IVAR JACOBSON INTERNATIONAL

THE SMARTER WAY

SEMAT Position

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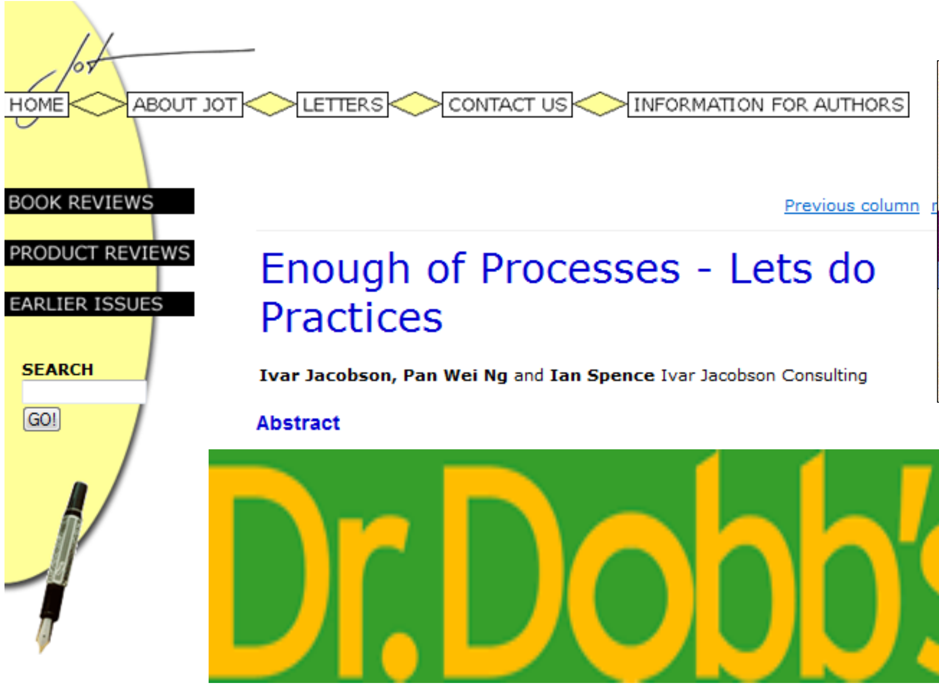
Who am I?

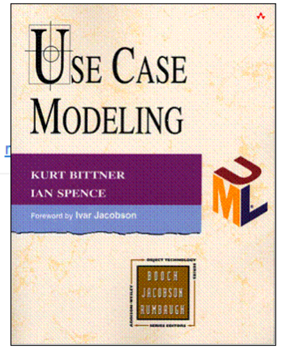


Enough of Processes - Lets do Practices

Ivar Jacobson, Pan Wei Ng and **Ian Spence** Ivar Jacobson Consulting

Abstract

Dr.Dobb's

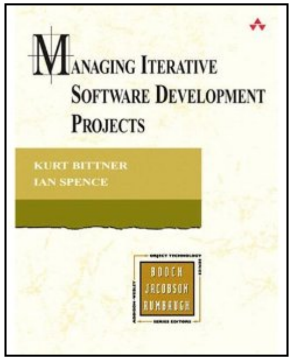


Use Case Modeling

Kurt Bittner
Ian Spence

Foreword by Ivar Jacobson

Booch Jacobson Rumbaugh



Managing Iterative Software Development Projects

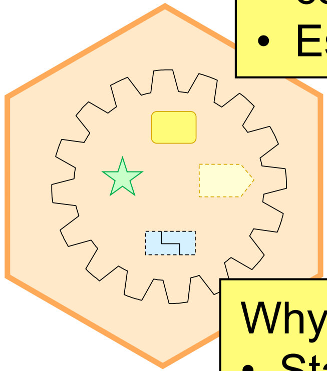
Kurt Bittner
Ian Spence

Booch Jacobson Rumbaugh

An experienced change agent and practitioner specializing in continuous process improvement.

Why the Kernel?

