Preface

It was 1999 when *Extreme Programming Explained* was first published, making this year’s event arguably the fifth anniversary of the birth of the XP/Agile movement in software development. Our fourth conference reflected the evolution and the learning that have occurred in these exciting five years as agile practices have become part of the mainstream in software development. These pages are the proceedings of XP Agile Universe 2004, held in beautiful Calgary, gateway to the Canadian Rockies, in Alberta, Canada.

Evident in the conference is the fact that our learning is still in its early stages. While at times overlooked, adaptation has been a core principle of agile software development since the earliest literature on the subject. The conference and these proceedings reinforce that principle. Although some organizations are able to practice agile methods in the near-pure form, most are not, reflecting just how radically innovative these methods are to this day. Any innovation must coexist with an existing environment and agile software development is no different. There are numerous challenges confronting IT and software development organizations today, with many solutions pitched by a cadre of advocates. Be it CMM, offshoring, outsourcing, security, or one of many other current topics in the industry, teams using or transitioning to Extreme Programming and other agile practices must integrate with the rest of the organization in order to succeed. The papers here offer some of the latest experiences that teams are having in those efforts.

XP Agile Universe 2004 consisted of workshops, tutorials, papers, panels, the Open Space session, the Educators’ Symposium, keynotes, educational games and industry presentations. This wide range of activities was intended to provide an engaging experience for industry practitioners, leading consultants, researchers, academics, and students. Feedback from the 2003 conference was used to adjust the content to better suit the needs of the attendees. The sessions at the conference were selected through the dedicated work of the Track Chairs and the Program Committee, to whom we are extremely grateful. Their names are listed in the pages that follow and the contributions of these individuals to the experience of the attendees of the conference cannot be overstated. Over 100 submissions were received to the various activities, with roughly half accepted into the conference. Each submission was reviewed by at least 3 members of the Program Committee, with an average of just under 5 reviewers per submission. The accepted papers are presented in their entirety in these proceedings. Summaries of the workshops and tutorials are presented as a reference for those who attended the conference. The results of the Open Space session can be accessed via the conference website at xpuniverse.com or agileuniverse.com.

The invited speakers to the conference were Christopher Avery, Robert Biddle, Eric Evans, Alejandro Goyen, Craig Larman, Brian Marick, Robert C. Martin, Mary Poppendieck, and Herb Sutter. These speakers represent the breadth and depth of the conference in terms of three main threads: technical practices; business and project management; and teamwork.
The tutorials and workshops continued the trend beyond the programming trenches, focusing primarily on requirements, project management, and acceptance-testing techniques, with some introductory sessions for attendees new to extreme programming and agile practices. The conference also continued its history with hands-on programming events which allowed attendees to join projects that ran throughout the conference using the tools and practices common on agile teams.

In these proceedings, one can find a rich set of papers reflective of the experiences of leading practitioners. Eighteen technical and research papers, experience reports, and educators’ symposium papers were accepted out of a total of 45 submissions, representing an acceptance rate of 40%. A number of papers provide advanced discussion on tools and techniques for testing and the trend towards combining the requirements, testing, and specification activities. Three papers discuss methods for better understanding and expressing the customer or user needs in an agile way. For readers who are confronted with many of the challenges faced by today’s environment, such as security concerns, CMM auditing, and offshore development teams, there are representative papers describing the use of agile development techniques in those environments.

We are deeply indebted to the organizing committee and the conference sponsors for providing the infrastructure for making the conference happen. The content of the conference and these proceedings would not have been possible without the submissions and all of the effort that goes into them. For those courageous enough to submit their work to the conference, we thank and salute you. But mostly, we thank the attendees, for supporting the conference, giving it its positive energy, and making it the magical gathering that it has become.

August 2004

Lowell Lindstrom and Hakan Erdogmus
Program Chairs

Hakan Erdogmus, National Research Council Canada
Lowell Lindstrom, Object Mentor

Track Chairs

Tutorials
Brian Button, Agile Solutions Group

Workshops
Dave Astels, ThoughtWorks, Inc.
Grigori Melnik, University of Calgary

Panels, Short Activities
Mike Cohn, Mountain Goat Software

Educators’ Symposium
Rick Mercer, University of Arizona

Open Space, Birds-of-a-Feather
Ann Anderson, First Data Corporation
William Wake, Independent Consultant

