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Nota di contenuto	Architecture session -- The Oikos services for object management in the software process -- The architecture of the SPADE-1 Process-Centered SEE -- The nature of the Software Process Modelling problem is evolving -- Searching for PMIPS: Process model instructions per second -- Meta-process/methodology session -- Modelling processes using a stepwise refinement technique -- Process modelling and development practice -- A pragmatic approach to process modelling -- A design methodology for process-programming -- Process modelling concepts session -- Process modelling with cooperative agents -- Towards requirements for enactment mechanisms -- Enactment control in Interact/Intermediate -- Supporting informality in the software process -- Navigation in process models -- Multi-view modeling of software processes -- PML concepts and paradigms session -- Specification of coordinated behaviour by SOCCA -- Distribution and change: Investigating two challenges for process enactment systems -- Why is process modelling so difficult? -- Modelling processes with constraints -- Goal oriented vs. activity oriented process modelling and enactment: Issues and perspectives -- Software process design based on products and the object oriented paradigm -- Experiences with software process technology -- An

implementation of the ISPW-6 process example -- Applying a metric framework to the software process: an experiment -- Lessons learned from formalizing and implementing a large process model -- Applying process technology to hardware design -- Related domains session -- Software process management and business process (re-)engineering -- A comparison of modelling frameworks for software processes and information systems -- A process-centered framework for asynchronous collaborative work -- What process technology needs from databases.

Sommario/riassunto

The software process is the total set of software engineering activities necessary to develop and maintain software products. Software process technology (SPT) deals with methods, formalisms, and tools for supporting the software process. SPT has developed into a key technology in terms of its importance to software engineering environments, systems integration, cooperative working, and business process re-engineering. This volume contains the proceedings of the third European Workshop on Software Process Technology. It is organized into six parts: architecture, meta-process and methodology, process modeling concepts, PML concepts and paradigms, experiences with SPT, and related domains.
