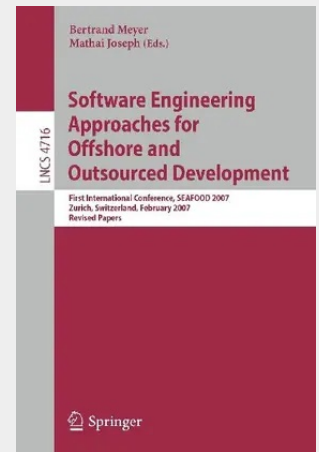


Software Engineering Approaches for Offshore and Outsourced Development

First International Conference, SEAFOOD 2007, Zurich, Switzerland, February 5-6, 2007, Revised Papers

SEAFOOD for Thought Headline-grabbing though it may be, the software industry's large-scale allocation of work to developing countries has not so far generated much technical analysis. Attention is usually limited to the possible political and economic consequences, in particular the fears of loss of employment in the West. The aim of the present volume is different. We recognize that offshore development is here to stay, and not just a result of cost considerations. It is – more accurately – a form of distributed development, relying on advances in communications to let the software industry, in our globalized world, benefit from the wide distribution of human talent. But it is also the source of a new set of challenges, to which accepted software engineering principles and techniques have not completely prepared us. Producing high-quality software on time and within budget is hard enough when the QA team is across the aisle from the core developers, and the customers across the street; what then when the bulk of the development team is across an ocean or two? The first SEAFOOD – Software Engineering Advances For Outsourced and 1 Offshore Development – conference (prompted by an earlier article) was an attempt not only to bring software engineering to outsourcing but also to bring outsourcing into the collective consciousness of the software engineering community. This is beneficial to both sides: successful outsourcing requires strong software engineering guidance, but research in the field must for its part account for the new world of software development.

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