

Conference

30 January – 03 February 2017

Exhibition

31 January – 02 February 2017

The Conference for
Software Architectures

Early Bird Discount
until 02 December 2016

OOP 2017

SOFTWARE MEETS BUSINESS

ICM International Congress Center Munich

www.oopconference.com



MARIE MOE

Pacemaker-“Hacker”

KARLHEINZ BRANDENBURG

Co-Developer of the mp3-format

REBECCA WIRFS-BROCK

Creator of the Responsibility-Driven Designs

DETAILS MATTER

TEST DRIVEN DEVELOPMENT

DIGITAL TRANSFORMATION

PAIR PROGRAMMING

BLOCKCHAIN

MICROSERVICES BITCOIN

AGILE

DEVOPS

TRANSFORMATION

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DO 5 K = 1. 3
or
DO 5 K = 1, 3?

The colon makes all the difference.

As the Technical Chair of the conference, Jutta Eckstein has the overall responsibility for the technical quality of the OOP. As an independent coach, consultant and trainer she focuses on enabling agile development on the organizational level.

For all the non-Fortran experts amongst us – the first statement understands DO5K as a variable (and not as a loop), and as a consequence led to the self-destruction of spacecraft Mariner 290 seconds after the launch toward Venus.

Alright, this is several years ago yet, also today it is often the (human or technological) specifics that make all the difference. This is the reason for this year’s conference focus on the **details, which decide upon success or failure** – without ignoring the big picture.

By combining software and business, OOP is the meeting point for people who work primarily in the enterprise environment. **Technical experts (architects, developers, business analysts, and testers), technical (project) managers and leaders** gain an excellent view on the state-of-the-art in modern software engineering.

The program offers many highlights: There are excellent and inspiring keynotes – **Marie Moe** takes us on a journey into her inner self by sharing her hacker experience with her pacemaker, **Karlheinz Brandenburg**, co-creator of mp3 gives us an eye-opener

for the construction of immersive sounds, **Rebecca Wirfs-Brock**, the grande dame of object-oriented and agile software development examines what agile software development needs from architects.

Some known and many new tracks are concerned with the essence of modern software development. In each and every track you can find extraordinary goodies, for example:

- all about microservices – if by focusing on modernizing the architecture, testability, or technology
- new organizational or rather management models like sociocracy, holacracy, or management 3.0
- new insights in bitcoin technology or graphical databases using the panama papers as an example
- tips for programming languages of the next generation like Dart, Go, R, TypeScript, Kotlin, or Clojure
- news from telepresence robotics

Corporations like Allianz, BMW, Cisco, Daimler, Datev, E-Post, Ericsson, Galeria Kaufhof, Rewe or Zalando report on their experiences i. e. about scaling architecture. Top-class speakers like **Michael Wong**,

Steve Freeman, Gunter Dueck, Aino Corry, Yves Hanouille with Clare Sudbery, or Gernot Starke share their new insights.

Moreover, **Frank Buschmann invited to the track Details Matter diverse experts**, who will dive into the details. For example **Simon Brown**, who shows how coding styles can help describe architecture, **Allen Wirfs-Brock**, who presents how JavaScript has been transformed into a better language, or **Dave Farley**, one of the thought leaders in Continuous Delivery, who explains how continuous delivery changes the economics of software development.

Also this year we want to emphasize the interaction and networking amongst all participants. Poker, Tabletop football, or the substantial exhibition together with the OpenLounge, encourage sharing experiences and thoughts with others by providing a perfect platform for doing so. I’m looking forward to welcoming you to the conference!

Jutta Eckstein
Technical Chair OOP Conference

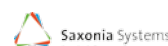
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Conference Tickets

Fees*

<input type="checkbox"/> VIP Ticket	€ 2,290.-
<input type="checkbox"/> 5 days	€ 2,190.-
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Non-Alumni by registration till 02 Dec. 2016 from 03 Dec. 2016

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Choose Your Courses

Day Time

Class (One per Time Period)

Mo	10.00 am – 05.00 pm	<input type="checkbox"/> Mo 1 <input type="checkbox"/> Mo 2 <input type="checkbox"/> Mo 3
	10.00 am – 01.00 pm	<input type="checkbox"/> Mo 4 <input type="checkbox"/> Mo 5 <input type="checkbox"/> Mo 6 <input type="checkbox"/> Mo 7
	02.00 pm – 05.00 pm	<input type="checkbox"/> Mo 8 <input type="checkbox"/> Mo 9 <input type="checkbox"/> Mo 10 <input type="checkbox"/> Mo 11
	06.30 pm – 08.00 pm	<input type="checkbox"/> Nmo 1 <input type="checkbox"/> Nmo 2 <input type="checkbox"/> Nmo 3 <input type="checkbox"/> Nmo 4
Tu	09.00 am – 10.30 am	<input type="checkbox"/> Di 1.1 <input type="checkbox"/> Di 2.1 <input type="checkbox"/> Di 3.1 <input type="checkbox"/> Di 4.1 <input type="checkbox"/> Di 5.1 <input type="checkbox"/> Di 6.1 <input type="checkbox"/> Di 7.1 <input type="checkbox"/> Di 8.1
	02.00 pm – 02.45 pm	<input type="checkbox"/> Di 1.2 <input type="checkbox"/> Di 2.2 <input type="checkbox"/> Di 3.2 <input type="checkbox"/> Di 4.2 <input type="checkbox"/> Di 5.2 <input type="checkbox"/> Di 6.2 <input type="checkbox"/> Di 7.2 <input type="checkbox"/> Di 8.2
	04.15 pm – 05.15 pm	<input type="checkbox"/> Di 1.3 <input type="checkbox"/> Di 2.3 <input type="checkbox"/> Di 3.3 <input type="checkbox"/> Di 4.3 <input type="checkbox"/> Di 5.3 <input type="checkbox"/> Di 6.3 <input type="checkbox"/> Di 7.3 <input type="checkbox"/> Di 8.3
	05.45 pm – 06.45 pm	<input type="checkbox"/> Di 1.4 <input type="checkbox"/> Di 2.4 <input type="checkbox"/> Di 3.4 <input type="checkbox"/> Di 4.4 <input type="checkbox"/> Di 5.4 <input type="checkbox"/> Di 6.4 <input type="checkbox"/> Di 7.4 <input type="checkbox"/> Di 8.4
We	09.00 am – 10.30 am	<input type="checkbox"/> Mi 1.1 <input type="checkbox"/> Mi 2.1 <input type="checkbox"/> Mi 3.1 <input type="checkbox"/> Mi 4.1 <input type="checkbox"/> Mi 5.1 <input type="checkbox"/> Mi 6.1 <input type="checkbox"/> Mi 7.1 <input type="checkbox"/> Mi 8.1
	11.00 am – 11.45 am	<input type="checkbox"/> Mi 1.2 <input type="checkbox"/> Mi 2.2 <input type="checkbox"/> Mi 3.2 <input type="checkbox"/> Mi 4.2 <input type="checkbox"/> Mi 5.2 <input type="checkbox"/> Mi 6.2 <input type="checkbox"/> Mi 7.2 <input type="checkbox"/> Mi 8.2
	02.30 pm – 03.30 pm	<input type="checkbox"/> Mi 1.3 <input type="checkbox"/> Mi 2.3 <input type="checkbox"/> Mi 3.3 <input type="checkbox"/> Mi 4.3 <input type="checkbox"/> Mi 5.3 <input type="checkbox"/> Mi 6.3 <input type="checkbox"/> Mi 7.3 <input type="checkbox"/> Mi 8.3
	05.00 pm – 06.00 pm	<input type="checkbox"/> Mi 1.4 <input type="checkbox"/> Mi 2.4 <input type="checkbox"/> Mi 3.4 <input type="checkbox"/> Mi 4.4 <input type="checkbox"/> Mi 5.4 <input type="checkbox"/> Mi 6.4 <input type="checkbox"/> Mi 7.4 <input type="checkbox"/> Mi 8.4
	06.30 pm – 08.00 pm	<input type="checkbox"/> Nmi 1 <input type="checkbox"/> Nmi 2 <input type="checkbox"/> Nmi 3 <input type="checkbox"/> Nmi 4
Th	09.00 am – 10.30 am	<input type="checkbox"/> Do 1.1 <input type="checkbox"/> Do 2.1 <input type="checkbox"/> Do 3.1 <input type="checkbox"/> Do 4.1 <input type="checkbox"/> Do 5.1 <input type="checkbox"/> Do 6.1 <input type="checkbox"/> Do 7.1 <input type="checkbox"/> Do 8.1
	11.00 am – 11.45 am	<input type="checkbox"/> Do 1.2 <input type="checkbox"/> Do 2.2 <input type="checkbox"/> Do 3.2 <input type="checkbox"/> Do 4.2 <input type="checkbox"/> Do 5.2 <input type="checkbox"/> Do 6.2 <input type="checkbox"/> Do 7.2 <input type="checkbox"/> Do 8.2
	02.30 pm – 03.30 pm	<input type="checkbox"/> Do 1.3 <input type="checkbox"/> Do 2.3 <input type="checkbox"/> Do 3.3 <input type="checkbox"/> Do 4.3 <input type="checkbox"/> Do 5.3 <input type="checkbox"/> Do 6.3 <input type="checkbox"/> Do 7.3 <input type="checkbox"/> Do 8.3
	05.00 pm – 06.00 pm	<input type="checkbox"/> Do 1.4 <input type="checkbox"/> Do 2.4 <input type="checkbox"/> Do 3.4 <input type="checkbox"/> Do 4.4 <input type="checkbox"/> Do 5.4 <input type="checkbox"/> Do 6.4 <input type="checkbox"/> Do 7.4 <input type="checkbox"/> Do 8.4
	06.30 pm – 08.00 pm	<input type="checkbox"/> Ndo 1 <input type="checkbox"/> Ndo 2 <input type="checkbox"/> Ndo 3 <input type="checkbox"/> Ndo 4 <input type="checkbox"/> Ndo 5
Fr	09.00 am – 04.00 pm	<input type="checkbox"/> Fr 1 <input type="checkbox"/> Fr 2 <input type="checkbox"/> Fr 3 <input type="checkbox"/> Fr 4 <input type="checkbox"/> Fr 5 <input type="checkbox"/> Fr 6

Prices and Discounts

- * All prices are exclusive of VAT and include conference documents, lunch and coffee breaks.
- * Evening workshops can only be booked in combination with a day pass and are not subject to any discounts.
- * Discounts shall only apply to the regular price of the qualifying ticket and cannot be combined, adding the early-booking discount with the alumni discount for instance, is not possible, nor are any other combinations.
- * Conference tickets are limited to the holder and cannot be transferred to a third party.
- * Participants who register by 02 December 2016 as paying delegates as well as all VIP registrations will receive the All-in-1 Filehub by RAVPower on site.
- ** You qualify as an alumni if you have previously taken part in and paid for events by SIGS DATACOM. The discount for the alumni is limited to the holder and cannot be transferred to a third party.

