Global Software Development Working Session

SATURN 2006 Working Session
Software Engineering Institute

DRAFT – Work in Progress

This summary is meant to convey preliminary ideas for the purpose of getting feedback. It does not necessarily represent the consensus of the members of the session.

Topic

- We discussed issues and strategies related to architecting for geographically distributed teams

Summary of Issues I

- Poor quality code
- Difficult to manage from the central site
  - Shortage of resources
  - Personal relationships difficult to establish
  - Lack of common technical language
  - Inconsistent process for this kind of development

Summary of Issues II

- Inexperienced remote team members
- High turnover
- Insufficient early life cycle activities (e.g. design) due to time constraints
- Lack of domain knowledge

Strategies for dealing with Issues I

- Constrain development of remote team
  - E.g. product line architecture and associated infrastructure
  - Have well defined sub systems
- Have testing done at a different site from development
- Involve remote team members early in life cycle (e.g. QAW, ADD, ATAM)

Strategies for dealing with Issues II

- Facilitate coordination
  - Have key liaison at each remote site
  - Personnel exchange
  - Joint reviews across sites
  - Cross site teams with common goals
- Develop sites as a competence center to reduce turnover
- Select location based on time zone compatibility

Strategies for dealing with Issues III

- Have multiple competing remote sites
- Explicit definition of acceptance criteria
- Cross cultural training
- Tailor methods for cultural bias