Global Software Development Workshop ICSE - 9 May 2003

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A Software Architecture for Knowledge Acquisition and Retrieval for Global Distributed Teams

Problem

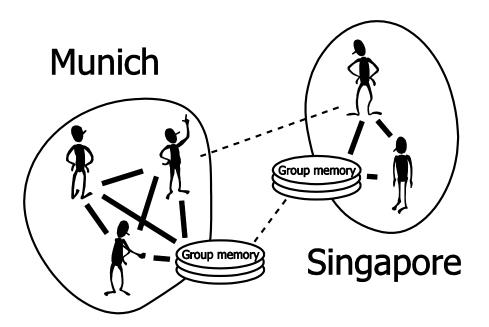
- Global vs. distributed
 - Participants from different communities
 - Huge time gaps
- Tools rather support individual developers as opposed to teams
- Knowledge is lost in distributed settings, in particular:
 - Inability to find stakeholders quickly
 - Inability to access knowledge
 - Inability to find artifacts quickly
 - Inability to build "group memory"



- iBistro is an augmented meeting room
- iBistro's software architecture supports balanced teams of developers in GSD
- iBistro links formal and informal knowledge, stakeholders, and balanced teams in a global knowledge repository
- To further evaluate and improve the system, it has been tested in a small university project between Singapore and Munich



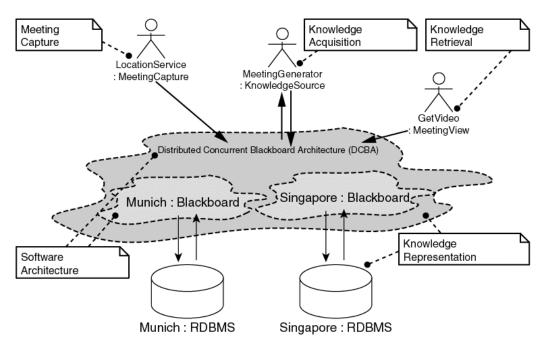
Balanced Teams



- Composed of a balance of technical experts, domain experts, and less experienced staff
- Display higher intra-team communication and lower interteam communication than unbalanced teams
- Most of the inter-team communication is channeled through a small number of communication peers
- This results in higher team performance and greater potential for distributed work.



The Distributed Concurrent Blackboard Architecture (DCBA)



- Transparent access
- Based on the blackboard style
- Components support:
 - Knowledge Capture
 - Knowledge Acquisition
 - Knowledge Retrieval
 - KnowledgeRepresentation



- Support for teams rather than individual developers
 - Supports the local team
 - Explicit communication and knowledge
 - Supports management (supervisors)
- Better collaboration in global settings
 - Deals well with large timeshifts
 - Supports synchronous and asynchronous communication

- Transparent work process and knowledge acquisition
 - Reduced privacy
 - Technology dependency