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Date

Signature

Monday, 30 January 2017

Mo

Full Day 10.00 am – 05.00 pm
Half Day 10.00 am – 01.00 pm
Half Day 02.00 pm – 05.00 pm

☕ 11.30 am – 12.00 pm
☕ 03.30 pm – 04.00 pm

🍴 01.00 pm – 02.00 pm

🕒 05.15 pm – 06.00 pm

Abendkurse / Nightschool

🕒 06.30 pm – 08.00 pm

Mo 1	Mo 2	Mo 3	Mo 4	Mo 5	Mo 6	Mo 7	
Architektur-Retreat Martin Heider, Peter Kern, Eberhard Wolff, Victor Sauermann, Robin Timmermann	Entwicklung von Microservices mit Spring Boot, Spring Cloud, Netflix OSS und Docker Patrick Baumgartner	Die 7 Schritte zum Software-Retrofit – Hard- und Soft Skills Hand in Hand Thomas Ronzon, Veronika Kotrba, Ralph Miarka, Henning Schwenter	So meistern Sie die globale Herausforderung: Sieben Erfolgsfaktoren für verteilte Softwareprojekte Christian Lescher	Go-Programmierung für Java-Entwickler Fabian Stäber	Benchmarking – Industry Data and Guidance for Improvement Christof Ebert	Kanban in der Praxis Florian Eisenberg	
Mo 8	Mo 9	Mo 10	Mo 11	Keynote: Sebastian Weikart (PayU und Appdynamics): Für die Zukunft gewappnet: Aufbau einer agilen & dynamischen IT Architektur			
Selbstorganisation to go – Werkzeuge für bessere Teams Kim Nena Duggen, Andrea Grass	Everything you always wanted to know about pair programming but were afraid to ask Yves Hanouille, Clare Sudbery	DevOps Kickstarter: Das DevOps-Tutorial Michael Hüttermann	PlayingLean – Discover the LeanStartup principles in an entertaining way Sven Dill, Wim Bollen				
Nmo 1	Nmo 2	Nmo 3	Nmo 4				
Cyber-Physical Systems – die etwas anderen Dinge im IoT Frank Buschmann	Unittests? – Ja, aber richtig! Thomas Papendieck	Liefern, schon vor dem Schätzen! Matthias Bohlen	Organisational Neurobiology and Fitness Olaf Lewitz, Christine Neidhardt				

Tuesday, 31 January 2017

10.30 am – 08.00 pm Exhibition Hours

Tu

🕒 09.00 am – 10.30 am

☕ 10.30 am – 11.00 am
Exhibition

🕒 11.00 am – 12.00 pm

🍴 12.00 pm – 02.00 pm
Exhibition

🕒 02.00 pm – 02.45 pm

☕ 03.00 pm – 03.45 pm

☕ 03.45 pm – 04.15 pm
Exhibition

🕒 04.15 pm – 05.15 pm

☕ 05.15 pm – 05.45 pm
Exhibition

🕒 05.45 pm – 06.45 pm

🕒 07.00 pm – 08.00 pm

from 08.00 pm

Modern Architecture	Software Architecture – Do Details Matter?	Trends & Techniques	Agile Transition Management	Requirements Engineering	Successful IT Organizations	Modern Programming	Integrating Everything
Di 1.1	Di 2.1	Di 3.1	Di 4.1	Di 5.1	Di 6.1	Di 7.1	Di 8.1
Cloud Computing Patterns: Case Study and Discussion Christoph Fehling	Systematischer Entwurf von Software-Architekturen Michael Stal	1) Rise of the Machines – Automatisierung der Softwareentwicklung Sven Peters 2) Aus dem Nähkästchen geplaudert: Application Performance Management mit Open-Source-Werkzeugen Alexander Wert, Stefan Siegl	How to grow your organization resilience and anti-fragility Andrea Tomasini	Product Thinking mit dem Product Field Wolfgang Wopperer-Beholz, Tim Schurig	Speed, Data and Ecosystems: Excelling in a Software Driven World Jan Bosch	1) Clojure-Web-Applikationen für Beginner Michael Vitz 2) Moderne Android-Entwicklung mit Kotlin Benjamin Schmid	Wie eine Organisation „Veränderung“ lernt Markus Wittwer
Keynote + Eröffnung: Marie Moe (SINTEF ICT): Unpatchable: Living with a Vulnerable Implanted Device							
Di 1.2	Di 2.2	Di 3.2	Di 4.2	Di 5.2	Di 6.2	Di 7.2	Di 8.2
Microservices – Integration der Benutzeroberfläche Thorsten Maier	Schatten-IT: Chancen und Risiken der unbekannteren IT Thomas Ronzon	Beschleunigen Sie die Digitale Transformation in Ihrem Unternehmen durch eine „API First“-Strategie Philipp Schöne	„Mount Corporate“ und andere Geschichten aus der Praxis agiler Transformationsprozesse Pierluigi Pugliese	Requirements Engineering und Backlog-Management für agile Produktlinienentwicklung Ursula Meseberg	LeAgile Management Framework for IT – Business 4.0 Chancen nutzen und Herausforderungen meistern Andreas Slogar	Parallele Code Smells: Eine Top 10 Liste Luc Bläser	Getting Up Close and Personal with Your Users and Stakeholders Lasse Samuel Koskela
Keynote: Frank Simon (GTB und BLUECARAT AG): Vom getesteten Solo zum unberechenbaren Orchester							
Di 1.3	Di 2.3	Di 3.3	Di 4.3	Di 5.3	Di 6.3	Di 7.3	Di 8.3
The Seven (More) Deadly Sins of Microservices Daniel Bryant, Nicki Watt	Schliemanns Erben – Systemlandschaften wirkungsvoll (nach-)dokumentieren Stefan Zörner	Von der Datenbank zur dezentralen Anwendung Marcus Klüsener	Einführung von skalierter agiler Entwicklung in der Embedded-Entwicklung bei einem großen Automobilhersteller Nils Bernert	Durchdenken oder einfach mal machen? Ralf Kruse	Schnelles Wachstum von 0 auf 25 Scrum-Teams – Was macht das mit Führungs- und Unternehmenskultur? Oliver Zilken, Jens Maser	Everything-as-code. Polyglotte Software-Entwicklung in der Praxis Mario-Leander Reimer	Quality from the PO perspective – from 6 weeks to one-day release phases Alexandra Schladebeck
Di 1.4	Di 2.4	Di 3.4	Di 4.4	Di 5.4	Di 6.4	Di 7.4	Di 8.4
Nutzen und Herausforderungen moderner Architektur am Beispiel des GALERIA Kaufhof Online-Shops Manuel Kiessling	Software Architects Are Dead! Long Live Software Architects! Frank Buschmann, Kevlin Henney	Integrative Datenmodellierung und Verarbeitung mit Graphdatenbanken am Beispiel der Panama Papers Michael Hunger	Agile Software Engineering First! Organisationswandel nach dem Pull-Prinzip Tilmann Glaser	NEW: RE@Agile (IREB) – Die Zukunft des Requirements Engineering im agilen Kontext Markus Meuten, Kim Lauenroth	Surprisability – Organisations that Rock when they are Rocked Olaf Lewitz	Why TypeScript is a Game Changer for Web Development Rainer Stropek	Zwischenmenschliches Debugging – Kommunikations-„Überwachung“ mal anders Cosima Laube
„Der ultimative IT-Stammtisch“ , Moderation: Nicolai Josuttis							
Welcome Reception							

Wednesday, 01 February 2017

10.30 am – 06.30 pm Exhibition Hours

We

🕒 09.00 am – 10.30 am

☕ 10.30 am – 11.00 am
Exhibition

🕒 11.00 am – 11.45 am

Modern Architecture	Software Architecture – Do Details Matter?	Trends & Techniques	Agile Transition Management	Testing & Quality	SocITy – the new IT Society	Modern Programming	Digital Transformation
Mi 1.1	Mi 2.1	Mi 3.1	Mi 4.1	Mi 5.1	Mi 6.1	Mi 7.1	Mi 8.1
1) Serverlose Web-Architekturen mit der AWS Cloud Infrastruktur Niko Köbler 2) Serverlose Microservices mit Azure Functions und Webhooks Rainer Stropek	Architekturentscheidungen: Wie man vor lauter Wald noch die Bäume sehen kann Gregor Hohpe	An Architect's Framework for Navigating Complexity Ken Power	Welcome to the Matrix: Creating an Organization that Embraces Agile Doc List	1) Fehlertolerante Systeme testen mit seiteneffektfreier Fehlerinjektion – Eine Fallstudie Joachim Fröhlich 2) „Von A bis Z“: Testautomatisierung für Fortgeschrittene in der Praxis Roman Nagy	1) Warum die IT nicht um NewWork herumkommt Johann-Peter Hartmann 2) Big Bang – IT ändert Kommunikation ändert Gesellschaft Johannes Mainusch	1) Dart für Java-Programmierer Thomas Küneth 2) In 80 Tagen um die Welt oder wie Scala mich veränderte Jörg Bächtiger, Andreas Boss	1) Avatar – Telepräsenzrobotik mit Nao und Kinect Martin Förtsch, Thomas Endres 2) VR für Business-Awendungen Benjamin Schmid
Mi 1.2	Mi 2.2	Mi 3.2	Mi 4.2	Mi 5.2	Mi 6.2	Mi 7.2	Mi 8.2
Service Discovery for machines and humans Oliver Wehrens	Idee: Microservices und Legacy-Modernisierung Christian Dedek	Test-Driven Development: that's not what we meant Steve Freeman	Ein agiles Führungsteam unter der Lupe Renate Willmann, Martin Talamona	Haben wir das Richtige getestet? Oh Nein! Erfahrungen mit Test-Gap-Analyse in der Praxis Elmar Jürgens, Dennis Pagano	Zum Schulabschluss mit VoIP Sarah Lichtenberger	Moderne Sprachen für moderne Probleme Michael Stal	Data Thinking – Was Unternehmen brauchen, um ihre neuen digitalen Ziele zu erreichen Florian Dohmann