Organizing Committee

General Chair
Lance Welter, Object Mentor

Conference Coordinator
Jennifer Goodsen, RADsoft

Calgary Coordinator
Janet Gregory, Wireless Matrix

Social Fun Committee
John Goodsen, RADsoft

Sponsorship and Exhibits
Lance Welter, Object Mentor

Web Master
Micah Martin, Object Mentor

Community Liaisons
US – Alex Viggio
Canada – Shaun Smith

Academic Liaison
Frank Maurer, University of Calgary

Proceedings Coordinator
Carmen Zannier, University of Calgary

On-site Logistics
Janet Gregory, Wireless Matrix

Information Coordinators
Talisha Jefferson, Wireless Matrix
Susan Rosso, Object Mentor

Educators’ Symposium Committee

Rick Mercer, University of Arizona
Joe Bergin, Pace University
Robert Biddle, Carleton University
Jim Caristi, Valparaiso University
Jutta Eckstein, Independent Consultant
James Grenning, Object Mentor
Diana Larsen, Industrial Logic
Grigori Melnik, University of Calgary
Rick Mugridge, University of Auckland
Daniel Steinberg, O’Reilly Networks
Eugene Wallingford, University of Northern Iowa
Open Space and Birds-of-a-Feather Committee

Ann Anderson  First Data Corporation
Lisa Crispin  Fast401k
J.B. Rainsberger  Diaspar Software Services
William Wake  Independent Consultant

Program Committee

Ann Anderson  First Data Corporation
Jennitta Andrea  Clearstream Consulting
Ken Auer  Role Model Software
Mike Beedle  e-Architects Inc.
Robert Biddle  Carleton University
Jim Coplien  Vrije Universiteit Brussel
Alain Desilets  National Research Council Canada
Dwight Deugo  Carleton University
Armin Eberlein  American University of Sharjah
Jutta Eckstein  Independent Consultant
Alejandro Goyen  Microsoft
John Favaro  Consulenza Informatica
Steve Fraser  Independent Consultant
John Grundy  University of Auckland
John Goodsen  RADSoft
Philip Johnson  University of Hawaii
Brian Hanks  University of California
Chet Hendrickson  HendricksonXP
Michael Hill  Independent Consultant
Paul Hodgetts  Agile Logic
Andy Hunt  The Pragmatic Programmers
Ron Jeffries  XPProgramming
Bil Kleb  NASA
Jykri Kontio  Helsinki University of Technology
Philippe Kruchten  University of British Columbia
Tom Kubit  Gene Codes Forensics
Manfred Lange  Independent Consultant
Diana Larsen  Industrial Logic
Jim Leask  Sybase
Tim Mackinnon  Connextra
Brian Marick  Testing Foundations
Robert C. Martin  Object Mentor
Frank Maurer  University of Calgary
Pete McBreen  Software Craftsmanship
Todd Medlin  SAS Institute
Grigori Melnik
Steve Mellor
Granville Miller
Maurizio Morisio
Rick Muiridge
Gary Pollice
Linda Rising
Ken Schwaber
David Stotts
Shaun Smith
Oryal Tanir
Dave Thomas
Dave Thomas
Jim Tomayko
Marco Torchiano
David Trowbridge
Jay Turpin
William Wake
Don Wells
Frank Westphal
Laurie Williams
William Wood

University of Calgary
Project Technology
Borland
Politecnico di Torino
University of Auckland
Worcester Polytechnic Institute
Independent Consultant
Agile Alliance
University of North Carolina
Sandbox Systems
Bell Canada
The Pragmatic Programmer
Bedarra Research Labs
Carnegie Mellon University
Politecnico di Torino
Microsoft
Intel
Independent Consultant
ExtremeProgramming.org
Independent Consultant
North Carolina State University
NASA

Sponsoring Institutions

Galaxy Class
Object Mentor
Microsoft
ThoughtWorks, Inc.
Valtech Technologies, Inc.

Star Class
ClearStream Consulting, Inc.
Rally Software Development
BrightSpot Consulting

Satellite Class
VersionOne
RADSoft

Media Partners
Software Development Magazine
DevTown Station
Integration Developer News
Java Developer’s Journal
Better Software Magazine
Linux Journal
Cutter Consortium
Extreme Programming and Agile Methods - XP/Agile Universe 2004
4th Conference on Extreme Programming and Agile Methods, Calgary, Canada, August 15-18, 2004, Proceedings
Zannier, C.; Erdogan, H.; Lindstrom, L. (Eds.)
2004, XIV, 238 p., Softcover
ISBN: 978-3-540-22839-4