Global Software Development Workshop
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D-Meeting: an Object-Oriented Framework for Supporting Distributed Modeling of Software

Problem

- Supporting Distributed Modeling of Software
  - Sharing artifacts (e.g., models) in same-time/different-location
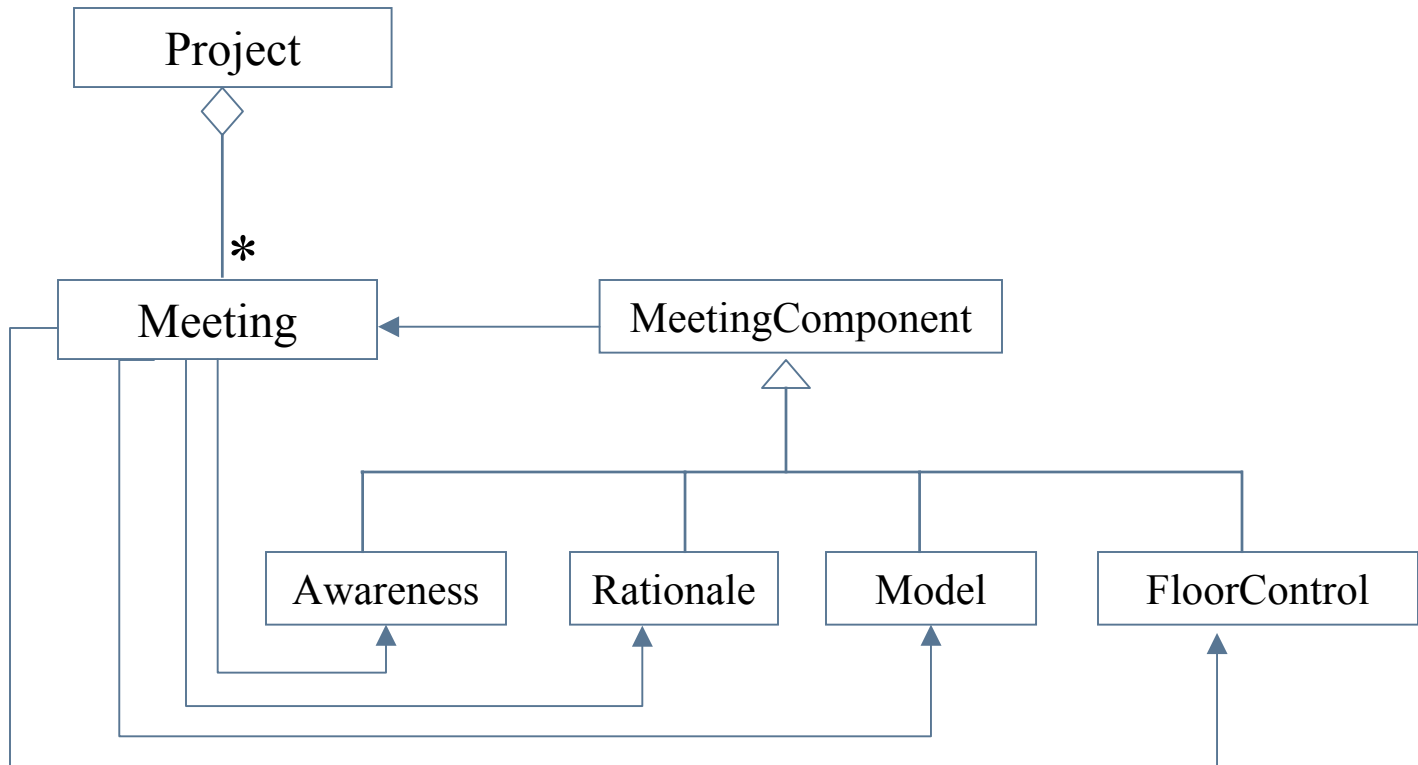 - Discussing different decisions/alternatives
  - Rationale behind decisions

Significant Issues

- Informal/formal communication
- Knowledge capture and management
- Group Awareness
- Floor control policies
- Heterogeneity

Approach (1): Object-Oriented Framework

- D-Meeting Framework

Approach (2): Framework components

- Reference implementation provided
- Reuse through sub-classing of the meeting class
- Flexibility in deployment of the different components (add/remove)
- Extending the framework through composition

A Solution:
D-UML: an instance of D-Meeting

Comments   QOC Tree   Modeling Space(mixture of formal/informal)   Awareness

Synchronized views   Matrix (Option vs. Criteria)

Evaluation

- Approach: case studies with different types of environments
  - Researcher Meetings
  - CSCW course
  - Software Engineering Project Course

Lessons Learned So Far

- Interaction must be simple and responsive
  - During brainstorming,
  - ⇨ Fingers as input device
  - ⇨ Light-weight event notification for replication
- Activity and object of interest must be shared
  - ⇨ Single selection, single cursor, awareness indicators
- Hard to remember the context of brainstorming
  - ⇨ Post-processing (UML/Rationale) needs to occur right after the meeting
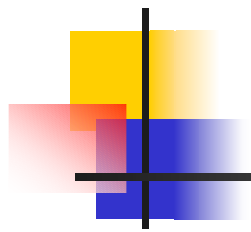
Thank you for your attention!

Framework: additional details