

Keynote



Angelo Hulshout

GenAI and creativity - threat, or tool?

18.55 – 19.35 - auditorium



gen-ai and creativity

threat or tool?



English French Spanish German

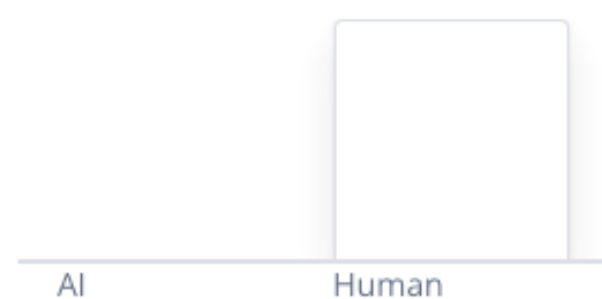
GenAI and creativity - threat, or tool?



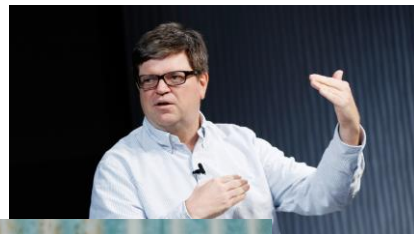
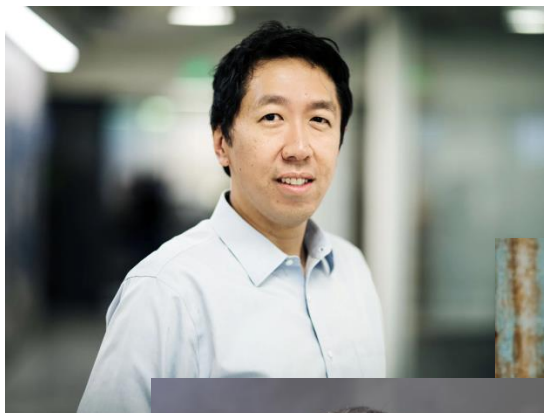
A lot of people are working in software development worldwide, which is not surprising in a world that depends so heavily on software as ours. Looking around on the internet nowadays a lot of these people are either very enthusiastic, very skeptical or even afraid of what Generative AI may mean for the future of software development. In reality, software design, coding and testing require creativity, which is something that current AI tools, LLMs based on statistical analysis, do not have.

So what we have need human creativity, and tools to support it. That's why AI should mean augmented intelligence instead of artificial. Let's have a walk together and investigate what that means for software design, for coding and in the context of this event: documentation and testing.

0%
of text is likely AI ⓘ



- AI-generated ⓘ 0%
- AI-generated & AI-refined ⓘ 0%
- Human-written & AI-refined ⓘ 0%
- Human-written ⓘ 100%



