

AMOS Project Concept

Prof. Dr. Dirk Riehle, M.B.A.

Friedrich-Alexander-University Erlangen-Nürnberg

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The AMOS Project

10-15 Informatics Students

10-15 Business Students

14 Week (10 ECTS) Project

Project Provider

Open Source Research Group



Applied Software Engineering

Goals of Project

Learning Experience

Sustainable Software

Part I

Learning Experience

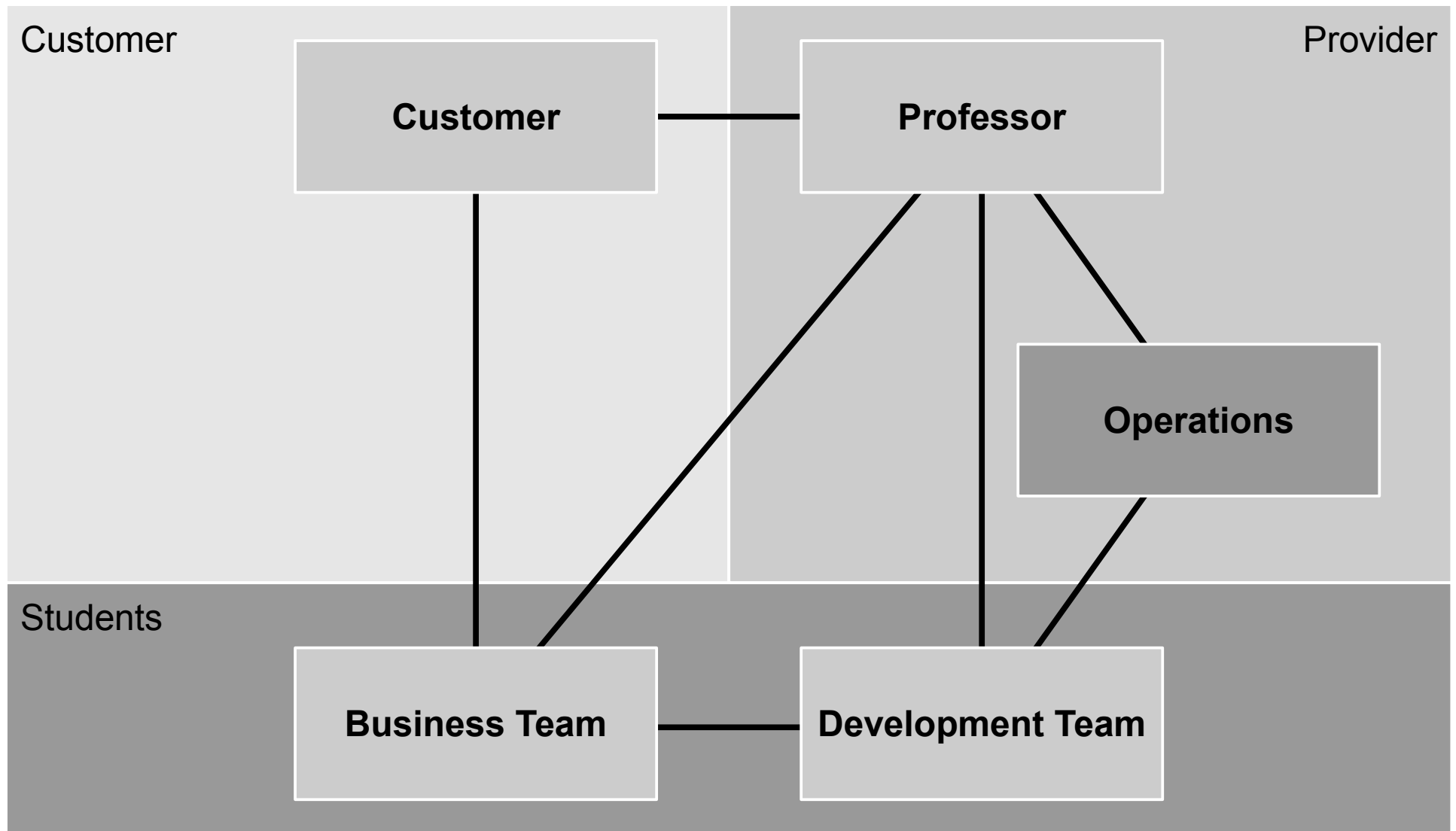
Learning Experience

Agile Methods and Open Source (AMOS)

Realistic Project Experience

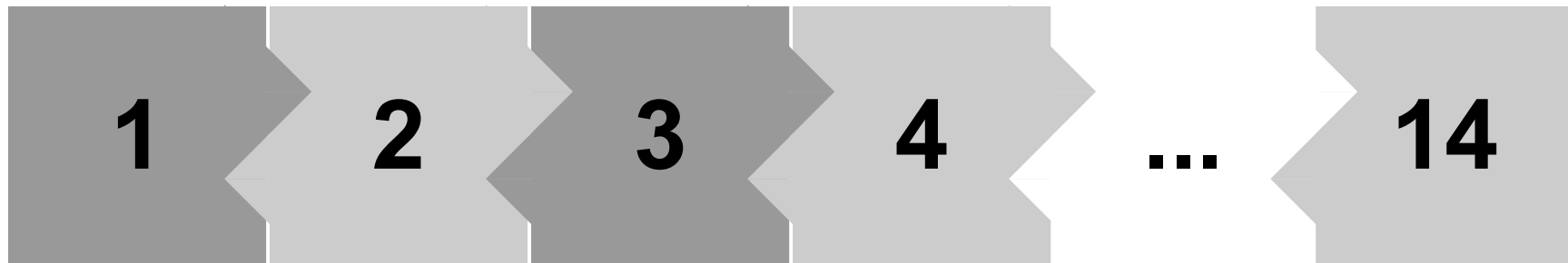
Real Customers – Real Software – Real Challenges

Project Organization (Template)



Product Development Process

14 iterations (Scrum sprints), one-week long



Weekly review, release, planning session



3. review last sprint
4. release product
5. perform retrospective
1. clarify new features
2. plan next sprint

2010 AMOS Project Mission

Develop the Technology for a

Wikipedia of Dosage Information

Used by Practicing Pediatricians

Impressions from 2010 AMOS Project



Student Body



Engaged Customer



Product Manager



Guest Speakers



Agile Methods



System Shipped!!

Part II

Sustainable Software

Open Source

Software Startup

Open Source Software

Open Source Project

Continued Development

Involved Project Community

Entrepreneurial Team

Defined Intellectual Property

Market Opportunity

Startup Process (Template)

1

1. Technology Validation

- Release 1.0 by end of project
- University funded/sponsored

2

2. User/Community Validation

- Continued (but slower) development
- Initial EXIST funding for student team

3

3. Market/Customer Validation

- Startup funded, project leaves university
- Commercial development, sustainable open source

Thank you!

Feedback? Questions?

dirk.riehle@cs.fau.de - <http://osr.cs.fau.de>

dirk@riehle.org - <http://dirkriehle.com> - [@dirkriehle](#)