



BMC REMEDY AR SYSTEM 7.5: DEVELOPER – PART 1

COURSE CODE

» RSMG-ARD1-0750

PRODUCT RELEASE

» BMC Remedy Action Request System v7.5

DELIVERY METHOD

» Web Based Training (WBT)

COURSE DURATION

» 6 to 8 Hours

TARGET AUDIENCE

» BMC Remedy AR System developers

PREREQUISITES

- » *BMC Remedy AR System 7.5: Foundation – Part 1 (WBT)*
- » *BMC Remedy AR System 7.5: Foundation – Part 2*

COURSE OVERVIEW

In this course, you will learn a best practices development process for building diverse and robust AR System applications, from requirements analysis and planning to system rollout. This course focuses on learning how to effectively gather application requirements and how to design, develop, and implement an AR System application to meet those requirements. These principles are applied and reinforced through the use of a case study.

COURSE OBJECTIVES

- » Introduce best practices methodologies for gathering requirements and designing custom AR System applications
- » Ensure that applications map to the customer processes being automated
- » Incorporate critical usability guidelines for application development
- » Understand the importance of applying design concepts encompassing performance, maintenance, usability, and scalability to the development of AR System applications
- » Identify and understand important guidelines for AR System application development and deployment, including team development strategies
- » Learn how to successfully transition your team from implementation to deployment
- » Identify testing and implementation standards




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COURSE ACTIVITIES

- » Customer Case Study
- » Analyzing Job Aids
- » Interactive Scenario

DISCOUNT OPTIONS

- » Take advantage of a significant discount off packaged curriculum for individual participants by purchasing a Learning Bundle
- » Have multiple students? Contact us to discuss hosting a private class for your organization
- » Contact us for additional information 

COURSE MODULES

1	INTRODUCTION TO APPLICATION DEVELOPMENT IN AR SYSTEM	2	PLANNING EFFECTIVE REQUIREMENTS ANALYSIS SESSIONS
	<ul style="list-style-type: none"> » Identify the development lifecycle for AR System applications » Identify the key concepts behind requirements analysis and design for AR System applications 		<ul style="list-style-type: none"> » Understand the Requirements Analysis process » Plan Requirements Analysis tasks » Use the Requirement Analysis buckets
3	CONDUCTING AN EFFECTIVE REQUIREMENTS ANALYSIS SESSION	4	UNDERSTANDING FINAL REQUIREMENTS CONSIDERATIONS
	<ul style="list-style-type: none"> » Describe how you can effectively open and conduct Analysis Sessions » Describe how you can reach the session goals » Analyze system configuration and integrations 		<ul style="list-style-type: none"> » Review and verify goals » Create Requirements Analysis deliverables » Evaluate resources and create a project plan
5	INTRODUCTION TO APPLICATION DESIGN	6	BUILDING ON DESIGN CORNERSTONES
	<ul style="list-style-type: none"> » Identify the AR System design cornerstones » Describe the AR System application design methodology 		<ul style="list-style-type: none"> » Apply cornerstones to groups » Apply cornerstones to forms » Apply cornerstones to fields and workflow
7	DEVELOPMENT CONSIDERATIONS	8	TESTING AND IMPLEMENTING AR SYSTEM APPLICATIONS
	<ul style="list-style-type: none"> » Describe the AR System development guidelines » Create the development environment 		<ul style="list-style-type: none"> » Develop unit tests » Develop system and regression tests » Implement AR System applications