Once upon a time...

HAMEAY YEARHOH

Distributed Software Development Course: Students' Experience

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At the beginning ...there was...

... classical education.



DSD - What, Why?

- ✓ Software development with people distributed in different locations
- ✓ Global software development
- ✓ Virtual organizations







For students like us I think it's really important to do such a project with different cultures and countries."

DSD - Who?



- ✓ University of Zagreb
- ✓ Zagreb, Croatia
- ✓ Traditional engineering and computer topics
- √ 4 parallel courses
- √ 2 semesters

Partners



- ✓ Mälardalen University
- ✓ Västerås, Sweden
- ✓ Emphasize computer related topics
- √ 2 parallel courses
- √ 4 periods

DSD - How?



"The concept as a whole was great. A great experience, fun, lot of new stuff to learn, real life situations, simply great."

How to run DSD?

Presentation of technological background

"At first there were some lectures to introduce us to the whole concept, and later 'we came to the scene ©'"



How to run DSD?

Guest lectures from the corporate world

"It was very good, the best part of lectures are advices how to manage distance and this type of projects. I really liked that part."



How to run DSD?

Distributed students' "real-life" projects

"The best way to learn something is to do it. Now that our project has failed we really understand what the guest lecturers were talking about."

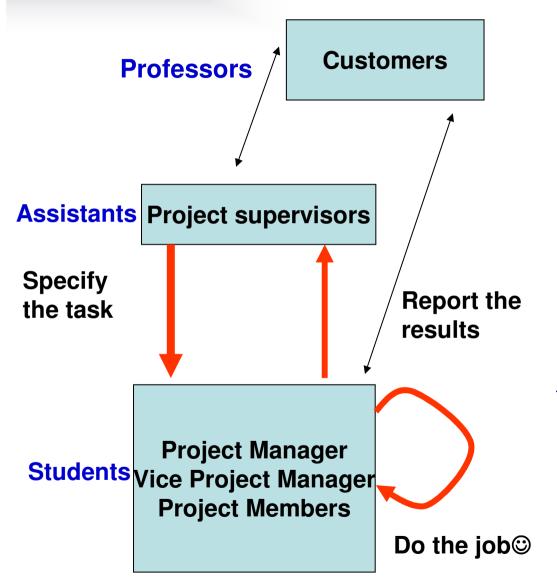




"The idea of making one big project instead of more little exercises sounds much better to me."



- ✓ Experiences in DSD project management, communication and collaboration
- ✓ Producing software that helps DSD
- ✓ Producing high-quality project documentation
- ✓ Observe cultural differences
- ✓ Role-playing: real-life projects and responsibilities

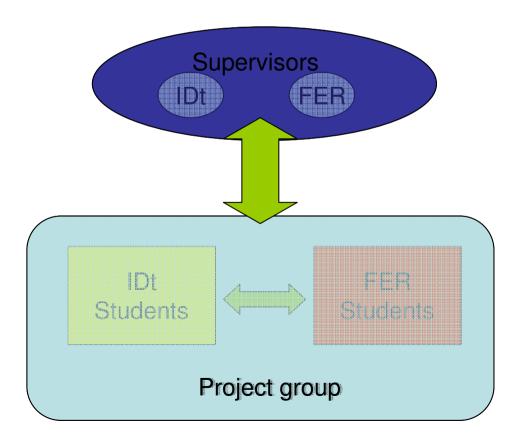


Hierarchy

"I didn't expect such type of organization, but it was really great, and I must say that it was extremly good."

Project success

"I liked to learn about different cultures, and experience how difficult it was to coordinate the work between the Swedish and Croatian side."



Groups

"Solving 'human' problems in a team was a hard one, but is surely important for the future work."



Projects

"Experience in 'selling' the project to the customers was a new one to me, and it was worth to try it."





"The idea looked better and better with time © Not much at the beginning, but at the end..."

