

Student Benefits from Participating in a Global Software Development Project

Student:

Veronica Portas

veronica.portas@gmail.com

Pace University

Seidenberg School of Computer Science and Information Systems

One Place Plaza, New York, NY 10038, USA

Faculty:

Olly Gotel and Christelle Scharff

ogotel@pace.edu, cscharff@pace.edu

Pace University

Seidenberg School of Computer Science and Information Systems

One Place Plaza, New York, NY 10038, USA

Vidya Kulkarni

vkulkarni@cs.du.ac.in

University of Delhi

Computer Science Department

New Delhi, India

Long Chrea Neak

longchrea.neak@itc.edu.kh

Institute of Technology of Cambodia

Computer Science Department

Phnom Penh, Cambodia

Pace University Graduate Mentors: Suresh James, Kevin Lenihan and Aidan Renolds

Significance and Relevance of the Topic:

The significance of this proposed poster is that it focuses on how students learn how to work in globally distributed teams. Knowing how to work in teams is one of the most important aspects of developing high quality software. Learning about offshoring and outsourcing is also a very current topic for all students involved in technology-related degrees. The best way to learn about both of these topics is for students to actually experience these things first hand. Participation in a global software development project allows students to get a fuller understanding of the real world experiences they are likely to face.

Abstract:

A global software development project was undertaken by undergraduate students from Pace University for their capstone software engineering course in spring 2007. This project combined students from Cambodia and India with the Pace University students to design and build a software system for the Cambodian university. An online library system was required to replace an existing excel spreadsheet library system which was limited in the functionality it could provide. For example, the students from Cambodia could only see the author and the title of a book, so they were not able to get a description of the book's contents without taking the book out of the library to inspect (an overly paper-intensive task in itself). The new online system was to provide students with options to view details about the book and to build a scalable solution to cover other media that was provided by the library.

Pace University students were divided into two teams of four to complete this project. One team focused on gathering information about what the students from the Institute of Technology of Cambodia wanted from a new library systems and the other team focused on the librarian side of the problem. Each team had a project manager, a technical leader, a communication leader and a quality assurance leader. The teams had to separately create a requirements document for their aspect and then integrate these to provide the students from the University of Delhi with detailed information of the requirements needed to develop the database for the library – the back-end database design and development was to be outsourced to India. All of the documents for this project were disseminated on a Wiki (<http://atlantis.seidenberg.pace.edu/gsd2007>). This made access to up to date information about the project easy for all the students and professors involved.