

Designing the Inter-Organizational Software Engineering Cooperation: An Experience Report

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[Problems addressed in current paper]

- Prepare company-external development and maintenance of SE tools
 - of which some are very critical for company success
- Design adequate cooperation forms
 - according to different product categories

[Motivation for Paper]

- Project tasks:
 - Establish inter-organizational cooperation
 - for proprietary SE tools
 - with goals:
 - save money
 - keep quality
 - keep delivery precision
 - start long-term relationship

[Key Points / Lessons Learned]

- Global SW Development works
 - even for “critical for success” products
- Careful design of cooperation forms required
 - based on company strategies
 - based on product characteristics
 - performed as project with milestones etc.
- Major changes to some parts of the organization when moving from internal to global development
 - e.g. Product Management
 - e.g. Requirements Management
 - Change management is important

[Approach Taken]

- Select tools and identify characteristics
 - tools with only maintenance activities
 - tools with further development
 - project critical tools with further development
- Define cooperation forms
 - Classical contract model
 - Product management model
 - Implementation model
- Prepare change of roles, processes, environments, and attitudes

[Future Goals]

- Support for GSD
 - Organizational
 - collect experiences from other companies
 - develop process fragments for different cooperation forms
 - Idea: standards for customer-supplier interaction in GSD
 - “GSD process patterns”
 - Technological
 - specify extensions to existing cooperation and workflow tools
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