards.

**Mira Kajko-Mattsson** is an Associate Professor within software engineering at KTH Royal Institute of Technology.

**Arne J. Berre** is a chief scientist at SINTEF and associate professor II at the University of Oslo, Norway.

