Literature Review of Succes and Failure Factors of Agile Methodology in Building Social Media and Mobile Applications

*Note: Sub-titles are not captured in Xplore and should not be used

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***Index Terms*—component, formatting, style, styling, insert**

I. Introduction

This document is a model and instructions for LaTeX. Please observe the conference page limits.

II. Literture Review

A. Common Factors used in Agile Development of Mobile Apps

Through our research we have discovered that current software devolpment of both social media and mobile applications use an Agile approach due to its advantages during a long-term project. Agile development provides an iteterative approach that doesn't require an exstensive knowledge of all features currently used in the inital design. Agile is commonally described as a flexable software devolpment process. The success of an software application is defined by [2] how well the application meets the users needs and requirments. Therefore, most studies measure the Success or Failure of the factors that impact agile development through quantitative surveys that aim to determine the satisfaction of the users and intention of the application[1][5][9][10][11]. So far the factors that have been researched through quantitative reasearch based on their effect on production quality include Time-To-Market, Uncertentity, New-Product-Development-Process (NPD), Cost of Delay, Team Dynamics, Technologies, and Enviromental Factors. [3][9]

Team Dynamics

III. The Factor we are looking at

A. Common trends in research: technologies, assumptions, qantitative questions

B. Motivation

C. Gaps

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