



Gil Taran

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Mr. Taran has experience in planning, development and management of large-scale multi-national projects working mostly with government clients in the financial, operational and defense sectors. He has worked on production as well as simulated systems and is knowledgeable in a variety of computing environments. Mr. Taran earned his bachelor's degrees in Economics and in English at the university of Tel-Aviv (<http://www.tau.ac.il/>), and his Masters in Information Security at Carnegie Mellon University. His research interests include risk based decision making, project management games simulations and Activity based/game based learning. Mr. Taran is continuously involved in setting up educational software engineering programs in Eastern Europe (specifically Russia, Ukraine and Kazakhstan). He also travels extensively to consult companies around the world through GIMETO LLC (<http://www.gimeto.com/aboutus.html>) a company he founded to help teach Software engineering Courses.

Haggai Levi

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Haggai has 10 years of varied management and leadership experience. Haggai worked for Applied Materials as an R&D manager and then as a project manager. Haggai holds BSs and MSc in Engineering and he is a second year MBA student at the Tepper School of Business.

Simulation Time! The New Training Way

Software development projects are becoming more complex, riskier and harder to manage. Existing training methods provide an ill equipped environment to deal with these challenges and in particular the need to train managers to quickly analyze data from various sources and make effective project decisions to help deliver products on time, within budget meeting customer expectations. To help overcome this problem, SimTime was founded as a Carnegie Mellon Spin off, leveraging expertise in software engineering, project management, games, simulations and education.

Our goals are to create a training environment that (i) Helps practitioners improve their decision-making abilities through game based interaction that emphasizes skill acquisition, learning by doing and critical thinking and (ii) Helps companies train their workforce by providing access to an easy to use, easy to learn game based platform that teaches concepts in project management specific to software engineering and information technology.