- **√**2003/2004
 - CVSQL
 - CVS Reporting
 - Project management
 - Chat sessions
 - Bluetooth
- **√**2004/2005
 - CVSQL2
 - CVSReport
 - Chat sessions

- **√**2005/2006
 - VLab
 - Project management
 - ComponentComposition
 - Software Merge
- **√**2006/2007
 - Virtual Museum
 - Course Builder
 - Student's companion

CVSQ

- ✓ Mission enable access to the CVS repository using the SQL queries from JAVA
- ✓ 2004 7 participants (5 from Croatia, 2 from Sweden)
- ✓ 2005 7 participants (4 from Croatia, 3 from Sweden)



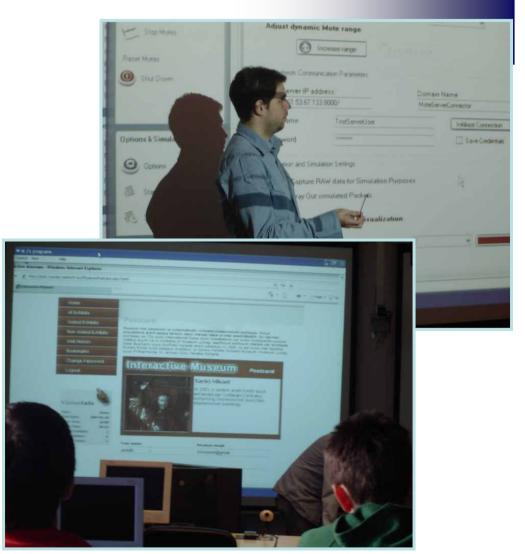
Project Management

- ✓ Mission enable planning and tracking using the most popular project management techniques today
- √ 2003 5 participants (only from Croatia)
- √ 2005 8 participants (4 from Croatia, 4 from Sweden)
- √ 2005 6 participants (only from Sweden)



- ✓ Mission enhance exhibition experience with PDA's and sensor network
- ✓ 2006 8 participants (4 from Croatia, 4 from Sweden)

Interactive Museum



- ✓ Documentation
- ✓ Project work
- ✓ Presentations
- ✓ Software product

Project evaluation

	. н		U	U
20	Presentations	_		_
21		Milestone - technical issues	1	3
22		Milestone - project status	1	3
23		Product Presentation - presentation material	1	3
24		Product Presentation - live presentation	1	3
25		Product Presentation - presentation of produ	1	3
26		, , , , , , , , , , , , , , , , , , ,		
27		Total		15
28				
29				
30	Deadlines			
31		Vision	0	
32		Project Plan	1	5
33		Risk Assesment	0	
34		Software Design	1	5
35		Weekly Reports	Ö	
36		Test Plan	0	
37		Project Documentation	1	5
38		Milestones	1	5
39		Project Acceptance	1	5
40		,	·	
41		Total		25
42				
43				
44	Product Quality			
45		Installation	1	5
46		Requirements compliance	2	3
47		Usability	1	3
48		Product quality (stability, functionality etc.)	2	3
49		Robustness	1	3
50		Code quality and in-code documentation	1	3
51		GUI	1	3
52		Development Process	Ö	
53		Communication with customers	1	5
54		Customer Satisfaction	1	3
55		Vanishavii	·	
56		Total		37
57				0.
58				
59		Total points:		108
60		Total points.		100
61		Average group grade:		3,7241379
62		Average group grade.		0,12-1010
63		Total points for project:		26
	l annanna j∏roelaasier	/ Project overall \ Evaluation /		201



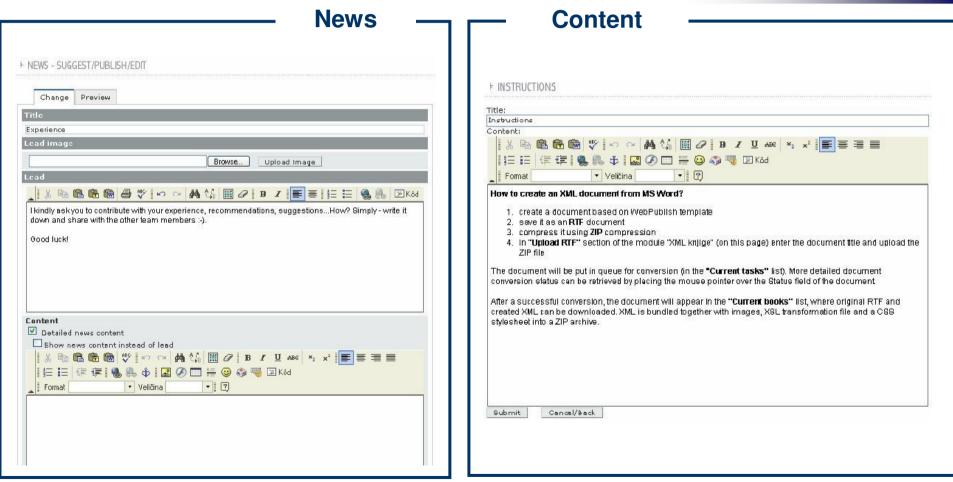
"Great. We really talked a lot, and then some more... © "