Wednesday, 01 February 2017

We

12.00 pm – 12.45 pm

Keynote: Karlheinz Brandenburg (Fraunhofer IDMT): Digitale Verarbeitung von Audiosignalen: Von mp3 zu immersiven Klangerlebnissen

Modern Architecture	Software Architecture – Do Details Matter?	Trends & Techniques	Agile Transition Management	Testing & Quality	SocITy – the new IT Society	Modern Programming	Digital Transformation
Mi 1.3 Herausforderung „Multi-Channel Architecture“ Lars Röwekamp	Mi 2.3 Ereignisorientierung im App-Ökosystem – Architekturdetails als Garant für erfolgreiche Integration Matthias Naab, Balthasar Weitzel	Mi 3.3 User Experience und Enterprise-Software – Kein Widerspruch Stanislaw Traktovenko	Mi 4.3 Lernen von Agilen Transformationen Jutta Eckstein	Mi 5.3 Microservices – Segen für die Entwicklung, Herausforderung fürs Testing Marcus Adlwardt, Sven Schirmer	Mi 6.3 Neuro-diversity & software development: Why tech needs all kinds of minds & how we can support them Sal Freudenberg	Mi 7.3 Declarative Thinking, Declarative Practice Kevlin Henney	Mi 8.3 Apply Big Data Analytics and Machine Learning in Real Time to Disrupt Business Models Kai Wähler

12.45 pm – 02.30 pm
Exhibition
02.30 pm – 03.30 pm

03.45 pm – 04.30 pm

Keynote: You'll find further information for this keynote as of 15 December 2016 at www.oopconference.com.

Mi 1.4	Mi 2.4	Mi 3.4	Mi 4.4	Mi 5.4	Mi 6.4	Mi 7.4	Mi 8.4
Architekturmodernisierung mit SCS und Microservices Alexander Heusingfeld, Michael Vitz	Vom Pair Programming zur Mob-Architekturverbesserung Carola Lilienthal	Suchverhalten verstehen bedeutet, seine Benutzer besser zu verstehen Benjamin Klatt	Von Experimenten zu sprechen ist nicht schwer, sie effektiv zu nutzen dagegen sehr Ralf Kruse	Sharing the quality responsibility in agile teams Alexandra Schladebeck	Entzaubert die Flöte der modernen Rattenfänger! – oder: Die agile Gesellschaftsordnung Thorsten Janning	Parallel and Concurrent Programming in C++17 and beyond Michael Wong	Die Jagd läuft – Digitalisierung im Unternehmen Phillip Ghadir, Gernot Starke

04.30 pm – 05.00 pm
Exhibition
05.00 pm – 06.00 pm

Nightschool

Nmi 1	Nmi 2	Nmi 3	Nmi 4
C++17 (und C++14) Nicolai Josuttis	Retrospective Anti-Patterns Aino Corry	Der Hidden Champion des Change: Feedback Christine Neidhardt, Martin Heider	Per Anhalter durch den Cloud Native Stack Mario-Leander Reimer, Josef Adersberger

06.30 pm – 08.00 pm

Thursday, 02 February 2017

10.30 am – 06.30 pm Exhibition Hours

Th

09.00 am – 10.30 am

Modern Architecture	Details Matter	Trends & Techniques	Agile Transition Management	Testing & Quality	Successful IT Organizations	Integrating Everything	Digital Transformation
Do 1.1 DDD & REST – Domain Driven APIs für das Web Oliver Gierke	Do 2.1 1) Software architecture as code Simon Brown 2) Design and Management of High-Quality APIs – On Squaring the Circle Frank Buschmann, Jörg Bartholdt	Do 3.1 1) Hurra, wir werden agil – aber wie? Frank Düsterbeck 2) Agile Methoden agil einführen Markus Unterauer	Do 4.1 Hypothesengetriebene agile Transitionen mit Sociocracy 3.0 Bernhard Bockelbrink	Do 5.1 1) Going the Agile Path Securely – Lektionen aus proaktiver Sicherheit in agiler Softwareentwicklung Bastian Braun 2) Security DevOps: Automation von Security-Checks in der Build-Kette Christian Schneider	Do 6.1 Agile Project Flow Management mit Kanban Mike Leber	Do 7.1 Evolving organizations using applied systems thinking Hendrik Esser	Do 8.1 Architektur einer IT-Transformation: 37 Dinge, die ein Chefarchitekt gelernt hat Gregor Hohpe

10.30 am – 11.00 am
Exhibition

11.00 am – 11.45 am

Do 1.2	Do 2.2	Do 3.2	Do 4.2	Do 5.2	Do 6.2	Do 7.2	Do 8.2
Architektur skalieren @ Zalando Felix Müller	The Rationale for Continuous Delivery Dave Farley	Scrum professionell skalieren – warum mit Nexus? Fahd Al-Fatish, Marion Gakstatter	Transitionssteuerung mit Capabilities Jens Coldewey	Simulating APIs for Effective Testing: (Micro)Service Virtualisation in the 21st Century Andrew Morgan	Management 3.0 in konservativen Umgebungen ... Peter Schnell	Retro Powers and their Dangers Fabian Schiller	Industrial Data Space: Plattform für die digitale Transformation von Unternehmen Jan Jürjens

12.00 pm – 12.45 pm

Keynote: Pablo Halpern (Intel Corp.): Parallel Programming Today

12.45 pm – 02.30 pm
Exhibition
02.30 pm – 03.30 pm

Do 1.3	Do 2.3	Do 3.3	Do 4.3	Do 5.3	Do 6.3	Do 7.3	Do 8.3
Keine moderne Architektur ohne DevOps Erik Dörnenburg	Software Is Details Kevlin Henney	Creating An Incremental Architecture For Your System: What, Why and How Giovanni Asproni	Agile Transition – jenseits der methodischen Glaubenskriege Stefan Rook, Johannes Mainusch, Thorsten Janning	Test Architect – A Key Role defined by Siemens Peter Zimmerer	Selbstorganisierte Teams? Eine Bestandsaufnahme aus dem größten Unternehmen der Welt Melanie Wohnert, Dietmar Wohnert	60 Minuten Disziplin Rolf Dräther, Holger Koschek	„Software is eating the World“ – Wen braucht man eigentlich, um erfolgreiche Software-Ökosysteme zu bauen? Matthias Naab, Marcus Trapp

03.45 pm – 04.30 pm

Keynote: Rebecca Wirfs-Brock (Wirfs-Brock Associates): What Agile Software Development needs from Architects

04.30 pm – 05.00 pm
Exhibition
05.00 pm – 06.00 pm

Do 1.4	Do 2.4	Do 3.4	Do 4.4	Do 5.4	Do 6.4	Do 7.4	Do 8.4
Case Study: How to move from a Monolith to Cloud, Containers and Microservices Kai Wähler	Don't Break the Web: Scaling-up JavaScript for the Next 30 Years Allen Wirfs-Brock	Softwareentwicklung ohne Abhängigkeiten Stefan Lieser	Agile Transformation – jetzt aber mal wirklich ;-) Sylvius Gerber	Containerized End-2-End Testing – automate it! Tobias Schneck	Cargo-Kulte in der IT Gunter Dueck	Von der Idee bis zur Produktauslieferung – umfassende agile Software-Entwicklung, die alle involviert Joachim Seibert, Armin Meyer	Blockchain – Wie die Bitcoin-Technologie den öffentlichen Sektor verändern kann Christof Tinnes, Carmen Eisenacher, Phillip Pham

Nightschool

Ndo 1	Ndo 2	Ndo 3	Ndo 4	Ndo 5
Moderne Programmierung durch Spracherweiterung und DSLs Markus Völter	Microservices sind ganz anders als man denkt! Eberhard Wolff	Das Übel der lokalen Optimierung Marc Bless	The Product Owners Survival-Kit – ein Überblick Michael Mahlberg	Pecha Kucha All Night Long! Martin Heider, Christine Neidhardt

Friday, 03 February 2017

Fr

09.00 am – 04.00 pm

Fr 1	Fr 2	Fr 3	Fr 4	Fr 5	Fr 6
Self-contained Systems: Ein anderer Ansatz für Microservices Eberhard Wolff	Vorbeugen ist besser als Heilen – Nachhaltigkeit von Software-Architekturen sicherstellen Michael Stal	Systematische Entwicklung mit funktionaler Programmierung Michael Sperber	Vom Scrum Master zum Agilen Coach Christoph Mathis	Cooler Web-Apps mit Angular 2, TypeScript und Spring Boot Kai Tödter	Agile Estimating, Benchmarking, and Release Planning Michael Mah

10.30 am – 11.00 am
02.30 pm – 03.00 pm
12.00 pm – 01.00 pm

Presentations are given in the language of the abstract.

Main Topics of OOP 2017

For their advanced vocational training, IT professionals like **software architects, IT project managers, experienced developers and programmers** trust in the OOP brand – **one of the most popular and biggest software conferences in the German-speaking area.**

For the software community OOP is the kick-off into the new year and a firm event in their calendar, as it guarantees: **the newest trends out of the area of software technologies as well as practice-orientated tracks from experienced and renowned speakers.**

Top-class keynotes and international renowned speakers such as:

- **Simon Brown**
- **Aino Corry**
- **Dave Farley**
- **Steve Freeman**
- **Kevlin Henney**
- **Doc List**
- **Michael Mah**
- **Andrea Tomasini**
- **Michael Wong**

and many more help to ensure that over the course of 5 days there will be a very promising mix between in-depth insights and a broad range of topics!



MODERN ARCHITECTURE SOFTWARE ARCHITECTURE MODERN PROGRAMMING SOCIETY - THE AGILE TRANSITION NEW IT SOCIETY INTEGRATING EVERYTHING MANAGEMENT TESTING & QUALITY SUCCESSFUL IT ORGANIZATIONS REQUIREMENTS ENGINEERING DIGITAL TRANSFORMATION



“A widespread offer which is of interest for experts”

“Business meets nerds” -> together we're stronger”

“A mix of real applicability and innovation/visions”

“Biggest conference I know with themes of RE, Software Architecture, PM and Soft Skills in parallel tracks in Europe”

“Where else do you have the chance to meet Germany's IT elite for a personal exchange of experiences?”

“Balanced and complex program with top speakers”

“The variety around the topic Software Architecture”

“Covering all aspects of the current IT state-of-the-art discussion.”