- Definitions
- Theory
- Universals
- Kernel Language
- Assessment



Why the kernel:

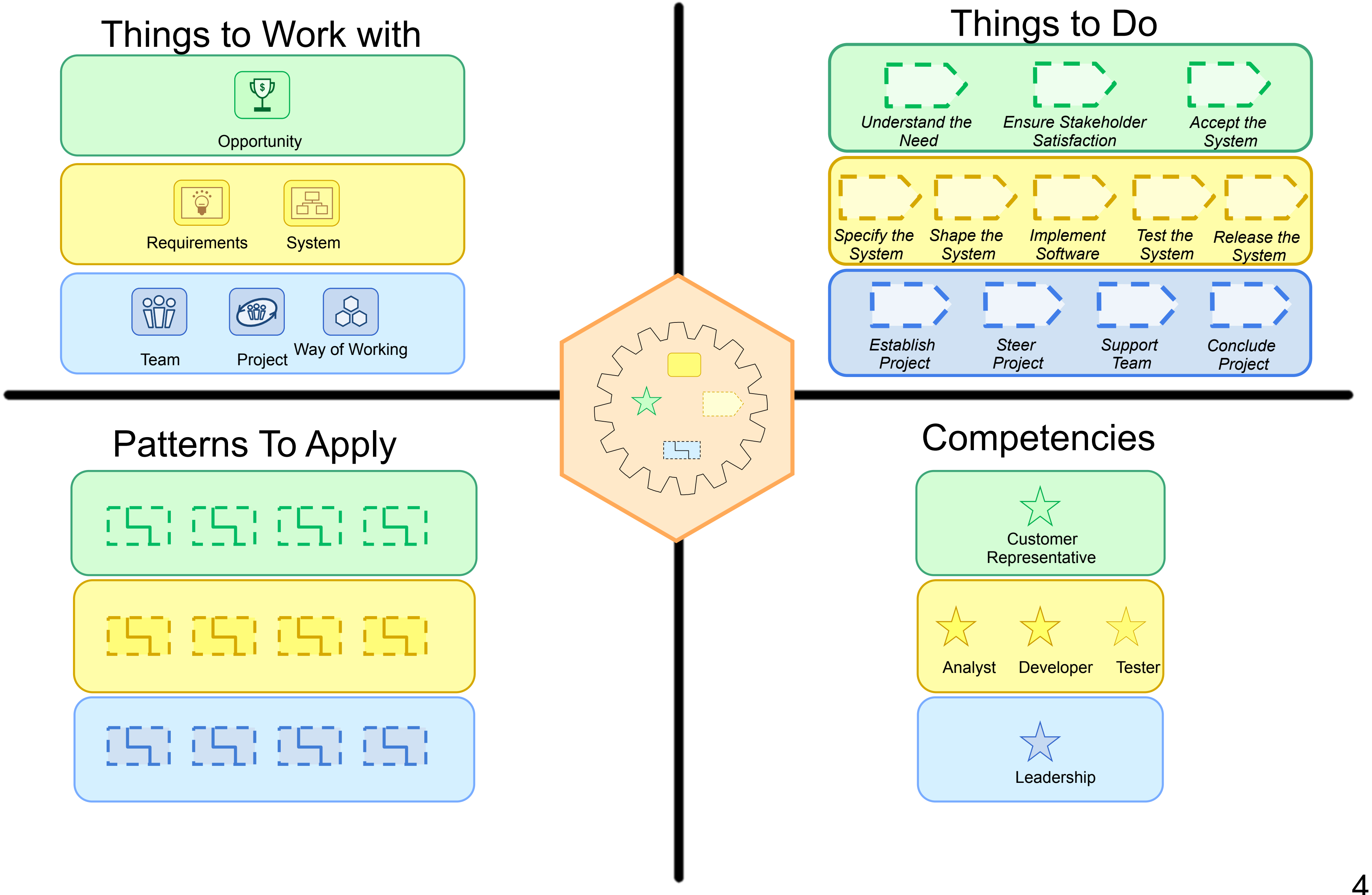
- Provide a shared frame-of-reference
- Allow methods to be aligned and compared
- Establish some first principles

Why the universals:

- Standardize the universal elements
- Provide a concise, shared vocabulary
- Separate the what's from the how's

... And why the universals?

Some candidate kernels already exist....



