1st and 3rd Semester (Fall Term)

JANUARY 2017						
MONDAY	**TUESDAY**	**WEDNESDAY**	**THURSDAY**	**FRIDAY**	**SATURDAY**	**SUNDAY**
16	17	18	19	20	21	22
Requirements Engineering 15:00	Challenges for Accessible Computing for People with Functional Diversity 15:00 Management, Relationships and Communication in Working Groups 18:00	Critical Software 15:00 Rigorous Software Development 19:00	Verification and Validation 17:00	Agile Software Development: Agile Practices and Agile Usability 15:00		
23	24	25	26	27	28	29
Models and Methods for Process Improvement and Assessment 15:00	Software Project Management 15:00 Software Metrics 18:00	Data Engineering 15:00	Software Engineering Economics 15:00	Master Thesis 15:00		

2nd Semester (Spring Term)

JUNE 2017						
MONDAY	**TUESDAY**	**WEDNESDAY**	**THURSDAY**	**FRIDAY**	**SATURDAY**	**SUNDAY**
12 Experimental Software Engineering 15:00	13 Interaction Design 15:00	14 Software Quality Man-agement 15:00	15 Fundamentals of Business Administra-tion 15:00	16	17	18
19 Agent Based Software Development 15:00	20 Software Architecture 15:00	21 Software Design 15:00	22	23 Master Thesis 15:00	24	25

Extraordinary period (JUL)

JUNE-JULY 2017						
MONDAY	**TUESDAY**	**WEDNESDAY**	**THURSDAY**	**FRIDAY**	**SATURDAY**	**SUNDAY**
26	27	28 Software Quality Management — 15:00 Data Engineering — 18:00	29 Software Engineering Economics — 15:00 Software Design — 18:00	30 Verification and Validation — 15:00 Software Architecture — 18:00	1	2
3 Agile Software Development: Agile Practices and Agile Usability — 15:00 Experimental Software Engineering — 18:00	4 Software Project Management — 15:00 Agent Based Software Development — 18:00	5 Software Metrics — 15:00 Critical Software — 18:00	6 Management, Relationships and Communication in Working Groups — 15:00 Requirements Engineering — 18:00	7 Challenges for Accessible Computing for People with Functional Diversity — 15:00 Rigorous Software Development — 18:00	8	9
10 Models and Methods for Process Improvement and Assessment — 15:00 Verification and Validation — 18:00	11 Interaction Design — 15:00	12 Fundamentals of Business Administration — 15:00	13 Master Thesis — 15:00	14	15	16