OOP Special Offers

VIP Advantage

Would you like to be present during all 5 days? Why not register as a VIP and benefit from our extensive offer:

- Save money by attending events on all 5 days including 3 evening workshops
- As a bonus you will receive, regardless of when you book
 - the All-in-1-Filehub by RAVPower
 - the official OOP 2017 T-shirt
 - a free MVV ticket (Munich public transport network) valid for use on all 5 conference days
- Make up your mind by 02 December 2016 and you will be awarded a 15 % discount on the regular price of a VIP ticket for booking early

Advantages for ALUMNI – Loyalty pays off!

- 20 % discount on the regular price of your chosen ticket (regardless of when you book!)
- Register till 02 December 2016 and you will qualify for our early-bird freebie – the All-in-1-Filehub by RAVPower!

You qualify as an alumni if you have previously taken part in and paid for an event organized by SIGS DATACOM.

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If you book till 02 December 2016, you will be awarded a 15 % discount on the regular price of your chosen ticket (not applicable to evening workshops and single-day tickets). In addition, you will qualify for our early-booking freebie (All-in-1-Filehub by RAVPower).

For all Conference Delegates

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- Connect up to 5 devices simultaneously



Ten great Reasons why you must attend OOP 2017

1 Software meets Business

Year after year the OOP offers up to date expert information in the area of software engineering. Jutta Eckstein guarantees as Technical Chair, together with her 11 Track Chairs, that the OOP is the one conference you must attend in 2017.

2 High-quality and vendor-neutral Presentations

A panel of 12 expert consultants, assisted by more than 70 reviewers, examines all presentations thoroughly before deciding which speakers and topics will be included in the OOP program.

3 More than 140 Presentations in 5 Days

150 speakers – including numerous high-ranking international speakers – will present the latest findings and developments in the area of Software Technology.

4 Wide Range of Topics

12 different topics, 8 parallel tracks, of which every delegate will be able to choose exactly those presentations that suit their professional requirements offering valuable hands-on content.

5 Signature-Track “Details Matter”

Frank Buschmann and world-famous experts look behind the big and shiny picture addressing state-of-the-art topics in the area of modern software development – you will learn why small details decide upon success or failure.

6 Intensive learning with leading Experts

This year, speakers such as Wim Bollen, Sven Dill, Christoph Ebert, Yves Hanouille, Michael Mah and Clare Sudbery will answer your questions in half-day and full-day tutorials.

7 Up-to-Date Expert Information – Proven Formats

Presentations, user cases and workshops are established conference formats. The OOP offers as well panel discussions and our famous graphic recording presentations. Different methods of teaching offer you new insights to well known topics.

8 Networking

Breaks and evening events such as the welcome reception will provide delegates with an excellent platform for sharing your experiences with peers, speakers or exhibitors.

9 New Products and Services live in the exhibition

In the large exhibition area, leading software providers will be available in person to inform you of new technologies and their possible implementations as best cases.

10 Benefit from Advantages for Alumni

All of you who have previously taken part in and paid for an event organized by SIGS DATACOM will benefit from reduced prices for the OOP 2017.

Agile Transition Management

Marc Bless



This track takes a look at agile transitions of whole, existing organizations. What is necessary to transform an enterprise and become agile? Which challenges and impediments do we face, and what are the key success factors of an agile transition? What can we do to make our agile transition fail often and early? We are exploring the following topics:

- Organizational challenges and impediments
- Success factors of agile transitions
- Various approaches for transitions

Digital Transformation

Stefan Tilkov



For a long time, most businesses have viewed IT as a support function, a cost center, to be optimized for efficiency. With the drastic shift to more and more IT-centric businesses that augment and disrupt mature markets, IT is taking on a new role: New ways of doing business, new markets, new organizational models both within companies and across company boundaries, all of these developments provide new opportunities and challenges for an IT-centric world. This track will focus on the new role of IT as a driver of business.

We focus on the following topics:

- The impact of the digital transformation on the organization
- Strategies for the digital transformation
- Big Data, Business Analytics and new business models
- Ecosystems in the organizational context
- APIs as an instrument for consolidation
- Two-Speed- and Multi-Speed-IT
- Telepresencing and VR technologies

Integrating Everything

Olaf Lewitz



Integration, in the words of neurobiologist Dan Siegel, means “honoring differences, promoting linkages”. As engineers we’ve applied this successfully to systems and software. And we are getting better at automated, continuous integration of our software, while we are making little progress on continually integrating our organizations with our customers, or our business with our IT. We transfer our capabilities in integration to other areas that are relevant for successful for software development.

Integrate Everything offers odd connections: evolution and systems thinking, interpersonal debugging, organizational neurobiology, or maybe you are looking for an hour of discipline? Do you want to interconnect your developers and stakeholders – personally? We combine expertise of the domains of people, process, and product and bring ideas together in a new and inspiring way. Welcome!

Modern Architecture

Eberhard Wolff



Modern software architectures answer new challenges: Changes need to go into production quicker, ideally in the Cloud, the organization needs to be taken into account, software must be more scalable not only because of the Internet of Things and still it must be robust. This track shows which answers microservices, self-contained systems, and serverless architecture provide for these challenges – and how organization and architecture can interplay in a better way.

Modern Programming

Nicolai Josuttis



The vast majority of OOP attendees are mainly using the established Top-10 programming languages such as Java, Python, C, C++, C#, JavaScript, and PHP are using imperative, object-oriented, and generic paradigms. But things change. Other programming languages, such as Dart, Go, R, TypeScript, Kotlin, Clojure, and new programming language versions (such as C++11) more and more establish, introduce cool and powerful new features (especially for concurrent programming), and change the way we develop software.

This track is dedicated to these modern programming languages and modern programming features. In this track we present different paradigms (declarative, functional, or concurrent programming), compare languages with their advantages and disadvantages, explain language constructs and features, go into the details of specific versions of the languages, and present expert knowledge for everyday programming. May the better language be used sensible...

Requirements Engineering

Susanne Mühlbauer



This year also the Requirements Engineering Track will focus on the details – amongst other things in the context of product.

- How does RE help us to put the spot on the right details?
- Which are those, how do we find them, how do we evaluate them?
- What is the right level of detail and when do I start getting into the details?

These are the questions we will be answering with contributions to product thinking, agile product line development, and experiments.

SocITy – the new IT Society

Johannes Mainusch



IT represents the fastest and largest change of human interaction in our history. And it is getting faster. How does that change society? Will society become better or worse? What impact does this change of the IT have on our society, our culture? Is it time for hope, fear or action?

Today

- School pupils connect to teachers via skype
- Everyone can listen to Harvard Lectures
- Knowledge is easy at hand at wikipedia
- Maps and directions are free on your phone
- Your car parks itself
- Each dog on the road can be identified by implanted chips

Software Architecture – Do Details really matter?

Michael Stal



Software Architecture is about strategic design and implementation is about tactical design. Thus, software architects should not focus on details, but on the important things. This mantra is the best recipe for architecture drift and project failure. In practice, developers should embrace the architecture, while architects should embrace the implementation. But what does this mean in practice? This track will examine the following topics:

- The roles of architects and developers, their responsibilities, their symbiosis, and their efficient interaction.
- Combining successful architecture enforcement with a feedback culture.
- When details matter in the architecting process and when they don't.
- Effective communication of software architecture.

Successful IT Organizations

Thorsten Janning



IT organizations experience heavy pressure for rapid change. They have to deal with fast changing markets or with increasing impatient business people. There are many different possibilities to reply to these challenges. In this track modern conceptual contributions take turns with trend-setting experience reports and provide answers to the following questions:

- What is the secret behind successful IT organizations?
- How are they organized and what is the measurement of success?

Testing & Quality

Peter Zimmerer



Effective and efficient software and system development requires superior testing approaches and a commitment to quality. The T&Q-Track provides practical guidance how to address challenges like increasing demand for reliability of systems, cost efficiency, and market needs on speed and flexibility and shows how testing is transforming in the digitalization era.

Experts from different domains present new directions in the field, explain approved strategies and practices, and share valuable project experiences how to make it happen.

Trends & Techniques

Jutta Eckstein



In this track we are concentrating on how the details of current and future trends & techniques influence the interplay of software and business. Amongst other things we will take a look at the increasing automation in software development, at incremental architecture development in the face of growing complexity, moreover we will examine the promises of test-driven development and inspect how a substantial understanding of the search behavior impacts the collaboration with the customer.

Details Matter Signature Track by Frank Buschmann



'This is an implementation detail' – an all too familiar phrase in many discussions on software development practices and technologies. It commonly means that the aspect of discussion is of minor importance for the actual discussion theme; that this 'detail' blocks the view onto the whole and the understanding of the big picture. So far the theory!

In practice the devil is always in the details – and more often than we like these details have an impact on the grand picture. Why is refactoring and TDD so difficult to do well? Why is it challenging to integrate hundreds of independent microservices to systems with defined and reliable system qualities? Details are simply not just details. Addressing these details right actually makes your projects and the design of your systems successful. Jeff Bezos noted: If you don't understand the details of your business [or profession] you are going to fail!

In this track we therefore pull up the curtain to look behind the big and shiny pictures drawn by popular themes in modern software development. To know what their true challenges are and explore the ways to master them. Because details matter!

Tuesday, 31 January 2017

11.00 am –12.00 am **Unpatchable: Living with a Vulnerable Implanted Device**

Gradually we are all becoming more and more dependent on machines, we will be able to live longer with an increased quality of life due to machines integrated into our body. However, our dependence on technology grows faster than our ability to secure it, and a security failure of a medical device can have fatal consequences.

Marie's life depends on the working of a medical device, a pacemaker that generates every single beat of her heart. As a security-professional Marie is worried about her heart's attack surface. How can she trust the machine inside her body, when it is running on proprietary code and there is no transparency? This is why she acquired medical devices that can communicate with her pacemaker, and started a project on investigating the security of her medical implant, together with a team of volunteer hackers.

This talk is about Marie's personal experience with being the host of a vulnerable medical implant, and why she decided to start a hacking project on the security of her own personal critical infrastructure.



Marie Moe cares about public safety and securing systems that may impact human lives, this is why she has joined the grassroots organisation "I Am The Cavalry". Marie is a research scientist at the independent research organisation SINTEF, and has a PhD in information security. She is also an associate professor at the Norwegian University of Science and Technology and teaches a class on incident management and contingency planning. She has experience as a team leader at the Norwegian Cyber Security Centre NorCERT, where she did incident handling of cyberattacks against Norway's critical infrastructure. She is currently doing research on the security of her own personal critical infrastructure, an implanted pacemaker that is generating every single beat of her heart.