Things to Work with

Opportunity

Requirements System

Team Project Way of Working

Things to Do

Understand the Need Ensure Stakeholder Satisfaction Accept the System

Specify the System Shape the System Implement Software Test the System Release the System

Establish Project Steer Project Support Team Conclude Project

Patterns To Apply

Competencies

Customer Representative

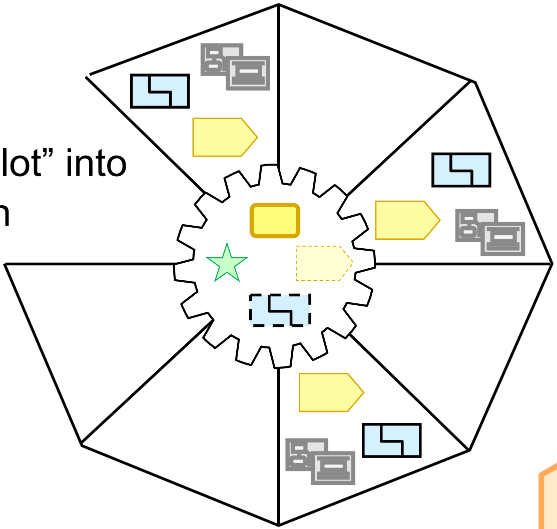
Analyst Developer Tester

Leadership

… And they are very powerful

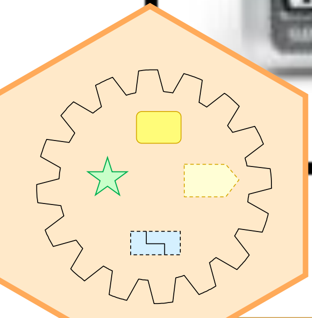
Practices “slot” into the common kernel.

Over 25 practices captured.



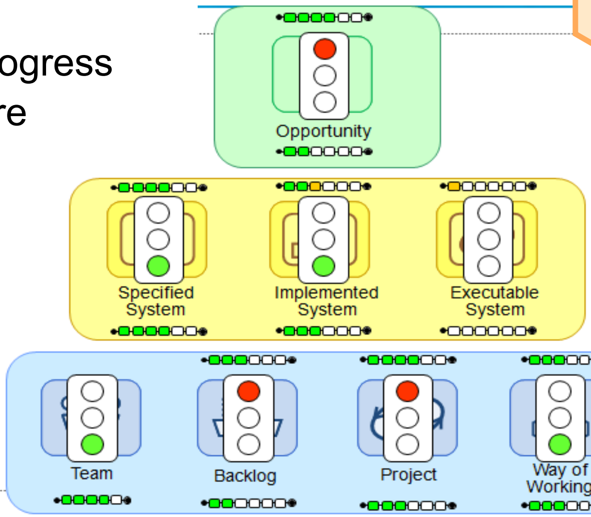
A Sat-Nav for software projects.

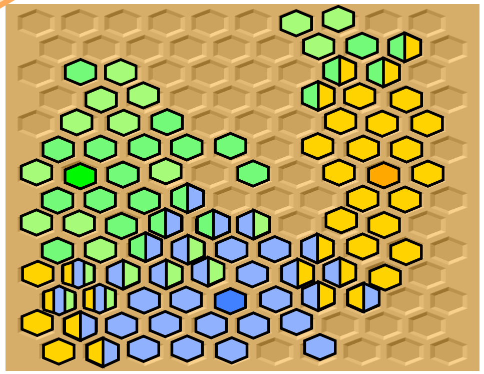
Know where you are and where you are going.