Experts

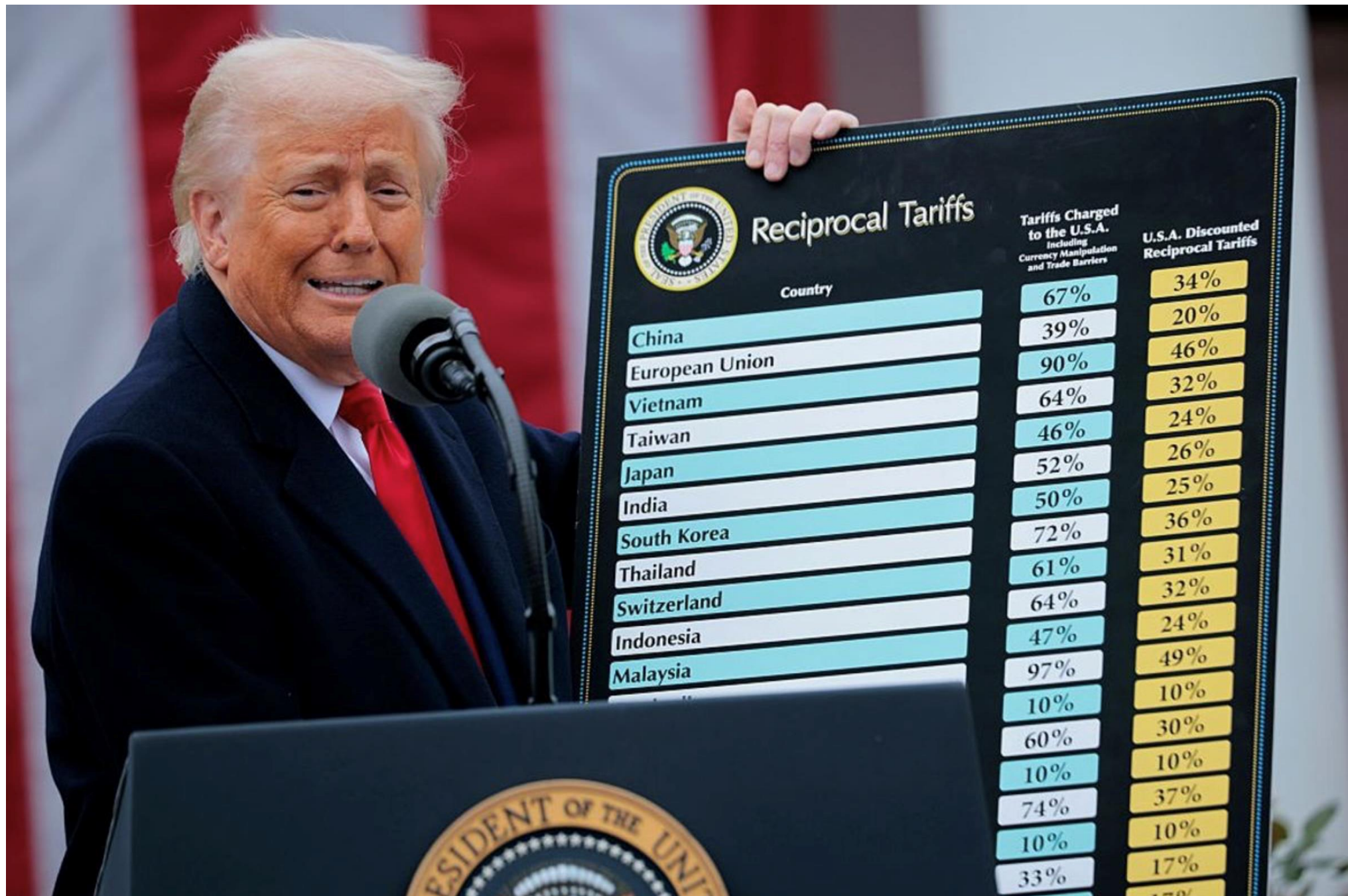


CEOs



Critics

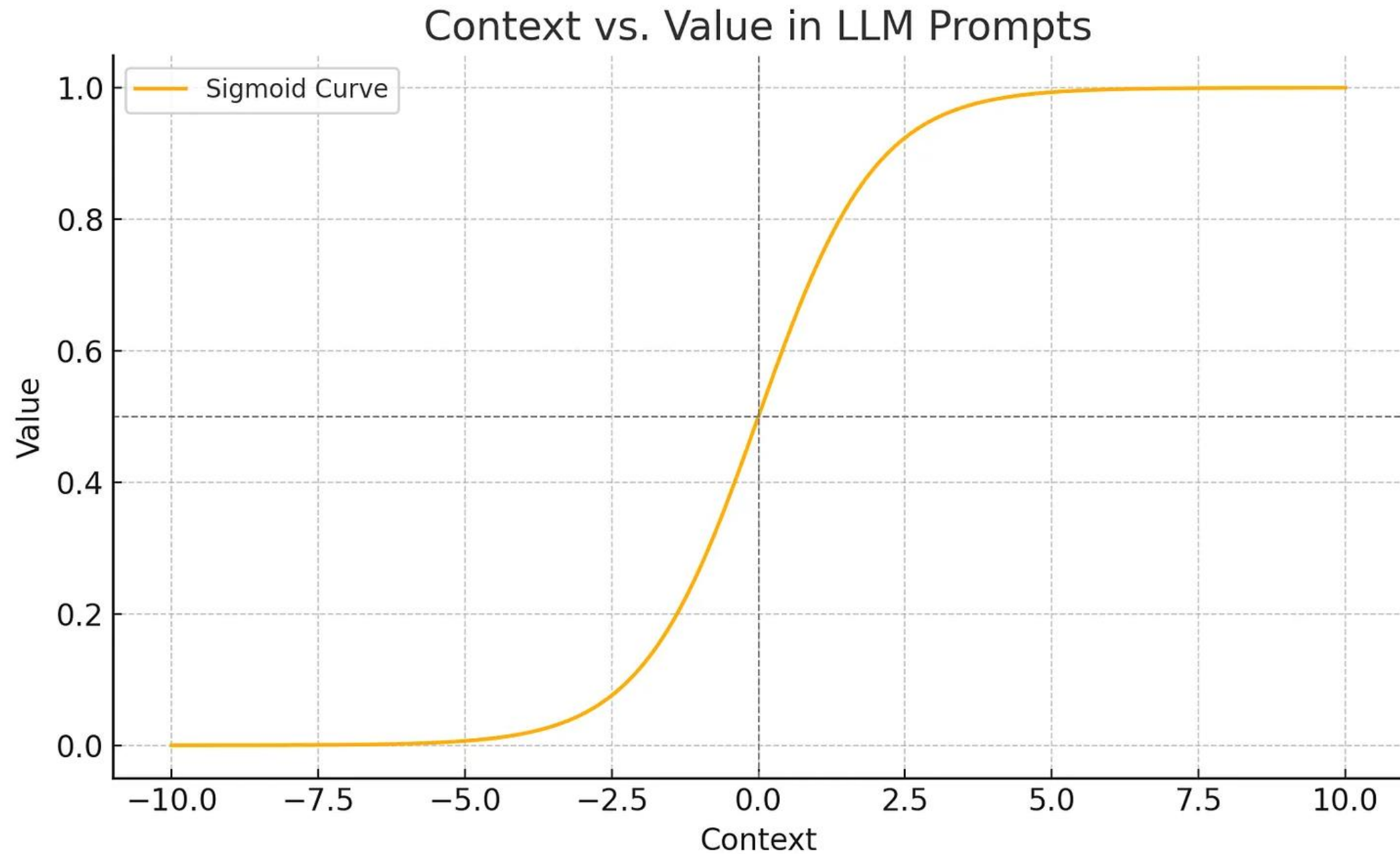


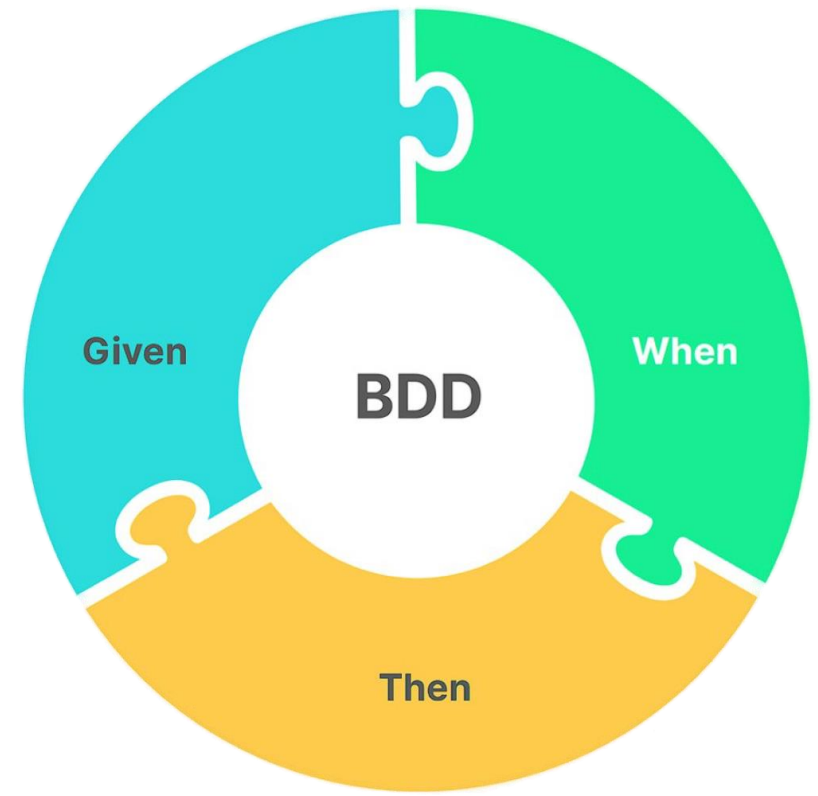
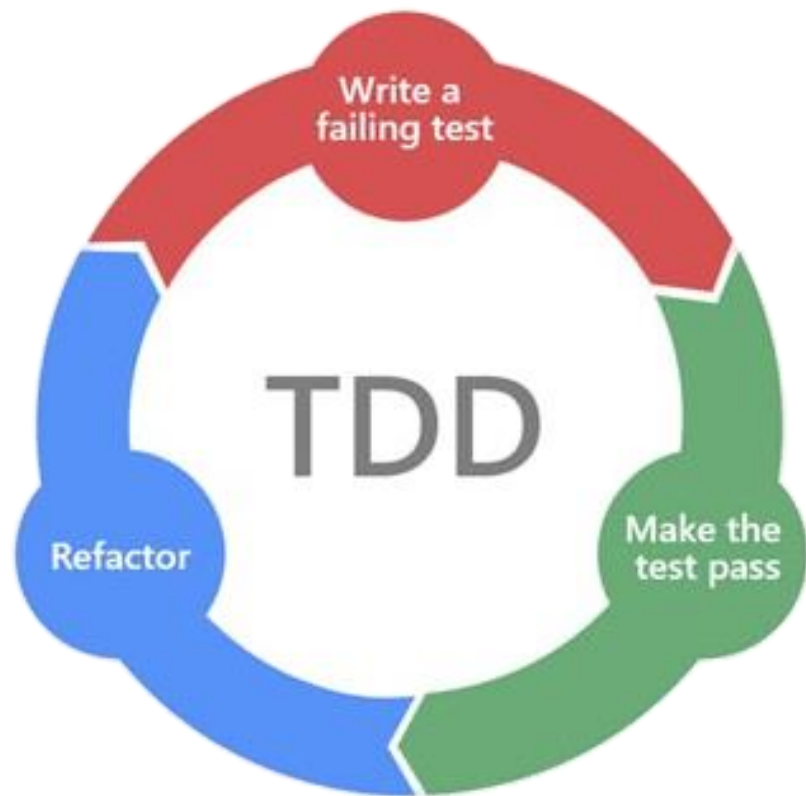


Reciprocal Tariffs

Country	Tariffs Charged to the U.S.A. Including Currency Manipulation and Trade Barriers	U.S.A. Discounted Reciprocal Tariffs
	67%	34%
China	39%	20%
European Union	90%	46%
Vietnam	64%	32%
Taiwan	46%	24%
Japan	52%	26%
India	50%	25%
South Korea	72%	36%
Thailand	61%	31%
Switzerland	64%	32%
Indonesia	47%	24%
Malaysia	97%	49%
	10%	10%
	60%	30%
	10%	10%
	74%	37%
	10%	10%
	33%	17%