Wednesday, 01 February 2017

03.45 pm - 04.30 pm

You'll find further information for this keynote as of 15 November 2016 at www.oopconference.com

Thursday, 02 February 2017

12.00 am - 12.45 am **Parallel Programming Today**

Parallel programming was once considered to be exclusive to the realm of weather forecasters and particle physicists working on multi-million dollar super computers while the rest of us relied on chip manufacturers to produce faster CPUs every year. That era has come to an end. Clock speedups have been largely replaced by having more CPU cores on a chip and more chips in a system.

A typical smart phone now has 2 to 4 cores, a typical laptop computer or tablet has 4 to 8 cores, servers have dozens of cores, and supercomputers have thousands of cores. Each of these cores have 4 to 16 SIMD (Single instruction, multiple data) lanes, and many systems also have GPUs (Graphic Processing Units) capable of massively-parallel computations.

If you want to speed up a computation on modern hardware, you need to take advantage of the multiple cores, SIMD units, and GPUs available. This talk provides an overview of the parallelism landscape. We'll explore the what, why, and how of parallel programming, discuss the distinction between parallelism and concurrency and how they overlap, and learn about the problems that one runs into. We'll conclude with a brief exploration of how to begin designing for parallelism.



Pablo Halpern has been writing software since 1978 is currently a software engineer at Intel Corporation as well as a long-time member of the ISO C++ Standards Committee. As the chairman of the Parallel Programming Models Working Group at Intel, he coordinated the efforts of teams working on Cilk Plus, TBB, OpenMP, and other parallelism languages, frameworks, and tools targeted to C++, C, and Fortran users. His current work is focused on developing compiler technology for Intel's next-generation processors, promoting adoption of parallel and vector constructs into the C++ and C standards, and creating simpler and more powerful parallel programming languages, compilers, and tools for Intel's customers.

03.45 pm - 04.30 pm **What Agile Software Development needs from Architects**

Can architects and agile coexist? Why not just keep code clean and tested, get rid of architects, and let developers take on their work? In a rush to deliver functionality, architecture can be slighted and risks ignored – unless someone advocates for architecture. Sustainable development requires ongoing architecture attention, stewardship and visibility. Agile projects need architects. Especially when there are new technologies, intricate dependencies and shifting priorities. Enough though our ways of working may change, we have much to offer.



Rebecca Wirfs-Brock is an object design pioneer who invented the set of practices known as Responsibility-Driven Design (RDD). She is lead author of two design books and an IEEE Software columnist. By accident she started the x-Driven Design meme (TDD, DDD, BDD...). She has written patterns on sustainable architecture, agile software quality, managing a complex backlog, and adaptive architectures. She helps teams hone their design and architecture skills and address architecture risks.

Half Day Tutorial

Mo 6 **Benchmarking –**
10.00 am - 01.00 pm **Industry Data and Guidance for Improvement**

Benchmarking today is the key instrument to determine the current situation of a company compared to other players in the market and beyond. This tutorial provides an overview on practical benchmarking in industry context. An interactive case study is used to practically engage participants in starting their own benchmarking. The tutorial will provide lots of hard data from our database and industry best practices. Results can be directly transferred to attendees own environment.

Target Audience: project managers, product managers, decision makers, architects, quality and test
Prerequisites: none • Level: Practicing



Christof Ebert is managing director at Vector Consulting Services. He supports clients around the world to improve product strategy and product development and to manage organizational changes. He serves on advisory boards and industry bodies and is a professor at the University of Stuttgart and Sorbonne in Paris. His book on software measurement is widely recognized as providing leading industry practice.

Half Day Tutorial

Mo 9 **Everything you always wanted to know about**
02.00 pm - 05.00 pm **pair programming but were afraid to ask**

In a way, pair programming is like riding a bicycle. You can read a book about it, you can watch videos of people doing it, but you really learn it by doing it. This workshop will give people a chance to not only experience pair programming, but examine that experience in depth and see how their practice can be improved. The “promiscuous pairing” technique will be used, followed by an extended feedback session where participants will analyse the strengths of pairing, and look at how they can improve interactions with their partners.

Participants should bring along their own laptop.

Target Audience: Anyone who wants to experience pairing. Beginners, and also those wanting to improve their practice.
Prerequisites: The ability to write code. You will probably use new languages, but help will be available.
Level: Introductory



Yves Hanoulle coaches teams across EMEA. Among his clients you find Agfa HealthCare, Atos Worldline, The Belgium Post, BritishGas, CERN, Octo, Orange, Test-Aankoop, Ultra-genda.



Clare Sudbery is a senior software engineer at LateRooms.com. She has 16 years of software engineering experience, but in the last ten years she has also spent time as a full time novelist and a secondary school maths teacher. She loves coding, teaching, writing and mentoring. Photo: © Ursula Kelly Photography

Half Day Tutorial

Mo 11 **PlayingLean –**
02.00 pm - 05.00 pm **Discover the LeanStartup principles in an entertaining way**

The game simulates the launch of a new software product in a competitive and challenging market situation in an entertaining way. It helps to understand the importance of Minimal viable products and why you have to watch out of Technical debt. Although LeanStartup focuses on Start up companies more and more big players (a. o. General Electric, Rabobank, ING Group) using the methodology to bring Innovation and Intrapreneurship back in the heart of the organization.

Maximum number of participants: 12

Target Audience: Project Leader, Manager, Decision Makers, Change Managers, Coaches
Prerequisites: Openness for gamification, English (as the session is hold in English)
Level: Introductory



Sven Dill is a certified Agile Lean Coach and Integral Agile Wizard who spent the last few years supporting ING Belgium (one of the 4 biggest banks in Belgium) to transform into an agile enterprise. He is helping individuals, teams and leaders during one of the biggest Agile transformations in Europe (around 2000 IT professionals).



Wim Bollen is a seasoned hands-on lean-agile expert/coach and kanban coaching professional. His expertise is helping organizations gain agility as a strategic enabler in order to achieve their goals and keep fit for purpose.

Friday, 03 February 2017

Full Day Tutorial

Fr 6 **Agile Estimating, Benchmarking, and Release Planning**
09.00 am - 04.00 pm

How do you compare productivity and quality you achieve with across the span of your projects, be they Agile, Waterfall, or Outsourced? Learn about quality and defect metric trends and how defect patterns behave on real projects. Working in pairs, calculate productivity metrics using the templates Michael Mah employs in his consulting practice. Leverage these metrics to make the case for changing to more agile practices and creating realistic project commitments within your organization.

Target Audience: CIOs, Directors, VPs, Software Engineering Managers, Organizational and Project Leadership
Prerequisites: A working knowledge of Agile • Level: Practicing



Michael Mah teaches, writes, and consults to technology companies on estimating and managing software projects, whether in-house, offshore, waterfall, or agile. He is the managing partner at QSM Associates Inc. and director of the Benchmarking Practice at the Cutter Consortium, a US-based IT think-tank. With over 25 years of experience, Michael and his partners at QSM have derived productivity and quality patterns for thousands of projects collected worldwide.

Di 1.1 Cloud Computing Patterns: Case Study and Discussion

09.00 am - 10.30 am

Cloud computing demands new IT architectures as well as a change in development- and organizational processes. In this session, the move of an existing application, its development, and operation to a cloud environment is covered. The presented content focuses on the experienced challenges regarding architectural, technological and organizational aspects. You may optionally provide your own architectures and use cases for a joint discussion how to adjust your applications for the cloud!

Target Audience: Architects, Developers, Operators

Prerequisites: Some experience with Cloud Computing. You may share information about your own applications during the session or submit them beforehand to oop2017@cloudcomputingpatterns.org.

Level: Practicing



Christoph Fehling researched the architecture of cloud applications during his Ph.D. in strong cooperation with industry partners. He is the main author of the resulting book "Cloud Computing Patterns" and is now working at Daimler AG creating a production cloud environment for connected car services.

Di 4.1 How to grow your organization resilience and anti-fragility

09.00 am - 10.30 am

In an ever changing market organizations needs to survive through the adoption of more light and flexible governance structures. Culture plays a fundamental role when it comes to allowing more autonomy and decentralization, both in terms of ownership and responsibility. Resilience is the capability of an organization to readapt very rapidly to changes without losing the capability to deliver value. Antifragility is the capability of an organization to learn from its own mistakes and improve. Is your organization ready for the next decade?

Target Audience: Agile Transition Leader, Coaches, Decision Makers, Project Leaders

Prerequisites: Understanding of Agile, Complexity thinking, Organizational Design, Market Awareness

Level: Practicing



Andrea Tomasini is one of the founders of agile42. He has been working in the software development and product management as well as the process optimization arena for more than 15 years. Andrea trained and coached a diverse range of teams and helped many companies in various industries: finance, telecommunication and automotive in implementing agile methods like Scrum.

Di 6.1 Speed, Data and Ecosystems: Excelling in a Software Driven World

09.00 am - 10.30 am

The future of software engineering is centered around three main developments: Speed, Data and Ecosystems. The talk addresses these three main developments, provides numerous examples from the Nordic and international industry and outlines the next steps that industry and academia need to engage in to remain competitive.

Target Audience: Managers, decision makers, architects

Prerequisites: none

Level: Practicing



Jan Bosch is professor of software engineering and director of the Software Center at Chalmers University Technology in Gothenburg, Sweden. Earlier, he worked as Vice President Engineering Process at Intuit Inc where he also lead Intuit's Open Innovation efforts and headed the central mobile technologies team. Before Intuit, he was head of the Software and Application Technologies Laboratory at Nokia Research Center, Finland.

Di 8.2 Getting Up Close and Personal with Your Users and Stakeholders

02.00 pm - 02.45 pm

Most agile teams may proudly claim that they're cross-functional – often mentioning how the developers also test and how the designer sometimes makes small changes to the code on his own. However, the odds are that most of those teams could do much more. In this talk you will learn how a team can benefit from incorporating a broad set of responsibilities ranging from the usual design/code/test to not so common activities for a team to take over, such as infrastructure, marketing, public relations, social media presence, and customer support.

Target Audience: Members and managers of Agile teams • Prerequisites: Basic knowledge of agile development • Level: Practicing



Lasse Samuel Koskela has consulted and trained organisations such as Nokia, F-Secure, Nordea and HBO worldwide. Today Lasse enjoys developing mobile applications for leading consumer brands. He has published two books with Manning Publications and has presented to thousands of professionals in international conferences.

