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Note generali	"First joint conference of the Software Process Workshop and the International Workshop on Software Process Simulation and Modeling (SPW/ProSim 2006)"--Pref.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Keynotes -- A Value-Based Software Process Framework -- Exploring the Business Process-Software Process Relationship -- Assessing 3-D Integrated Software Development Processes: A New Benchmark -- Ubiquitous Process Engineering: Applying Software Process Technology to Other Domains -- Process Tailoring and Decision-Support -- Dependencies Between Data Decisions -- Tailor the Value-Based

Software Quality Achievement Process to Project Business Cases -- Optimizing Process Decision in COTS-Based Development Via Risk Based Prioritization -- Process Tools and Metrics -- Project Replayer -- An Investigation Tool to Revisit Processes of Past Projects -- Software Process Measurement in the Real World: Dealing with Operating Constraints -- Evaluation of Project Quality: A DEA-Based Approach -- Process Management -- A Pattern-Based Solution to Bridge the Gap Between Theory and Practice in Using Process Models -- On Mobility of Software Processes -- Software Process Fusion: Uniting Pair Programming and Solo Programming Processes -- Towards an Approach for Security Risk Analysis in COTS Based Development -- COCOMO-U: An Extension of COCOMO II for Cost Estimation with Uncertainty -- A Product Line Enhanced Unified Process -- Process Representation, Analysis and Modeling -- Automatic Fault Tree Derivation from Little-JIL Process Definitions -- Workflows and Cooperative Processes -- Spiral Lifecycle Increment Modeling for New Hybrid Processes -- Definition and Analysis of Election Processes -- The Design of a Flexible Software Process Language -- Building Business Process Description and Reasoning Meta-model M bp in A-Prolog -- A Process-Agent Construction Method for Software Process Modeling in SoftPM -- Applying Little-JIL to Describe Process-Agent Knowledge in SoftPM -- Process Simulation Modeling -- Reusable Model Structures and Behaviors for Software Processes -- Organization-Theoretic Perspective for Simulation Modeling of Agile Software Processes -- Semi-quantitative Simulation Modeling of Software Engineering Process -- Process Simulation Applications -- Analysis of Software-Intensive System Acquisition Using Hybrid Software Process Simulation -- Simulation-Based Stability Analysis for Software Release Plans -- Exploring the Impact of Task Allocation Strategies for Global Software Development Using Simulation -- Users and Developers: An Agent-Based Simulation of Open Source Software Evolution -- Simulating the Structural Evolution of Software -- Experience Report -- An Empirical Study on SW Metrics for Embedded System -- Process-Family-Points -- Automated Recognition of Low-Level Process: A Pilot Validation Study of Zorro for Test-Driven Development -- Process Evolution Supported by Rationale: An Empirical Investigation of Process Changes -- Implementing Process Change in a Software Organization -- An Experience Based Study -- Practical Experiences of Cost/Schedule Measure Through Earned Value Management and Statistical Process Control.

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### Sommario/riassunto

This volume contains papers presented at the first joint conference of the Software Process Workshop and the International Workshop on Software Process Simulation and Modeling (SPW/ProSim 2006) held in Shanghai, P.R. China, on May 20-21, 2006. The theme of SPW/ProSim 2006 was "Software Process Change – Meeting the Challenge." Software developers are under ever-increasing pressure to deliver their products more quickly and with higher levels of quality. These demands are set in a dynamic context of frequently changing technologies, limited resources and globally distributed development teams. At the same time, global competition is forcing organizations that develop software to cut costs by rationalizing processes, outsourcing part or all of their activities, reusing existing software in new or modified applications and evolving existing systems to meet new needs, while still minimizing the risk of projects failing to deliver. To address these difficulties, new or modified processes are emerging, including agile methods and plan-based product line development. Open Source, COTS and community-developed software are becoming more popular. Outsourcing coupled with 24/7 development demands well-defined processes and interfaces

to support the coordination of organizationally and geographically separated teams. All of these challenges combine to increase demands on the efficiency and effectiveness of software processes.

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