GenAI and software engineering - it's all about context

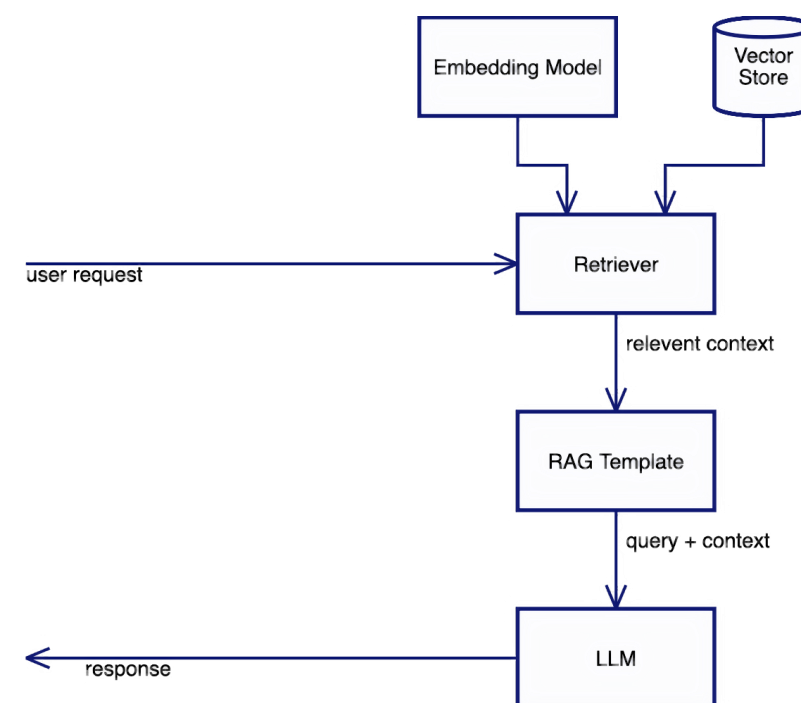




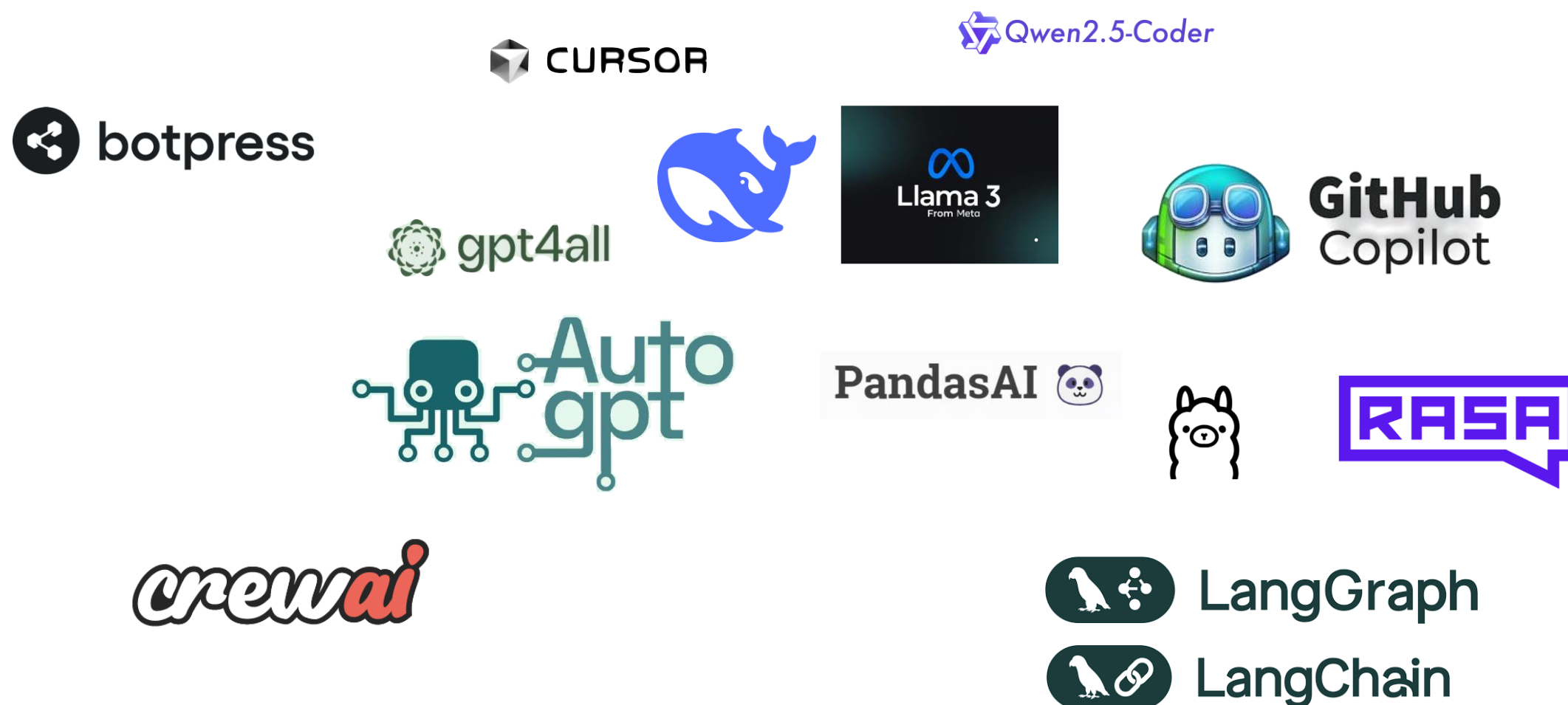
7 TIMES
WHY



The emphasis on big data. A common belief holds that more data is always better. But for some uses, especially manufacturing and health care, there isn't that much data to collect, and smaller amounts of high-quality data might be sufficient,



Source: [https://www.oreil.ly](#)

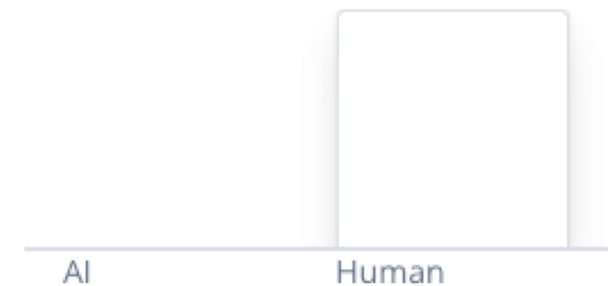


English French Spanish German

Given that I provide sufficient context
When I use an LLM based agent to create and update my test cases
Then my creativity is augmented by the LLM and my documentation stays up to date

100%

of text is AI supported



- AI-generated ⓘ 0%
- AI-generated & AI-refined ⓘ 0%
- Human-written & AI-refined ⓘ 0%
- Human-written ⓘ 100%

Thank you for your attention

angelo hulshout
angelo@delphino-consultancy.nl
angelo.hulshout@shinchoku.eu

Thank you for your attention!

Share your insights using the hashtag **#LDE25** and tag **@ICT Improve!**





PROGRAMME

Living Documentation Event

10 April 2025

14.00	Walk in	
14.30	Opening	Auditorium
14.35 - 15.15	Keynote Gáspár Nagy - RAMP up your testing solution: test automation patterns	Auditorium
