

# Social Aspects in Software Engineering

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## Preface

*Social Aspects in Software Engineering* was a joint event of the workshops “Software Engineering within Social Software Environments (SENSE)” and “Collaboration and Knowledge Sharing in Software Development Teams (SofTEAM)” that was held in conjunction with SE 2009 in Kaiserslautern on March 3rd. The full-day program covered issues of collaboration and knowledge exchange in the development of software systems. In particular, it focused on social approaches of software engineering, engineering of social software as well as new business models and community-oriented ways of collaborative software development in the Web 2.0 era.

The goal of the event was to bring together researchers and practitioners working on different collaboration aspects, community interaction and knowledge exchange with respect to software projects. The workshop covered both novel results and future challenges of collaboration in software engineering. The event consisted of four thematic sessions and additional round table discussions.

The first session entitled **Collaboration in Software Engineering** started with a talk by *Sebastian Weber et al.* who presented a domain-independent meta-model for process- and artifact-oriented collaboration and its application in software engineering. The approach emphasizes lightweight support and hides complexity where not needed. *Tommi Kramer, Tobias Hildenbrand and Thomas Acker* presented a method and a tool that are used within distributed project settings to facilitate social network analysis in collaborative software development environments. Finally, *Mart Laanpere and Kaido Kikkas* proposed to combine Open Source and game development as an approach for teaching software engineering to students with different educational backgrounds and programming skills.

The second session on **Web 2.0 and Software Engineering** started with a talk by *Nadine Blinn et al.* who offered a general methodology for the development of Web 2.0 applications for SME networks based on interview analysis with representatives of SMEs. Followed by a discussion on Web 2.0, 2.5 and 3.0 features and how they might support software developers during the requirements engineering phase presented in a talk by *Eric Ras, Jörg Rech and Sebastian Weber*. *Smita Ghaisas* introduced a method for identifying unobvious requirements in globally distributed software projects continued by a brief discussion on tool support and experiences on applying the method.

In the third session on **Community-Driven Requirements Elicitation** two demos were presented: *Lohmann et al.* introduced a Web platform that applies Social Software concepts to requirements engineering in order to foster stakeholder engagement and support a community-oriented definition of requirements. The second demo by *Anna Hannemann, Christian Hocken and Ralf Klamma* presented a Bubble Annotation Tool (BAT) for enjoyable and intuitive requirements elicitation within communities-of-practice. It enables users to place annotations in the form of bubble speeches on software artifacts that are presented on a shared drawing board.

The fourth and last session consisted of three talks on **Knowledge Sharing in Software Engineering**. Firstly, *Wolfgang Reinhardt* introduced the concept of integrating microblogging into software development. Then, *Hans-Jörg Happel and Walid Maalej* showed means to capture and share informal knowledge in distributed development situations. Finally, *Sulayman K. Sowe, Rishab A. Ghosh and Luc Soete* discussed how developers and users share knowledge based on analyzing experience from Open Source software projects.

Subsequently, four main issues of the workshop were identified and discussed in round tables. One hot topic was *expert finding and recommendation* based on social network and collaboration analysis. Though the workshop participants agreed that expert finding mechanisms are highly promising in assisting software development teams and project managers, they also had several concerns regarding their applicability in real use cases. Particularly, *privacy issues in collaboration tools* and ways to better control the flow of personal information were discussed.

Understanding and emphasizing the *social experience of requirements engineering* was a third issue that was heavily discussed in the round tables. Many interesting Web 2.0 examples of integrating software users and communities in the development process were mentioned. Related to this discussion, one further issue were *bottom-up, informal approaches of classification and organization of software artifacts* as an alternative to classical, top-down and formal ways.

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