

Contents

1	Low Ceremony Processes for Short Lifecycle Projects	1
	Anthony I. Wasserman	
2	The Right Degree of Agility in Rich Processes	15
	Philipp Diebold and Thomas Zehler	
3	Assessing Product Development Agility	39
	Daniel X. Houston and Stephen W. Rosemergy	
4	Value-Driven Process Management	61
	Christof Ebert	
5	Are We Ready for Disruptive Improvement?	77
	Andreas Rösel	
6	Trials and Tribulations of the Global Software Engineering Process: Evolving with Your Organisation	93
	Oisín Cawley	
7	The Route to Software Process Improvement in Small- and Medium-Sized Enterprises	109
	Mary-Luz Sánchez-Gordón, Ricardo Colomo-Palacios, Antonio de Amescua Seco and Rory V. O'Connor	
8	Managing Software Process Evolution for Spacecraft from a Customer's Perspective	137
	Christian R. Prause, Markus Bibus, Carsten Dietrich and Wolfgang Jobi	
9	Modeling Software Processes Using BPMN: When and When Not?	165
	Marlon Dumas and Dietmar Pfahl	

10 Software Processes Management by Method Engineering with MESP 185
Masud Fazal-Baqaie and Gregor Engels

11 Adapting Case Management Techniques to Achieve Software Process Flexibility 211
Marian Benner-Wickner, Matthias Book and Volker Gruhn

12 A Researcher’s Experiences in Supporting Industrial Software Process Improvement. 235
Kai Petersen

13 Lessons Learned from Co-Evolution of Software Process and Model-Driven Engineering. 257
Regina Hebig, Andreas I. Schmied and Ingo Weisemöller

14 Monitoring and Controlling Release Readiness by Learning Across Projects. 281
S.M. Didar Al Alam, Dietmar Pfahl and Günther Ruhe

15 The Effects of Software Process Evolution to Technical Debt—Perceptions from Three Large Software Projects. 305
Jesse Yli-Huumo, Andrey Maglyas and Kari Smolander

Index 329



<http://www.springer.com/978-3-319-31543-0>

Managing Software Process Evolution
Traditional, Agile and Beyond - How to Handle Process
Change

Kuhrmann, M.; Münch, J.; Richardson, I.; Rausch, A.;
Zhang, H. (Eds.)

2016, XXVII, 332 p. 73 illus., 7 illus. in color., Hardcover
ISBN: 978-3-319-31543-0