Architecture in IT

Course name:	**Architecture in IT**
Partner:	**IBM**
Description:	The course is designed for students interested in architecture as an IT discipline. The purpose of the course is to provide students with an understanding of IT Architecture, project management, design and architectural thinking principles, different domains within architecture. Architecture will be shown through constant practice, design skills training, understanding architecture frameworks with an additional brief vision of technologies and architecture patterns. Students divided into teams will work on preparing logical solution, gathering requirements, building a use case model and on presenting their work to stakeholders. Whether one's wants to be a Service manager, Project manager or an Engineer - you will always find on your way coworkers responsible for a solution design and turning ideas into reality. The course is therefore designated to learn how to work as an Architect, how to understand Architects from the position of stakeholder with an overview of the whole thinking and creation process until the solutioning.
Place:	Classrooms (needed: projector, whiteboards, flipcharts, markers).
Main topics:	- Introductions to Projects, from Agile to PMP or Prince2 - Architecture concepts and keywords: standards, artifacts, and assets - Building the process for architecture solutions (how to turn an idea into reality); - Architecture Techniques, Frameworks, and Standards: Togaf, Architecture thinking, Team Solution Design, UMF - Business analysis: define & manage business; functional, and non-functional requirements. - How to build & present architecture;
Entry exam requirements:	Entry test: knowledge of basic concepts of project management, architecture, and IT services in business solutions.
Course additional requirements:	- English language – at least at a level allowing to read and understand documentation. - Teamworking skills, analytical thinking, active participation, work at home