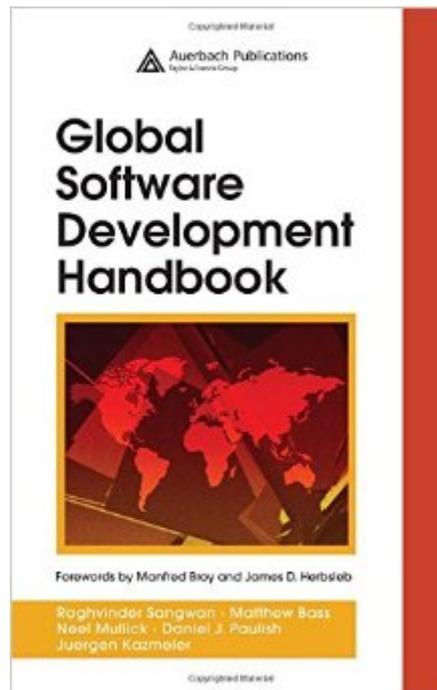# Global Software Development Handbook (Applied Software Engineering Series)

Synopsis

Economics and technology have dramatically re-shaped the landscape of software development. It is no longer uncommon to find a software development team dispersed across countries or continents. Geographically distributed development challenges the ability to clearly communicate, enforce standards, ensure quality levels, and coordinate tasks. Global Software Development Handbook explores techniques that can bridge distances, create cohesion, promote quality, and strengthen lines of communication. The book introduces techniques proven successful at international electronics and software giant Siemens AG. It shows how this multinational uses a high-level process framework that balances agility and discipline for globally distributed software development. The authors delineate an organizational structure that not only fosters team building, but also achieves effective collaboration among the central and satellite teams. The handbook explores the issues surrounding quality and the processes required to realize quality in a distributed environment. Communication is a tremendous challenge, especially for teams separated by several time zones, and the authors elucidate how to uncover patterns of communication among these teams to determine effective strategies for managing communication. The authors analyze successful and failed projects and apply this information to how a project can be successful with distributed teams. They also provide lightweight processes that can be dynamically adapted to the demands of any project.

Book Information

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Customer Reviews

Most companies today are doing some type of global development if they are innovating or improving their products. Unfortunately, many of these global projects fail because there is little guidance or help through the rough spots. The GSD Handbook provides the kind of guidance that most companies need to begin setting in motion a solid productive program.This book is for those that have more than one location working on a project with integrated teams and may also have to contend with changing requirements from various users - which is most companies. Beginning with specific methods and workshop descriptions, the authors show how it can be done from their experience and give tips on what works and does not work. There is also a defined process and descriptions of how the process can be used with differing conditions. Most models (like CMMI and ISO) point out that teams can make a project work if they have what they need to perform the work. Section II talks about the project planning: risk management, requirements, architecture, etc. Section III describes the organization: types of teams, team members (roles and responsibilities), and supplier management. Section IV is extremely important as there is a description of how to manage the project that is "in play" - monitoring and control the project which also includes the importance of communication.This is a must read for multi-location project managers. The case studies also help explain how these techniques actually worked in real life.This book is not full of theory and dense concepts but instead is a very practical, easy to read and understand "handbook".

This handbook is an excellent resource for those looking for informed advice on how to successfully deal with the complexities of global software development. I find the chapters on Requirements Engineering, Architecture, and Risk Analysis - all written in the context of global software development - particularly useful. In addition, the book offers tried-and-tested approaches for project and quality management in global software development settings, which are also illustrated through four real-life case studies presented in Section V of the book.This handbook is a rich source of pragmatic knowledge and I highly recommend it to anybody who is concerned with achieving success in global software development.

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