Di 1.3 The Seven (More) Deadly Sins of Microservices

04.15 pm - 05.15 pm

All is not completely rosy in microservice-land. It is often a sign of an architectural approach's maturity that in addition to the emergence of well established principles and practices, that anti-patterns also begin to be identified and classified. In this talk we introduce the 2016 edition of the seven deadly sins that if left unchecked could easily ruin your next microservices project...

Target Audience: Developer, Architect • Prerequisites: Basic understanding of microservice principles

Level: Practicing



Daniel Bryant is the Chief Scientist at OpenCredo. His current work includes enabling agility within organisations by introducing better requirement gathering and planning techniques, focusing on the relevance of architecture within agile development, and facilitating continuous integration/delivery.



Nicki Watt works as a hands on lead consultant at OpenCredo. Nicki has worked in different development and architectural projects with her current focus lying in the cloud and continuous integration and delivery space.

Di 8.3 Quality from the PO perspective – from 6 weeks to one-day release phases

04.15 pm - 05.15 pm

In this talk, I'll share what I've learned about quality, release times and quick feedback from being a product owner. For the last 7 years, I've been PO for an open source product. In that time, we've moved from painful and non-agile 6-week test phases to sprint (beta) releases every three weeks, with the option of an official release when I want one – with release times of one day. This is a story about techniques, transparency, testing and trust, with the extra spice of dealing with the quality wishes of different stakeholder groups.

Target Audience: Product Owners, Testers, Developers in Agile Teams
Prerequisites: Basics of agile and scrum • Level: Practicing



Alexandra Schladebeck is the head of Test Consulting at BREDEX GmbH and is also Product Owner for Jubula, the open source test tool. You'll usually find Alex talking about quality and how it affects the whole development process. She's also a frequent speaker at conferences where she likes to share her project experiences and learn from other practitioners.

Di 2.4 Software Architects Are Dead! Long Live Software Architects!

05.45 pm - 06.45 pm

In an ideal world, agile teams do all design work collectively, microservices allow a system's architecture to emerge. The crowd is king. Software architects are dead, really dead! But a system must handle millions of events fast. Users expect Martini availability – any time, any place, anywhere! The crowd is puzzled, really puzzled. Long live software architects! This talk outlines the new role and responsibilities of architecture and architects in the face of IoT, the cloud and the ongoing digitization and digitalization of business.

Target Audience: Architects, Developers, Project Leads • Prerequisites: Software design and development experience • Level: Practicing



Frank Buschmann is a Senior Principal Engineer at Siemens Corporate Technology in Munich, Germany, where he leads a team of architects doing research in software architecture and develop new design technologies.



Kevin Henney is an independent consultant, speaker, writer and trainer. His interests are in programming, patterns, process and practice. He is the co-author of "A Pattern Language for Distributed Computing" and "On Patterns and Pattern Languages".

Di 6.4 Surprisability – Organisations that Rock when they are Rocked

05.45 pm - 06.45 pm

"We rock when we're rocked!" Mindful, successful, messy, elegant, free and full of joy. A new aspiration for great organisations: able to grow from surprises, to rise strong from falling. Daring and brave, we surprise others. This talk is about creating organisations that keep their competition awake at night while their people are enjoying making ever new waves. Surprisability is a pragmatic, actionable and positive reframe of Taleb's idea of anti-fragility.

Target Audience: Managers, Leaders, Coaches, Learners, Developers, Project Leaders, Culture Hackers, Coaches • Prerequisites: curiosity, experience working in and with organisations • Level: Practicing



Olaf Lewitz went from programmer to manager to coach to become the trust artist. He is CEC with the Scrum Alliance. He integrates his passions: freedom of choice, distributing authority and human development in his work with transforming human systems. His mission is to increase freedom of choice in the world. Olaf has presented many times at OOP, Scrum Gatherings, XP20xx and Agile20xx and other conferences.

Di 7.4 Why TypeScript is a Game Changer for Web Development

05.45 pm - 06.45 pm

JavaScript has a big advantage: Reach. You can run JavaScript on the client and the server, on your phone, your PC and even on your smart watch. Unfortunately, JavaScript has disadvantages when it comes to larger project implemented by multiple developers. TypeScript was built to solve this problem by adding a language layer on top of JavaScript. In this demo-heavy session, Rainer Stropek (Microsoft Azure MVP, Microsoft Regional Director) introduces you to the TypeScript language.

Target Audience: Developers, Architects
Prerequisites: JavaScript • Level: Practicing



Rainer Stropek is co-founder and CEO of the company "software architects" and has been serving this role since 2008. At software architects Rainer and his team are developing the award-winning SaaS time tracking solution "time cockpit". Previously, Rainer founded and led two IT consulting firms that worked in the area of developing software solution based on the Microsoft technology stack.

Wednesday, 01 February 2017

Mi 3.1 An Architect's Framework for Navigating Complexity

09.00 am - 10.30 am

This hands-on workshop presents a framework that helps architects to navigate complexity and make better decisions. Participants will engage in several activities that build upon each other. They will learn a number of practical and accessible tools and approaches, including sense-making and the Cynefin framework, that lead to more resilient architectures, systems, and organizations.

Target Audience: architects, developers, managers, program managers, product managers, anyone working with architects
Prerequisites: Ability to sketch and describe the architecture of a system that you work on
Level: Practicing



Ken Power is a Principal Engineer with Cisco. His work and research interests include agile, lean, flow, complex adaptive systems, and organisation effectiveness, as well as software and systems architecture, Cloud, DevOps and software engineering management. He is a frequent speaker on these topics at major international agile, lean and software engineering conferences.

Mi 4.1 **Welcome to the Matrix: Creating an Organization that Embraces Agile**

09.00 am - 10.30 am

Traditional organizations focus on roles and controls. Team members frequently report to role-specific managers. This can lead to some dysfunctions and challenges when you're on an Agile team. After all, if we embrace the idea that Agile teams are self-organizing, setting their team's work priorities, and communicating openly, what happens when your manager gives you conflicting direction?

Target Audience: Manager, Project Leader, Decision Maker, Executive, Organizational Coach

Prerequisites: Basic knowledge of Agile/Scrum/Kanban

Level: Practicing



Doc List has been in the world of Software and IT for several decades. During that time he has focused much of his attention on leadership, organizational transformation, and team effectiveness. He is an Agile Coach, Learning Facilitator, frequent presenter, professional facilitator, Open Space facilitator, and photographer. His passion is people and how they work and succeed together.

Mi 1.2 **Service Discovery for machines and humans**

11.00 am - 11.45 am

Combining Continuous Deployment and a Microservice architecture brings new challenges to develop and operate your platform. A service discovery enables you to build a flexible system. Developers need to have an up to date view on the deployed services as well. A human readable registry with relevant information is needed. I will outline what we solved with a Service Registry and what impact it had on our architecture. Furthermore I will show what we needed to give our developers to get an up to date view on the whole platform.

Target Audience: Architects, Developers

Prerequisites: Concept Microservices, Continuous Deployment

Level: Practicing



Oliver Wehrens works as Chief Architect at E-POST Development GmbH in Berlin. He develops the next generation of DPDHL Services. He is interested in delivering software faster, simplify architectures, better testing and scaling organisations.

Mi 3.2 **Test-Driven Development: that's not what we meant**

11.00 am - 11.45 am

Test-Driven Development (TDD) has been so successful that it's now unfashionable. But many developers complain that being required to write tests just gets in the way. That wasn't our experience when we first stumbled onto TDD a dozen years ago, so what went wrong? Were we fooling ourselves, or did the message get confused along the way? In this talk, Steve revisits the basics, the essence of what makes TDD work. He describes some common difficulties and how they can be addressed by understanding the principles of TDD.

Target Audience: Experienced developers who have been struggling with TDD

Prerequisites: programming experience, preferably some TDD experience.

Level: Practicing



Steve Freeman, author of *Growing Object Oriented Software, Guided by Tests* (Addison-Wesley), was a pioneer of Agile software development in the UK. He has developed software in many organisations from small vendors to multinational investment banks. Previously, he has worked in research labs and software houses, earned a PhD, written shrink-wrap applications for IBM, and taught at University College London. Steve now works as an independent and for Zuhke Engineering in London.

Mi 6.3 **Neuro-diversity & software development: Why tech needs all kinds of minds & how we can support them**

02.30 pm - 03.30 pm

Even if you are unaware of it, it's likely that there is someone on your team with a non-typical neurology. It even seems there is a higher propensity towards autism and aspergers in STEM careers. Turns out that is a good thing. We will begin by looking at the research on diversity and success. We will then consider different types of neuro-diversity – in particular the autistic / aspergers mind, with a particular view towards how that lends itself to developing software and how we might better support autists at work.

Target Audience: Everyone • Prerequisites: none • Level: Practicing



Sal Freudenberg is an agile coach with a PhD in the Psychology of Programming. While parenting an autistic son, she developed an interest in neuro-diversity, re-assessing her own traits and considering the extraordinary people with whom she has worked. Sal is raising awareness of the benefits of diversity, and helping the industry to understand how to provide spaces & tools that nurture every kind of brain.

Mi 7.3 **Declarative Thinking, Declarative Practice**

02.30 pm - 03.30 pm

Do this, do that. Coding from assembler to shell scripting, from the mainstream languages of the last century to the mainstream languages now, is dominated by an imperative style. Functional programming, mark-up languages, schemas, persistent data structures and more are all based around a more declarative approach to code, where instead of reasoning in terms of who does what to whom and what the consequences are, relationships and uses are described, and the flow of execution follows from how functions, data and other structures are composed.

Target Audience: Developers, Architects • Prerequisites: Experience of programming • Level: Introductory



Kevin Henney is an independent consultant, speaker, writer and trainer. His interests are in programming, patterns, process and practice. He is the co-author of "A Pattern Language for Distributed Computing" and "On Patterns and Pattern Languages", two volumes in the "Pattern-Oriented Software Architecture" series, and editor of "97 Things Every Programmer Should Know".

Mi 8.3 Apply Big Data Analytics and Machine Learning in Real Time to Disrupt Business Models

02.30 pm - 03.30 pm

The digital transformation is going forward due to Mobile, Cloud and Internet of Things. Disrupting business models use Big Data Analytics and Machine Learning. Large amounts of historical data are stored to find patterns, for example for predictive maintenance, fraud detection or cross-selling. These patterns can then be integrated into new transactions in real time to increase revenue or reduce risks. This session shows success stories from different industries and describes the complete analytics process right up to production deployment.

