

INCOSE Panel Discussion

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*This lecture is based on content originally prepared by Linda Laird, and includes updates by Jim Rowland and Rich Kempinski

Agenda

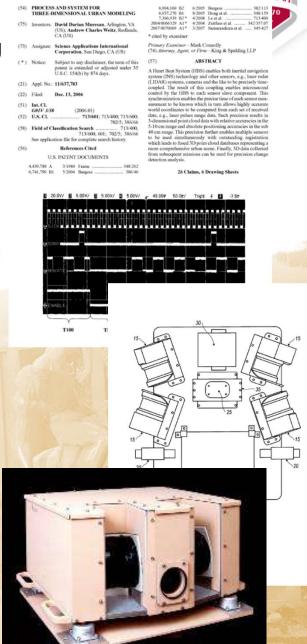


- Background
- Today's Curriculum
- Learning vs Outsourcing
- "Half Life" of Systems Engineering
- Conclusion



Background

- Undergraduate in Mathematics and Electrical Engineering
 - University of Washington, Seattle, WA. 1996
- Masters and Ph.D. in Electrical and Computer Engineering
 - Image and Signal Processing with Data Acquisition Boards
 - Cornell University, Ithaca, NY. 2002
- Hardware Design Engineer @ HP before Agilent and Keysight Split
 - Designed data acquisition sub-components for the HP 8560 E Spectrum Analyzer
- PI for Terrestrial and Aerial 3D Scanning and Mapping Systems @ SAIC
 - Patent for DARPA developed 3D Terrestrial Scanning System
- Multitude of Startups
- Pivoted to Teaching in the Spring of 2022



(12) United States Patent

Today's Curriculum



- Yesterday: COVID impacted hands-on experiences
- A lot of experience using simulation tools
 - pSpice
 - Virtual oscilloscopes and logic analyzers
- Today: a strong desire for hands-on experiences
- ChaptGPT and AI has huge class penetration
 - Use carefully in industrial environments, but OK in classes
- Started a Computer Club due to strong student interest in hands on experiences
 - Build PCBs
 - Integrate FPGAs and programmable hardware

Learning versus Outsourcing



- Careful, but required, adaptation of AI tools
 - IP concerns
 - Al is an enhanced search tool
- Learning is a priceless asset
 - Cannot be stripped away
 - Provides better control of processes and final product quality
 - Requires active engagement
 - Provides control over IP
- Outsource mundane tasks
 - Mass production, such as PCBs

"Half Life" of Systems Engineering



- Swinging pendulum is a better analogy
- Early computers were servers with terminals
- PC Revolution democratized and distributed computing power
- Present: back to central servers
 - AWS, Google Cloud, Azure
 - Close to instant configuration
 - Expensive for large amounts of data or bandwidth
 - Privacy concerns
- Early trends towards wrestling back privacy and data ownership
 - Students build their own servers
 - A design group is designing a data-sharable-social-media site

Conclusion



- Today's curriculum changes
 - Strong desire to return to basics and hands on
- Learning vs outsourcing
 - Learn for IP
 - Outsource mass production
- Half life of Systems Engineering is a pendulum
 - Strong desire to wrestle back privacy and data control