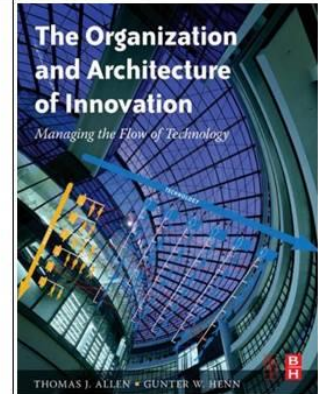
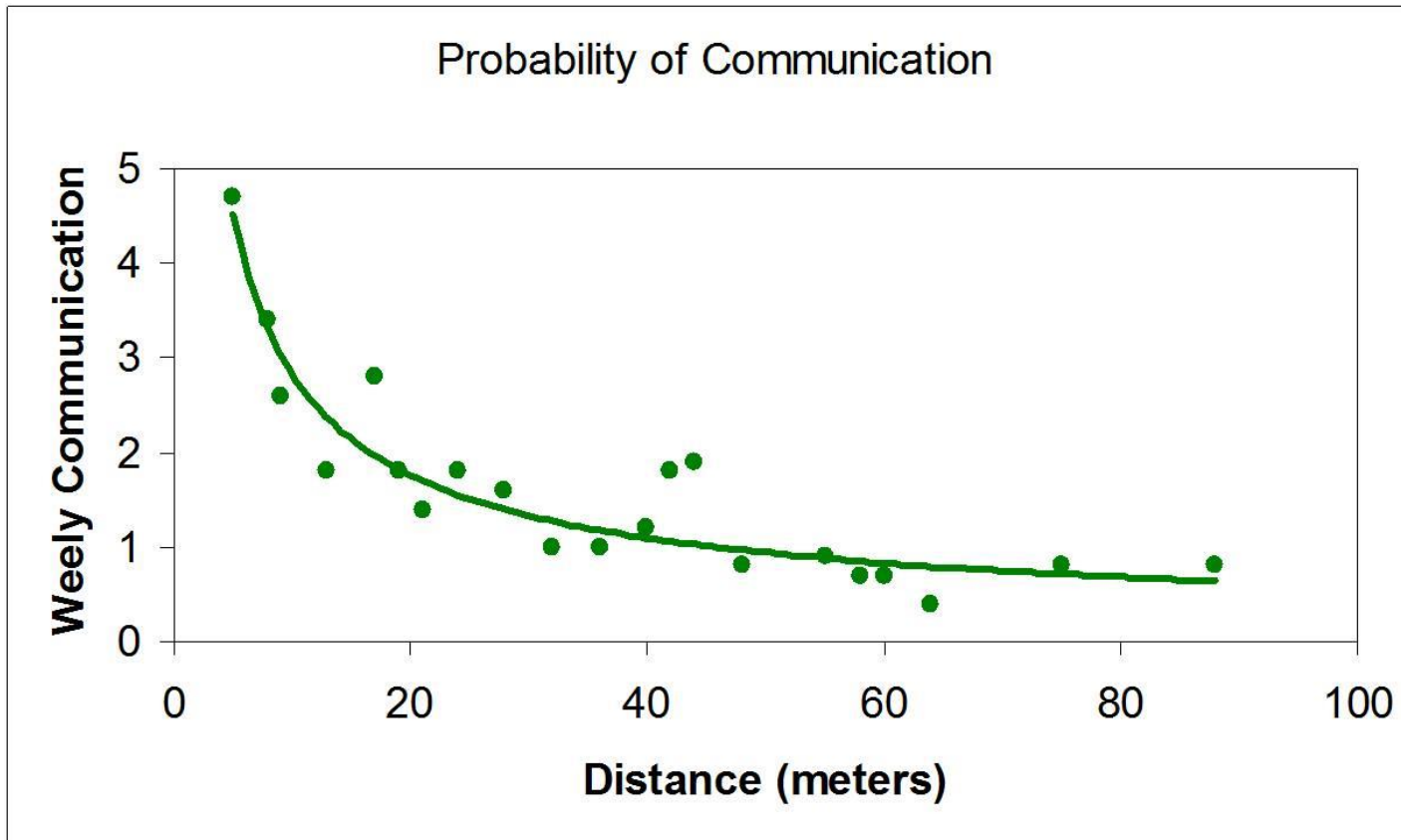


