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Nota di contenuto	Part Agile Development -- UX Design in Agile: A DSDM Case Study -- Agile Principles in the Embedded System Development -- Agile Software Development in Practice -- Part Agile Challenges and Contracting -- Technical Dependency Challenges in Large-Scale Agile Software Development -- How Can Agile and Documentation-Driven Methods be Meshed in Practice? -- Contracting in Agile Software Projects: State of Art and How to Understand It -- Part Lessons Learned and Agile Maturity -- Maturing in Agile: What Is It About? -- Why We Need a Granularity Concept for User Stories -- Part How to Evolve Software Engineering Teaching -- Self-organized Learning in Software Factory: Experiences and Lessons Learned -- Part Methods and Metrics -- Using Agile Methods to Implement a Laboratory for Software Product Quality Evaluation -- Software Metrics in Agile Software: An Empirical Study -- Part Testing and Beyond -- Visualizing Testing Activities to Support Continuous Integration: A Multiple Case Study -- Comparing a Hybrid Testing Process with Scripted and Exploratory Testing: An Experimental Study with Practitioners -- Part Lean Development -- Impediments to Flow: Rethinking the Lean Concept of 'Waste' in Modern Software Development -- Examining the Structure of Lean and

Agile Values among Software Developers -- Part Short Papers -- Agile Methodologies in Web Programming: A Survey -- How Many Eyeballs Does a Bug Need? An Empirical Validation of Linus' Law -- The Theory and Practice of Randori Coding Dojos -- Locating Expertise in Agile Software Development Projects -- Are Refactoring Practices Related to Clusters in Java Software? -- Social Contracts, Simple Rules and Self-organization: A Perspective on Agile Development -- Realizing Agile Software Enterprise Transformations by Team Performance Development -- A Test-Driven Approach for Model-Based Development of Powertrain Functions -- Part Experience Reports -- Archinotes: A Global Agile Architecture Design Approach -- Definition of Ready: An Experience Report from Teams at Cisco -- Specification by Example with GUI Tests - How Could That Work? -- Towards Agile and Beyond: An Empirical Account on the Challenges Involved When Advancing Software Development Practices.

Sommario/riassunto

This book contains the refereed proceedings of the 15th International Conference on Agile Software Development, XP 2014, held in Rome, Italy, in May 2014. Because of the wide application of agile approaches in industry, the need for collaboration between academics and practitioners has increased in order to develop the body of knowledge available to support managers, system engineers, and software engineers in their managerial/economic and architectural/project/technical decisions. Year after year, the XP conference has facilitated such improvements and provided evidence on the advantages of agile methodologies by examining the latest theories, practical applications, and implications of agile and lean methods. The 15 full papers, seven short papers, and four experience reports accepted for XP 2014 were selected from 59 submissions and are organized in sections on: agile development, agile challenges and contracting, lessons learned and agile maturity, how to evolve software engineering teaching, methods and metrics, and lean development.