Target Audience: Architects, Developers, Project Leader, Manager, Decision Makers
 Prerequisites: Basic knowledge about analytics and big data are helpful but not necessary
 Level: Introductory



Kai Wähler works as Technology Evangelist at TIBCO. Kai's main area of expertise lies within the fields of Big Data, Analytics, Machine Learning, Integration, SOA, Microservices, BPM, Cloud, Java EE and Enterprise Architecture Management. He is regular speaker at international IT conferences such as JavaOne, ApacheCon or OOP, writes articles for professional journals, and shares his experiences with new technologies on his blog.

Mi 5.4 Sharing the quality responsibility in agile teams

05.00 pm - 06.00 pm

Successful agile teams live and work by the principle of "whole team quality". This doesn't necessarily mean that everyone is responsible for everything in terms of quality, but it does mean that everyone is responsible for the overall quality. It makes sense to empower teams to undertake quality tasks as a team – and not leave them to selected people. In this talk, I present the techniques we use to evolve our tester and developer roles when it comes to quality – without suggesting that the roles should necessarily merge.

Target Audience: test managers, agile practitioners, scrum masters, testers, developers
 Prerequisites: Basics of agile and scrum • Level: Practicin



Alexandra Schladebeck is the head of Test Consulting at BREDEX GmbH and is also Product Owner for Jubula, the open source test tool. You'll usually find Alex talking about quality and how it affects the whole development process. She's also a frequent speaker at conferences where she likes to share her project experiences and learn from other practitioners.

Mi 7.4 Parallel and Concurrent Programming in C++17 and beyond

05.00 pm - 06.00 pm

C++11/14 has already changed how we do parallel programming with facilities for advanced threads, memory model, asynch, and futures. C++17 and beyond promises many more concurrent feature items. As editor of the Concurrency and Transactional Memory Technical Specification as well as Chair of C++ SG5 and SG14, I will show how parallel algorithms is done in C++17 and beyond in C++20.

Target Audience: Architect, programmers, developers, researchers, decision makers, managers
 Prerequisites: basic C++, basic parallel programming
 Level: Practicing



Michael Wong is the Vice President of Research and Development at Codeplay Software, a Scottish company that produces compilers, debuggers, runtimes, testing systems, and other specialized tools to aid software development for heterogeneous systems, accelerators and special purpose processor architectures, including GPUs and DSPs. Previously, he was the Senior Technical Strategy Architect for IBM compilers.

Thursday, 02 February 2017

Do 2.1 Software architecture as code

09.00 am - 9.45 am

Ask somebody in the building industry to visually communicate the architecture of a building and you'll be presented with plans that reflect reality. In contrast, a software developer will likely present a confused mess of boxes and lines, created using a general purpose diagramming tool, that don't reflect the code. This session will look at why this happens, how architecturally-evident coding styles can help and how to use tooling and static analysis techniques to automate the generation of useful software architecture diagrams.

Target Audience: Architects, Developers
 Prerequisites: Some experience developing software • Level: Practicing



Simon Brown is an independent consultant specialising in technical leadership, communication and light-weight pragmatic approaches to software architecture. He is the author of "Software Architecture for Developers" and "The Art of Visualising Software Architecture", the creator of the C4 software architecture model and the founder of Structurizr, a SaaS to visualise, document and explore software architecture.

09.45 am - 10.30 am Design and Management of High-Quality APIs – On Squaring the Circle

Reusable modules are assets that make software development efficient. Key to their reusability are high-quality APIs. They capture the intent of a module well, and make it easy to comprehend and use. So far the theory! In practice, APIs that are cleanly-designed, well-documented, and easy-to-use are rare! Good API design is a challenge. How to define a clear, meaningful contract that is hard to misuse? How to support module evolution without braking client code? This talk introduces to the practices and considerations of good API design.

Target Audience: Architects, Key Developers
 Prerequisites: Software Design Experience, Programming Experience
 Level: Practicing



Frank Buschmann is a Senior Principal Engineer at Siemens Corporate Technology in Munich, Germany, where he leads a team of architects doing research in software architecture and develop new design technologies.



Jörg Bartholdt is Software Architect at Siemens, Corporate Technology in Munich. Core topics of his work are architectures for distributed systems and applied IT Security.

Do 7.1 Evolving organizations using applied systems thinking

09.00 am - 10.30 am

Leaders are often talking about change. But often we do not get the change we wanted. Somehow we feel our culture is hitting back. A root cause is, that Complexity and Systems Thinking are hard to grasp and even harder to apply practically. In this workshop I will – based on my own experience being a senior transformational leader in a several 1000 people organization – introduce you to a Systems Thinking tool that can help you make your organizational evolution successful. Together we will try out the tool.

Target Audience: Manager, Decision Maker, Scrum Master, Leader, Coach

Prerequisites: Basic leadership experience

Level: Practicing



Hendrik Esser's interest in people, technology and large organizations brought him to leadership roles. Today, he heads the Operations staff unit for a very large SW development organization. Since 2008 he is a driver in Ericsson's lean and agile transition. He is a frequent speaker at agile conferences and events and the director of the Agile Alliance's Supporting Agile Adoption initiative.

Do 2.2 The Rationale for Continuous Delivery

11.00 am - 11.45 am

Many people working in software development spend their careers without seeing what good looks like. Our history is littered with inefficient processes creating poor quality output, too late to capitalise on the expected business value. How have we got to this state? How do we get past it? What does good really look like? Continuous Delivery changes the economics of software development, find out how and why.

Target Audience: Architects, Developers

Prerequisites: project experience • Level: Practicing



Dave Farley is a thought-leader in the field of Continuous Delivery, DevOps and Software Development in general. He is co-author of the award winning book 'Continuous Delivery', a regular conference speaker and blogger and one of the authors of the Reactive Manifesto. Dave has been having fun with computers for over 30 years. He is an independent software developer and consultant, and founder and director of Continuous Delivery Ltd.

Do 5.2 Simulating APIs for Effective Testing: (Micro)Service Virtualisation in the 21st Century

11.00 am - 11.45 am

As we work more with distributed systems, microservices and legacy services, we introduce a web of inter-service dependencies that cause us to face many challenges across our development and deployment pipeline. Resource consumption, deployment time, our testing feedback cycle, third party service flakiness and costing can cause problems. This talk addresses these issues by using some open source tooling to demonstrate how the technique of 'API Simulation' can be used to overcome these issues.

Target Audience: Developers, testers • Prerequisites: Only basic knowledge of programming, ops, CI/CD, automated tests, http • Level: Practicing



Andrew Morgan is a consultant for OpenCredo, recently working with Go and Java Microservices. He has several years development experience across numerous industries such as aviation, pensions and employee benefits. Andrew is passionate about working in an agile environment and following XP development practices such as pair programming and TDD. His focus now is with open source service virtualisation, a means of improving the way in which you can test distributed systems.

Do 7.2 Retro Powers and their Dangers

11.00 am - 11.45 am

Retrospectives are marvelous and always helpful! Aren't they? Ever had a team that did not love retrospectives? How comes? In this talk you will learn that retrospectives are probably not what you want. But also how they are eventually the best tool to get you where you want to be. We will discuss the good, the bad and the ugly of retrospectives with practical examples from the authors experience. We will learn what you should be aware of while planning and facilitating retrospectives and how to support the teams self-organization.

Target Audience: Scrum Masters, Agile Coaches, Developers, Project Leaders, Managers

Prerequisites: none • Level: Practicing



Fabian Schiller's agile journey started in 2000 with a XP project. Since this time he experienced agile methods in many different roles, companies and industries. Today he is working as an independent Agile Coach and Trainer. He is co-initiator of the „CoRe Day“-movement and -events (Coach Reflection Day) and author of the book „Agile Planet“.

Do 2.3 Software Is Details

02.30 pm - 03.30 pm

"It's just a detail." Have you ever said that or been told that? Whether it's about implementation or requirements, we often use the word 'detail' to suggest something is not important enough to worry about. There are so many things to worry about in software development that we need to prioritise — too much detail, not enough focus. The problem is that in software, the details matter because that is what software is: lots of detailed brought together in combination. If we don't focus on the details, we get debt, defects and delays.

Target Audience: Architects, Developers • Prerequisites: Development skills • Level: Practicing



Kevin Henney is an independent consultant, speaker, writer and trainer. His interests are in programming, patterns, process and practice. He is the co-author of "A Pattern Language for Distributed Computing" and "On Patterns and Pattern Languages", two volumes in the "Pattern-Oriented Software Architecture" series, and editor of "97 Things Every Programmer Should Know".

Do 3.3 **Creating An Incremental Architecture For Your System: What, Why and How**

02.30 pm - 03.30 pm

We know big design upfront is a bad idea – we don't have all the information to design the system at the very start, requirements often change and customers want something now. No upfront design can be just as bad – the code can become tangled pretty quickly, and system qualities like scalability, security, latency, etc., can be very difficult, if not impossible, to retrofit. In this talk Giovanni Asproni shows how to create a software architecture with just the right amount of design that can be incrementally evolved and delivered as the system changes.

Target Audience: Architects, Programmers, Testers, Managers • Prerequisites: none • Level: Practicing



Giovanni Asproni helps software companies and teams to become more effective at producing and delivering high quality software. And he writes code as well. Giovanni Asproni is a frequent conference speaker and a past Chair of the London XPDay conference and the ACCU conference. He has contributed to the „97 Things Every Programmer Should Know“ book published by O'Reilly.

Do 5.3 **Test Architect – A Key Role defined by Siemens**

02.30 pm - 03.30 pm

This presentation introduces the new key role “Test Architect” and provides practical guidance on the needed strategies, tactics, and practices:

- Why do we need a Test Architect?
- What are the responsibilities and tasks of a Test Architect?
- How can a Test Architect provide value and create impact on the business?

Target Audience: Test Architects, Test Managers, Test Engineers, Architects, Developers, Product Owners, Managers • Prerequisites: Basic knowledge about testing and quality engineering • Level: Practicing



Peter Zimmerer is a Principal Key Expert Engineer at Siemens AG, Corporate Technology, in Munich, Germany. He studied Computer Science at the University of Stuttgart, Germany and received his M.Sc. degree (Diplom-Informatiker) in 1991. He is an ISTQB® Certified Tester Full Advanced Level and member of the German Testing Board (GTB).