Synchronous virtual environment

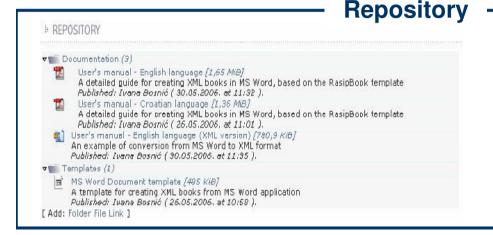
"Very useful, it was really cool to have them. It was really cool organization that we have one hour of meeting. I think that without that part our team would never make it."



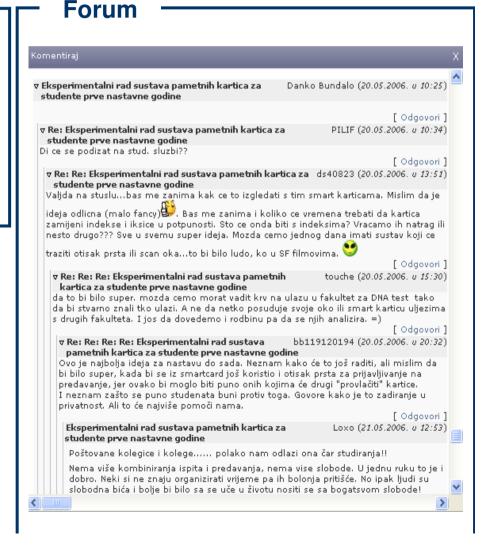
Asynchronous Web-based environment



Asynchronous Web-based environment

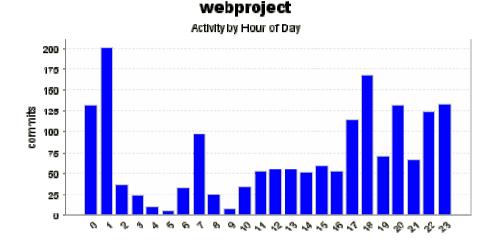


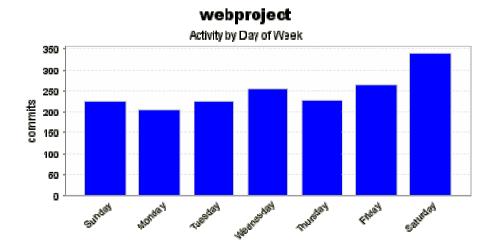
"It is a great source of communication between the group members."



Software engineering tools for code control

"I found out that it takes a lot of work to make something work as you want it to work."







"I was scared at the beginning, but now I feel lucky what I had been a member of this course."

Problems experienced

- ✓ New environment
- ✓ Building trust
- ✓ Abilities estimation
- ✓ Knowledge sharing
- ✓ Planning, responsibility
- ✓ Communication
- ✓ Cultural differences
- ✓ Milestones

"I was able to predict some of the problems, but others arose that I had not prepared to handle."

Benefits gained

- ✓ Quick cooperation
- √ Forming and maintaing virtual teams
- ✓ Maintaining small groups
- ✓ Working on abilities
- ✓ Improving knowledge
- ✓ Distant communication using Web tools
- ✓ Real-life simulation of work on distributed project

"A challenging but rewarding experience."

Course evaluation

2004: **4.53**

2006: 4.14

2003: **4.23**

2005: **4.75**

- ✓ Anonymous survey
- ✓ Questionnaire

"I liked this course a lot, very different from the rest of the courses i have taken in the past. hot hot hot!"

Typical DSD conclusion



"Quite hard but I guess that's what the real life is like."

- http://www.fer.hr/rasip/projekti/rpi/en
 - http://www.fer.hr/rasip/dsd



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