What are the most common communication issues for remote teams using Agile in the daily meetings? How can they be improved?

COMP150 - Agile Essay Proposal

1507516

March 22, 2016

Agile methods requires constant effective communication of the development team in order to work well, as there are a wide range of communication options such as; video conferencing, telephone and remote desktop. This paper will address which method of communication will be most appropriate for game developers and the problems that occur with using such methods.

1 Introduction

As we are unable to meet up in person most days I decided to write an essay on methods that will help improve communication over a long distance, when the daily stand up meeting isnt possible.

References:

2 Main Body

3 Conclusion

References

- [1] S. Bhalerao and M. Ingle, "Analyzing the modes of communication in agile practices," in *Computer Science and Information Technology* (ICCSIT), 2010 3rd IEEE International Conference on, vol. 3, pp. 391–395, IEEE, 2010.
- [2] C. Scharff, S. Heng, and V. Kulkarni, "On the difficulties for students to adhere to scrum on global software development projects: preliminary results," in *Collaborative Teaching of Globally Distributed Software Development Workshop (CTGDSD)*, 2012, pp. 25–29, IEEE, 2012.
- [3] N. N. B. Abdullah, S. Honiden, H. Sharp, B. Nuseibeh, and D. Notkin, "Communication patterns of agile requirements engineering," in *Proceedings of the 1st workshop on agile requirements engineering*, p. 1, ACM, 2011.
- [4] P. Joshi, A. Aggarwal, and S. Goel, "Communication issues in agile methodology: A survey," *International Journal of Latest Research in Science and Technology*, vol. 2, no. 4, pp. 15–20, 2013.
- [5] I. Krasteva and S. Ilieva, "Adopting an agile methodology: why it did not work," in *Proceedings of the 2008 international workshop on Scrutinizing agile practices or shoot-out at the agile corral*, pp. 33–36, ACM, 2008.

- [6] L. Williams, "What agile teams think of agile principles," Communications of the ACM, vol. 55, no. 4, pp. 71–76, 2012.
- [7] S. Marjaie and U. Rathod, "Communication in agile software projects: Qualitative analysis using grounded theory in system dynamics," in Proc. Intl Conf. of the System Dynamics Society 2011, 2011.
- [8] S. Kumar, L. C. Ureel, and C. Wallace, "Agile communicators: Cognitive apprenticeship to prepare students for communication-intensive software development," in *Agile Conference (AGILE)*, 2015, pp. 71–75, IEEE, 2015.