Do 1.4 **Case Study: How to move from a Monolith to Cloud, Containers and Microservices**

05.00 pm - 06.00 pm

This session shows a case study about successfully moving from a complex monolith system to a cloud-native architecture. The session will describe the challenges, the step-by-step procedure to move to the new cloud-native microservices architecture, how to build flexible business and integration microservices, and why containers such as Docker play a key role in this scenario. A live demo shows how containers, PaaS cloud platforms and cluster managers are used to implement, deploy and scale cloud-native microservices in a vendor-agnostic way.

Target Audience: Architects, Developers, Project Leader, Manager, Decision Makers
Prerequisites: basic knowledge about cloud and containers helpful but not necessary • Level: Introductory



Kai Wähler works as Technology Evangelist at TIBCO. Kai's main area of expertise lies within the fields of Big Data, Analytics, Machine Learning, Integration, SOA, Microservices, BPM, Cloud, Java EE and Enterprise Architecture Management. He is regular speaker at international IT conferences such as JavaOne, ApacheCon or OOP and he writes articles for professional journals.

Do 2.4 **Don't Break the Web: Scaling-up JavaScript for the Next 30 Years**

05.00 pm - 06.00 pm

As Brendan Eich created JavaScript during 10 days in 1995 he wasn't expecting it to become the most widely used programming language. But it became the web's native language and is now poised to be dominant for the emerging Ambient Computing Era. ECMAScript 2015 is the culmination of a 10 year effort to improve and strengthen JavaScript for this role. This talk explores the details of transforming JavaScript into a “better language” without breaking millions of unmaintained web pages that depend upon legacy JavaScript code.

Target Audience: Architects, Developers, Project Leader • Prerequisites: Project Experience • Level: Practicing



Allen Wirfs-Brock was the project editor of the ECMAScript 2015, the international standard defining the latest version of JavaScript. He's a programming languages expert but also an innovator, entrepreneur and founder of two successful companies. When he's not working on JavaScript, he is thinking, experimenting and writing about the technical and societal implications of the emerging Ambient Computing Era.

Do 5.4 **Containerized End-2-End Testing – automate it!**

05.00 pm - 06.00 pm

Setting up unit- and integration tests are tasks which developers have learned to deal. But testing UIs from the perspective of an end user is mostly still a challenge. The key question usually to answer is: How it is possible to make these end-2-end tests stable, scalable and reproducible? The upcoming container technologies bring the hope of managing and automating your UI tests as easily as your container deployment. A live demo will show how it is possible to test and monitor a web- or a rich-client application in a containerized Linux UI.

Target Audience: Architects, Developers, Tester, DevOps, Monitoring Teams
Prerequisites: none • Level: Practicing



Tobias Schneck works at ConSol Munich as software developer specializing in test automation and continuous integration projects. In the year 2014 he started the open source testing framework „Sakuli“ with the aim of making the setup and the development of end-2-end tests and monitoring cases simpler. As conference speaker and organizer of the meetup „Agile Testing @ Munich“ he is passionate about innovative technologies and ideas which make developers' work easier and complex deployments more convenient.

Nmo 4 Organisational Neurobiology and Fitness

06.30 pm - 08.00 pm

New organisational development methods see organisations as living beings, organisms. We want to inspire our organisational work with recent learnings from neuroscience research and neurobiological exercises. Organisations show patterns of stress, trauma, addiction. Successful improvement strategies are breathing, physical exercise, and play, to just name a few examples. We will look at physical and mental exercises and discover with you how to apply them to the fitness of your organisation with Inspiration and fun.

Target Audience: Managers, Decision Makers, Agile Coaches, Project Leaders, Human Resource, Culture Hackers, Coaches • Prerequisites: curiosity, experience working in and with organisations • Level: Practicing



Olaf Lewitz went from programmer to manager to coach to become the trust artist. He integrates his passions: freedom of choice, distributing authority and human development in his work with transforming human systems.



Christine Neidhardt integrates her organic and systemic background with her free spirit as catalyst for company culture. She liberates companies and individuals from conflicts, blocks and resistance by feeding the flow.

Nmi 2 Retrospective Anti-Patterns

06.30 pm - 08.00 pm

Anti-Patterns are like patterns, only more informative. With anti-patterns you will first see what patterns reoccur in "bad" retrospectives and then you will see how to avoid, or remedy, the situation. Based on my experience with facilitating retrospectives, join me for an entertaining and informative presentation on the anti-patterns I have seen and how to overcome the problems. I also encourage the audience to chip-in with their experiences or questions along the way.

Target Audience: Scrum Master, Manager, Coach, Developer • Prerequisites: If you have facilitated a least one retrospective, you will get the most benefit out of this • Level: Practicing



Aino Corry is an independent consultant at www.metadeveloper.com. He got keen on design patterns in 1997. He finished his masters thesis about design patterns and programming languages in 1998. Started a Ph.d. on software patterns in general and their role in software development in 1998, defended the Ph.d. thesis in 2001 with Linda Rising and Görel Hedín as opponents. Aino also made a small tool to semi-auto-document Java code with design patterns from GoF.

Stay in touch



SOFTWARE MEETS BUSINESS

SIGS DATACOM's **YouTube channel** will provide you with many interesting videos on various aspects of the OOP conference such as keynotes from **Uncle Bob, Martin Fowler** and furthermore.

Want to be up to date with developments and the first to know when information regarding program updates and videos are published? Just follow the **OOP Google+** and **Facebook** profiles!

Tweet with us using the **@oop_conference** profile and the current onference hashtag **#OOP2017**.



Special Events

Year after year the OOP conference presents top-class speakers as well as state-of-the-art technical information. Next to bringing together delegates, sponsors and speakers, the OOP Conference also offers a number of opportunities to come together in a relaxed and informal atmosphere:

Tuesday, 31 January 2017

The ultimate informal IT Chat



This year again we let 5 outstanding representatives of the IT business recall the most significant, stimulating and amusing messages out of the IT area. Best entertainment is guaranteed when Nicolai Josuttis and his guests reflect our business with a tongue-in-cheek in a cosy atmosphere.

Welcome Reception

“Casino Royale” is the slogan of the Welcome Reception in 2017. Enjoy different casino games like Black Jack and Roulette in an informal atmosphere with our sponsors, exhibitors and speakers. In addition we offer finger food and drinks. Relax and network with your Casino Royale peers.



Tuesday, 31 January 2017 to Thursday, 02 February 2017

Specialist Forums in the Exhibition

Agility

AGILE  ARENA

The Agility Forum addresses agile topics in the frame-work of software development as well as experiences regarding the introduction of agile methods on a management level.

Big Data



The 2-day Forum will deal with Big Data technologies such as Hadoop, Spark, NoSQL, MongoDB etc. Help us to achieve clarity in the debates about these new technologies and join in the debate sharing your day-to-day experiences.

Digitalisation Forum



Digitisation, Industry 4.0, Industrial Internet of Things – these are some of the topics which are currently trending. But are these concepts really new? Or are they part of an insubstantial hype? Answers to these and other questions will be provided in this forum.

eclipse Forum

At this forum you'll learn which advantages the software development with the Eclipse-technologies affords, which are the new trends and also you'll get to know snares, which go along with Open Source based solutions.

Testing & Quality

The Testing & Quality Forum provides a framework for discussions and information exchange on the latest technologies, methods and trends in the area of quality assurance for business IT systems.

Side Events in the Exhibition

Like to bluff?

Not only during the Welcome Reception! Take the chance of playing a round of poker in the OOP exhibition area while learning some tricks and tips from a pro.

Like Sushi?

This year again, we are going to spoil you with tasty sushi bites. You will be able to locate the sushi stall in the exhibition area.

Fancy some Football?

Once again, OOP 2017 will give you the chance to play table-top football with like-minded people.

Lounge Area

The lounge area invites to relax and creates a pleasant atmosphere, where you get the chance to make new contacts in your business sector. You are also able to charge your mobile device there.

Graphic Recording

Real-time graphic recording is a visual tool that can effectively support any processes where people share ideas, thoughts and information with each other. They are presenting, paying attention to what is happening and making notes in words and drawings using colorful markers on a large sheet of paper

SIGS DATACOM's OOP team will be happy to assist you with any questions or queries you might have. Simply call +49 (0) 22 41 / 2341-182 or mail to: Miriam.Fischer@sigs-datacom.de

How to register

The easiest way to register to OOP 2017 is via our online registration form: www.oopconference.com (select the Registration & Pricing tab). Alternatively, you can complete the registration form on page 3 and send it to us via fax (+49 (0) 2241 / 2341-199) or mail. Each participant will receive:

- an e-mail confirming registration
- an invoice via post

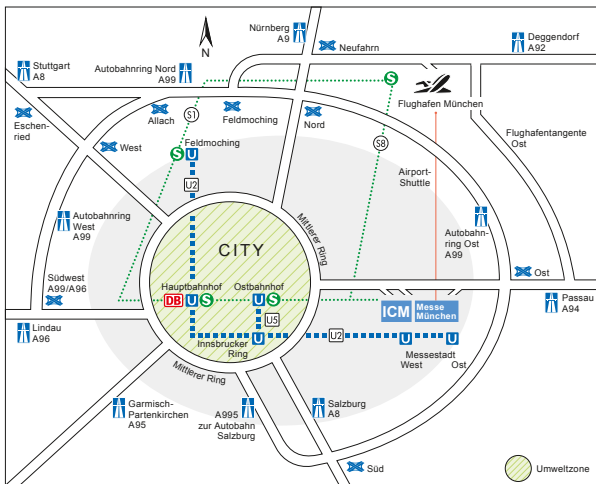
ICM Munich: The OOP Venue

The OOP 2017 will take place at the ICM, Am Messese, 81829 Munich, Germany.



Arrival

The ICM is close to the Underground Station "Messestadt West" (U2). **Detailed directions for travelling by public transport, car** (including SAT NAV details) **or plane** can be found at www.icm-muenchen.de



Registering at ICM's Main Entrance

Please follow the signposts starting at ICM's "U Bahn" station and parking deck. At registration in the main entrance you will receive your conference ticket and all important information about the conference.

Food and Drink



We will be offering you a comprehensive buffet (also vegetarian) including a salad bar and desserts as well as soft drinks. On all conference days we offer unlimited coffee and water. In addition, you will find "special coffee corners" in the exhibition area during breaks, where espresso and cappuccino will be available.

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Recommended Hotel

We have reserved an allocated number of rooms for OOP participants at the RAMADA Hotel, directly in front of the ICM. Please be aware of dates of availability and book your accommodation directly with the hotel.

Limited allocation until 09 January 2017 – subject to availability!
Single Room 112,20€ (per room, per night)
Prices include breakfast and VAT
Please quote as reference: OOP 2017



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