Academic and Industrial perspectives on distributed Agile delivery

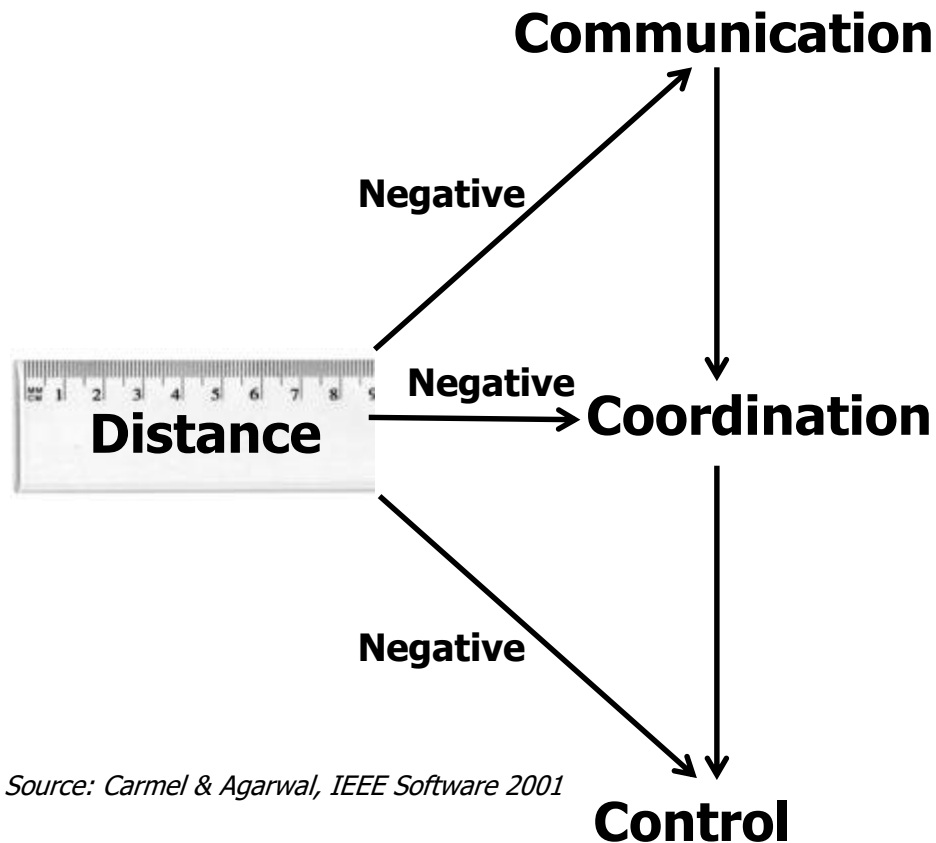
Rini van Solingen – professor in global software engineering
D.M.vanSolingen@tudelft.nl

