

HELSINGIN YLIOPISTO HELSINGFORS UNIVERSITET UNIVERSITY OF HELSINKI

## **Software Factory**

an experimental R&D laboratory on entrepreneurship, research and education

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- Overview
- Intro to the three facets of the Software Factory
  - Entrepreneurship
  - Research
  - Education
- Software Factory Course details
- MicroVC concept
- Xtra slides
  - The plans for the grand opening



- Technology develops rapidly in the field of software engineering.
- Software education has had hard time in keeping up with current developments.
- Often there is a gap between the research, education and practice, which all seem to travel in their own pace.
- Software Factory creates a common, co-operative platform for software business, basic & applied software engineering research and education.



## **Three Functions of Software Factory at UH**

- Software factory is an experimental software lab aiming to stimulate
  - Growth business: highexpectation entrepreneurships (Curley, Formica 2009)
  - Cross-disciplinary research: Both basic and applied, empirical software research
  - Education: Empirical computational thinking (Johnson 2009)
- Software factory physically is located at Univ. of Helsinki but operates in global space. Satellite hubs are being set-up in several locations globally.







## **Software Factory Use Cases**

INTEREST GROUP	Learn	Share	Grow
Companies	<ul> <li>Global Software Development</li> </ul>	<ul> <li>Open Innovation</li> <li>future skill and competence needs</li> </ul>	<ul> <li>business-driven prototypes</li> </ul>
Investors	<ul> <li>software product development</li> </ul>	<ul><li> prospects</li><li> expectations</li></ul>	• spin-offs
Researchers	<ul> <li>software business</li> </ul>	experiments	Cloud software competences
Students	<ul> <li>professional skills (e.g., teamwork)</li> </ul>	<ul><li>teaching material</li><li>lessons learnt</li></ul>	careers



- A 7-week software business prototype engine
- A series of experiments running 2010-2013 under the Cloud Software research program
- First business prototype in business driven alpha tests by 1.3.2010.
- Co-operation with University of Helsinki, Helsinki Univ. of Technology and Metropolia







## Business facet: High Expectation Entrepreneurship

- The backbone of a successful economy is entrepreneurship
- Finnish software business lacks high-expectation entrepreneurship start-ups
- Software factory targets to stimulate the following spin-offs and business prototypes 2010

- **MicroVC**: A people/ community driven business angel model for Europe
- ScienceBook: A collaboration engine for small groups working together
- **EuropeToday**: A mash-up newspaper print-ready in your printer tray
- ChineseMobile: A community service for identifying new mobile services for chinese markets (service available only in chinese)
- ... You tell us! And let's implement it!





- Software Factory is designed to operate as a test-platform for novel tools, techniques and methods.
- Software Factory is equipped with multiple means to collect data including interview, observation, video/audio (when necessary) and seamless measurements as well.
- Each research target has its own research design plan to guide the research work.







- Software Factory is launched with several research goals already identified including:
- Bottom-up modeling by Pietu Pohjalainen (PhD)
- Ambient user-experience by Timo Jokela (postdoc)
- Psychometric measurements & teamwork by Fabian Fagerholm (PhD)
- Web-service maintentance by Juha Gustafsson (PhD)
- Validity of observation as a means to collect valid software engineering research data by Pekka Abrahamsson







- While software is a knowledge medium, software development is about learning.
- Software Factory, therefore, is ultimately a learning vehicle. It operates at three layers of education:



- Software Factory course (8op)
- Software Factory integrated to other software courses in University of Helsinki and outiside
- PhD training & education





- Software Factory course is an intensified course setting where students learn about
  - Real-life agile development setting with deadlines and deliverables
  - Teamwork dynamics
  - Incremental, iterative & continous planning
  - Integration, testing in web-development
  - Implementation technologies
- As a result of 7 week of work, a concrete business prototype is to be delivered to real markets







- Software Factory course is not a traditional course. The course is intense, exciting and full of surprises (like real life).
  - Software Factory operates four days a week, 6 hours a day (be aware of this!)
  - Team decides the working hours
  - Team decides the split up of tasks between different sub-teams
  - Teams self-organize
- This is an advanced course; thus, you use all the skills aqcuired in your studies to perform to meet the hightest expectations

