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	Autore	Sadowski Caitlin
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	Nota di contenuto	Part I: Introduction to Productivity -- Chapter 1. The Mythical 10x Programmer -- Chapter 2. No Single Metric Captures Productivity -- Chapter 3. Why We Should Not Measure Productivity -- Part II: Introduction to Productivity -- Chapter 4. Defining Productivity in Software Engineering -- Chapter 5. A Software Development Productivity Framework -- Chapter 6. Individual, Team, Organization, and Market: Four Lenses of Productivity -- Chapter 7. Software Productivity Through the Lens of Knowledge Work -- Part III: The Context of Productivity -- Chapter 8. Factors That Influence Productivity: A Checklist -- Chapter 9. How Do Interruptions Affect Productivity? -- Chapter 10. Happiness and the Productivity of Software Engineers -- Chapter 11. Dark Agile: Perceiving People as Assets Not Humans -- Part IV: Measuring Productivity in Practice -- Chapter 12. Developers' Diverging Perceptions of Productivity -- Chapter 13. Human-Centered Methods to Boost Productivity -- Chapter 14. Using Biometric Sensors to Measure Productivity -- Chapter 15. How Team Awareness Influences Perceptions of Developer Productivity -- Chapter 16. Software Engineering Dashboard: Types, Risks, and Future -- Chapter 17. The COSMIC Method for Measuring the Work-Output

Component of Productivity -- Chapter 18. Benchmarking: Comparing Apples to Apples -- Part V: Best Practices for Productivity -- Chapter 19. Removing Software Development Waste to Improve Productivity -- Chapter 20. Organizational Maturity: The Elephant Affecting Productivity -- Chapter 21. Does Pair Programming Pay Off? -- Chapter 22: Fitbit for Developers: Self-Monitoring at Work -- Chapter 23: Reducing Interruptions at Word with FlowLight -- Chapter 24: Enabling Productive Software Development by Improving Information Flow -- Chapter 25: Mindfulness as a Potential Tool for Productivity.

Sommario/riassunto	Get the most out of this Open Access foundational reference and improve the productivity of your software teams. This open access book collects the wisdom of the 2017 "Dagstuhl" seminar on productivity in software engineering, a meeting of community leaders, who came together with the goal of rethinking traditional definitions and measures of productivity. The results of their work, Rethinking Productivity in Software Engineering, includes chapters covering definitions and core concepts related to productivity, guidelines for measuring productivity in specific contexts, best practices and pitfalls, and theories and open questions on productivity. You'll benefit from the many short chapters, each offering a focused discussion on one aspect of productivity in software engineering. Readers in many fields and industries will benefit from their collected work. Developers wanting to improve their personal productivity, will learn effective strategies for overcoming common issues that interfere with progress. Organizations thinking about building internal programs for measuring productivity of programmers and teams will learn best practices from industry and researchers in measuring productivity. And researchers can leverage the conceptual frameworks and rich body of literature in the book to effectively pursue new research directions.