Nothing beats single roof



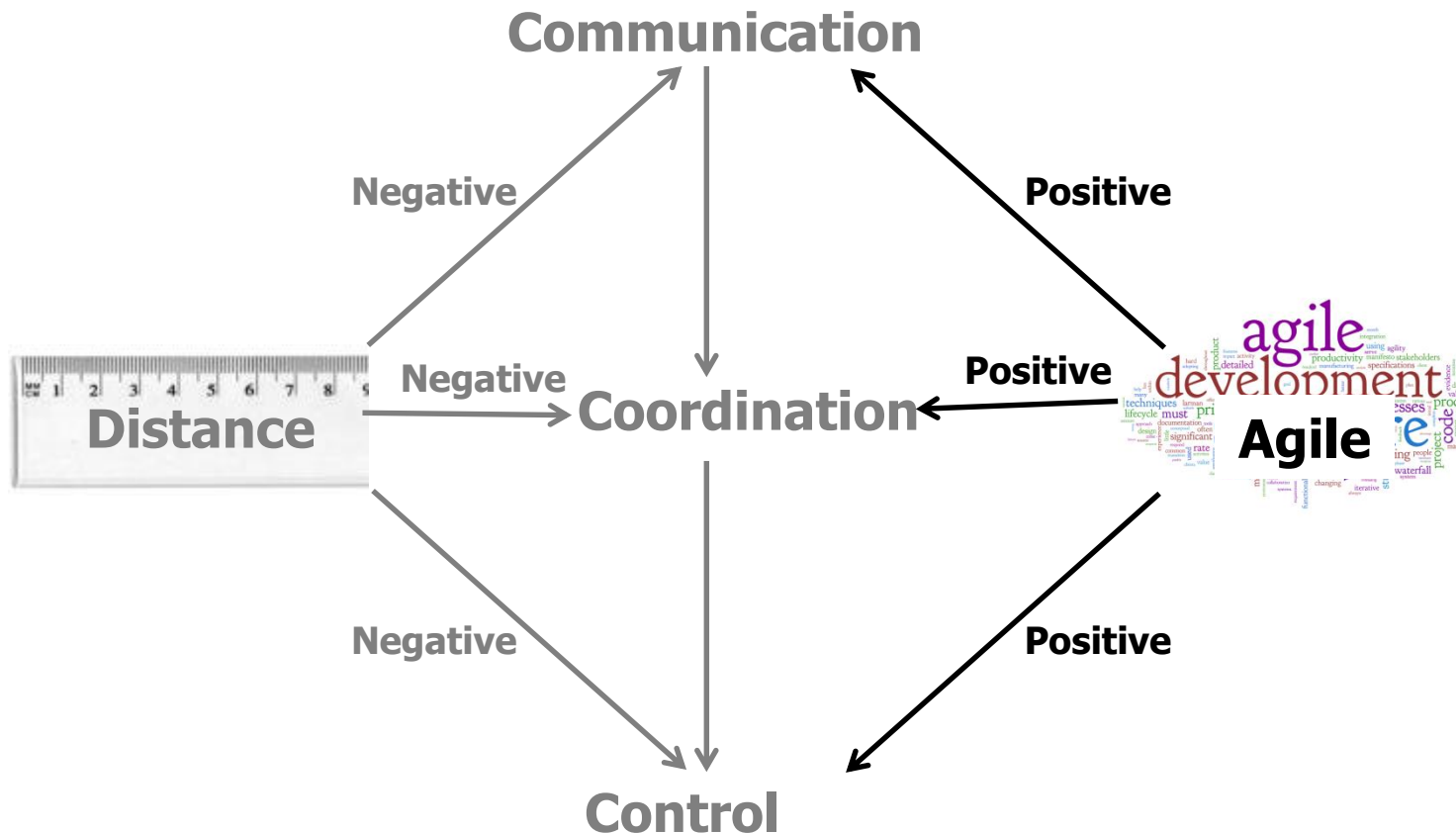
Source: TJ Allen, *The Organization and Architecture of Innovation*, 2007