15.25 - 16.10	Choose between three tracks: Karl van Heijster Testing: A Philosophical Retrospective P083 Jennek Geels The journey is the reward Auditorium	
15.25 - 17.00	Workshop Bas Dijkstra & Gáspár Nagy I know it's only ReqnRoll (but I like it) - Making the most of the Automation phase in BDD (part 1) P030	

16.15 - 17.00	Choose between two tracks: Rob Albers, Ronald Holthuisen & Martijn van Tienen - BDD, (A)TDD and DevOps practices as a recipe for continuous compliance P083 Rick Easton Tracy - Castles, not Silos Auditorium Continuation Workshop Bas Dijkstra & Gáspár Nagy - I know it's only ReqnRoll (but I like it) - Making the most of the Automation phase in BDD (part 2) P030
17.05 - 17.50	Choose between three tracks: Jacob Duizer - From Team Topologies to Behavior-Driven Development: Building Teams That Deliver P083 Pieter Withaar - AI-First BDD, what if we redesign BDD to be AI-first? Auditorium Machiel van der Bijl - Model Driven Design (MDD): A new approach to Living Documentation P030
17.55 - 18.50	Dinner: Beer and pizza's
18.55 - 19.35	Keynote: Angelo Hulshout - GenAI and creativity - threat, or tool Auditorium
19.35 - 20.15	LDE Community + Panel Discussion Auditorium
20.15 - 21.00	Drinks