Measure progress and compare projects

Collect evidence in a lightweight fashion

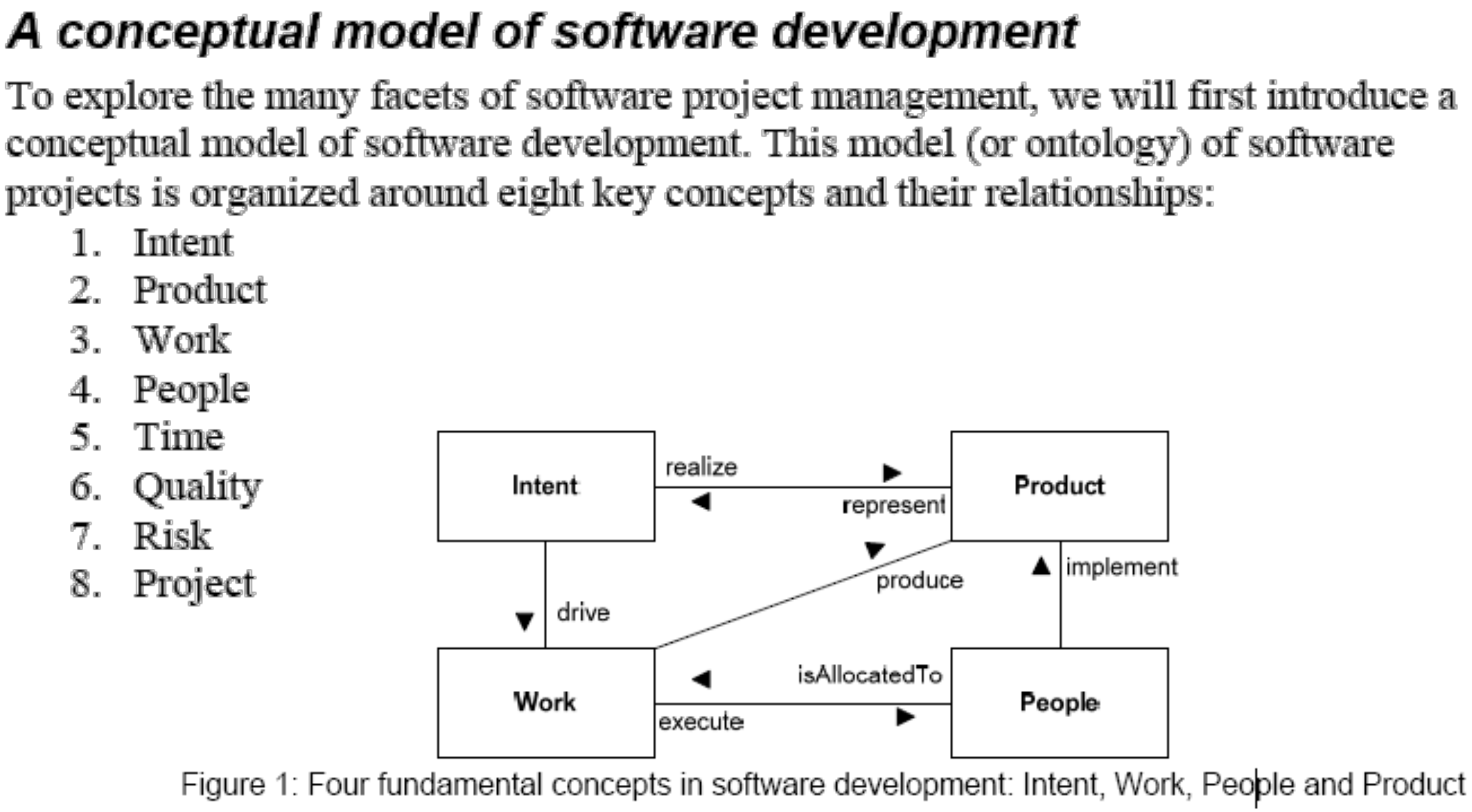




Track and assess practice adoption.

Encourage innovation and continuous process improvement.

Others are exploring similar territory



A conceptual model of software development

To explore the many facets of software project management, we will first introduce a conceptual model of software development. This model (or ontology) of software projects is organized around eight key concepts and their relationships:

1. Intent
2. Product
3. Work
4. People
5. Time
6. Quality
7. Risk
8. Project

Intent
realize
represent
Product
produce
implement
drive
Work
isAllocatedTo
execute
People

Figure 1: Four fundamental concepts in software development: Intent, Work, People and Product

Extracted form Ph. Kruchten: Software project management with OpenUP
Draft April 2007

Questions

Thank You

For questions, feel free to contact me, Ian Spence, at

ispence@ivarjacobson.com