Adding distance to sw-engineering

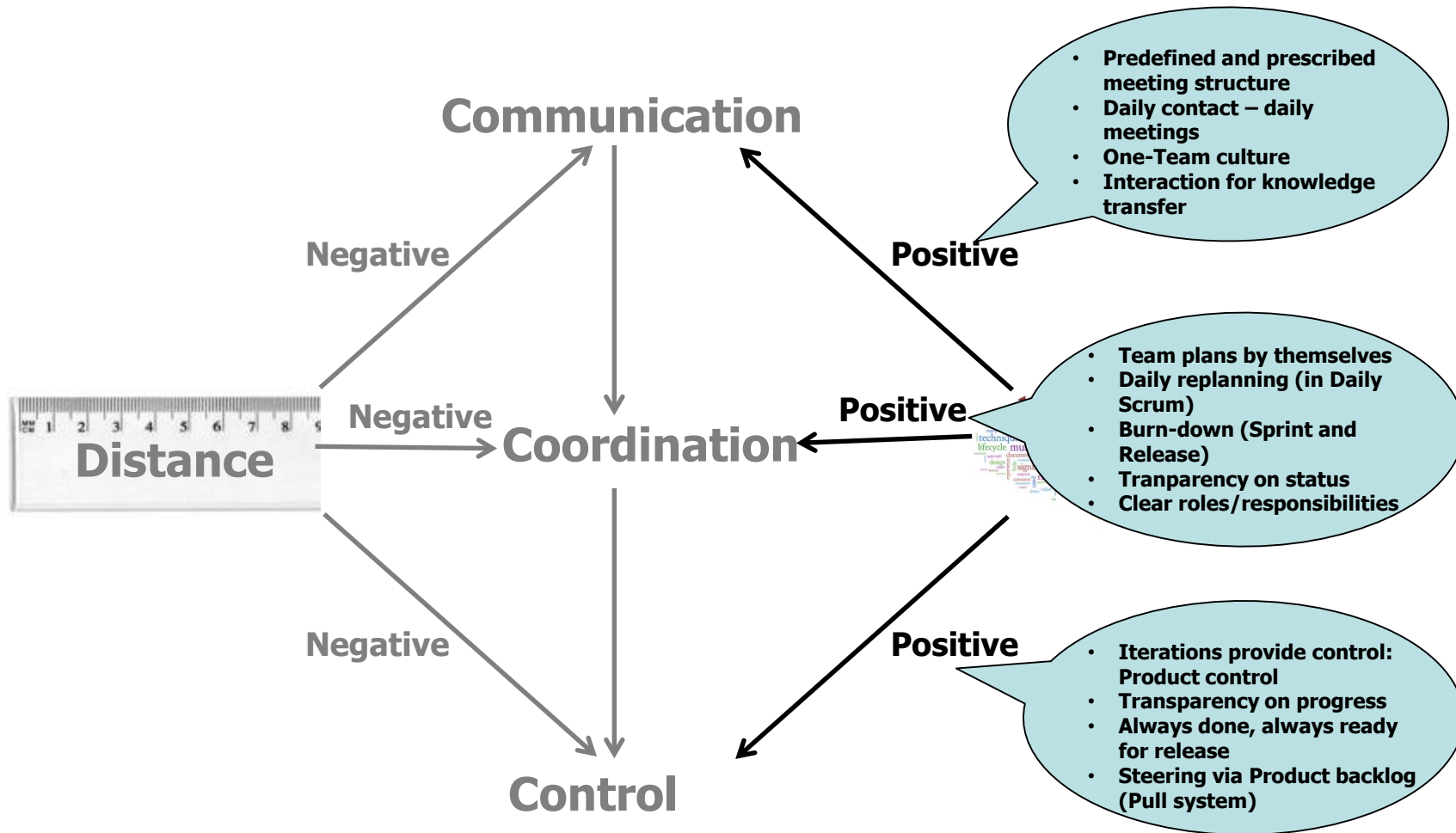


Source: Carmel & Agarwal, IEEE Software 2001

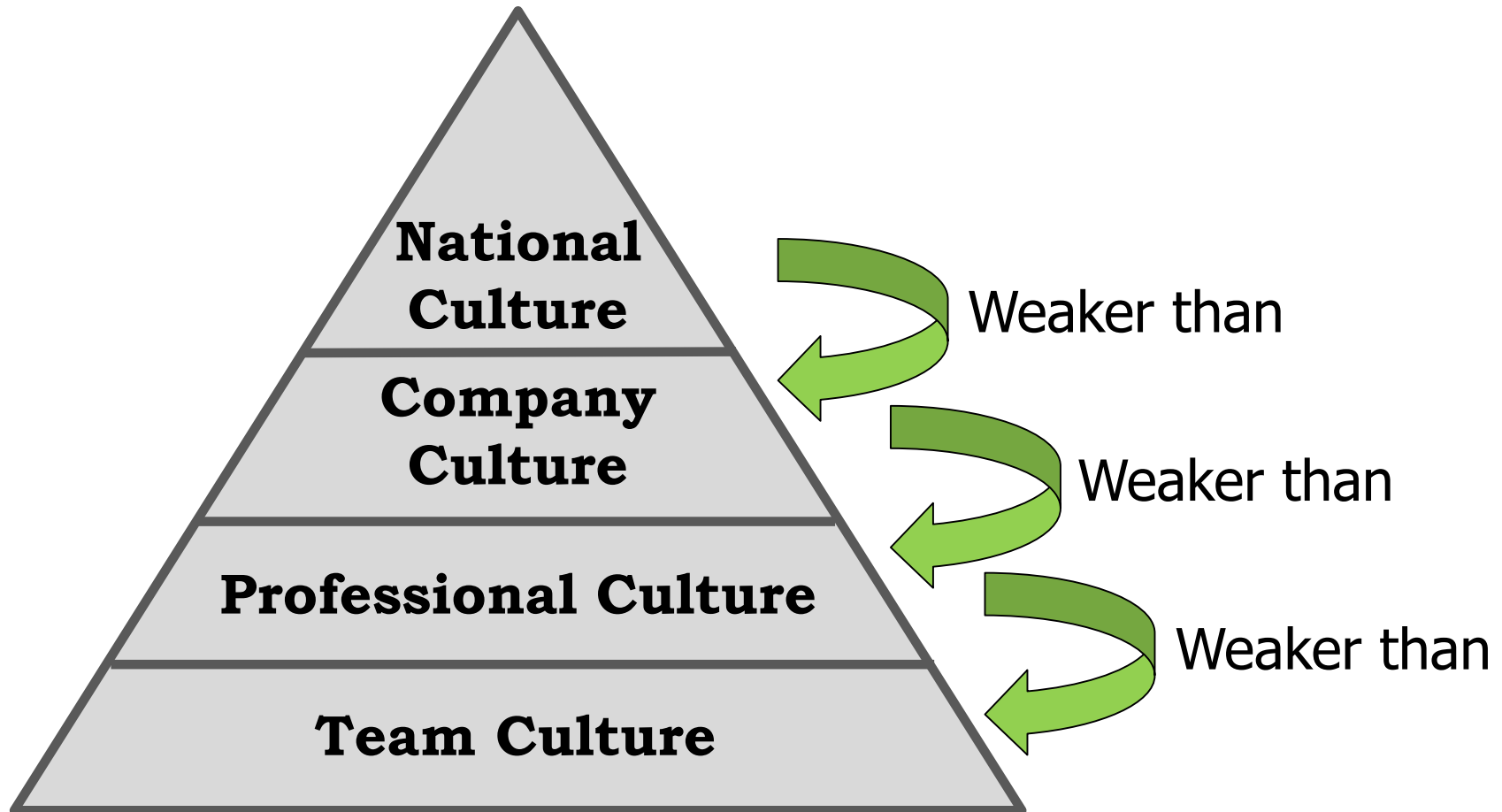
Adding Agile to distr. sw-engineering



Adding Agile to distr. sw-engineering



A hierarchy of culture types



Top-7 Lessons is GDSE

1. There is more distributed sw-engineering than you may think; it starts with **50 meters** walking
2. **Don't do it for the cost**, do it for value, expertise and growth; cost focus without benefit focus is gambling
3. Onboarding takes time, at least just as much as with own/onshore employees; **learning curves** deserve attention
4. If it does not work, **YOU are doing it wrong**. A huge BOK and best-practices are available; act as beekeeper, not as shepherd
5. **People development** needs to be included in the collaboration
6. **Culture** is the ideal scapegoat (but the person using it did not do his job)
7. If you work distributed, always work **short-cyclic** (read: start with Scrum)