Session on Agile Methods

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Agile methods have evoked a lot of interest in software engineering recently as they offer promising solutions for software development. This is especially the case with the rapidly growing and volatile internet software industry as well as with emerging mobile application environments. However, while new agile methods appear every year, the scientific research is still scarce.

This session brings together both industrial practitioners and researchers doing research in the area of agile methods:

The paper “Extreme Programming: First Results from a Controlled Case Study” by Pekka Abrahamsson discusses findings from a case study and shows how XP can increase estimation accuracy and productivity.

The paper “A Flyweight UML Modeling Tool for Software Development in Heterogeneous Environments” by Martin Auer presents a UML modeling tool targeted at agile environments and early life-cycle phases.

Finally, the paper “Digging into the Fundamentals of XP” (authors Tuomo Kähkönen and Pekka Abrahamsson) discusses agility as the result of a knowledge creation process and identifies practical implications and future research needs.