Impact Project Panel

"Determining the Impact of Software Engineering Research Upon Practice"

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The goal of the Impact project is to study the impact that software engineering research has had upon software development practice. The reasons for doing this include: identifying the sorts of contributions that have had substantial impact, determining the research modalities that have been relatively more successful, and anticipating the directions that software engineering research might most effectively pursue, based upon its history and positioning. Impact project research will be held to the highest standards of scrupulous scholarship. It is expected to be useful to the software engineering research and development communities, as well as to other academic disciplines, government funding agencies and the public at large in helping with the objective assessment of the software engineering community's record of achievement.

The output of the project will be a series of documents and briefings targeted to different audiences. At the base of the documentation will be a series of articulate, objective, and complete scholarly papers, each tracing the way in which software technology that is in common use has drawn upon software engineering research. Each of these papers is expected to be of journal quality and size, and is expected to be published eventually in a high quality journal. It is expected that each such paper will be the product of the joint efforts of a team of perhaps 8–10 experts in the particular area. It is anticipated that as many as 20 such papers will be produced, each studying the genesis of a different area of important contemporary software engineering practice. It is also expected that a compendium of the papers will be published as a separate volume, perhaps as part of the ICSE 2002 proceedings.