

# **Impact of Developer Experience in the outcome of Software Projects**

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Science in Technology.

Espoo TBA

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**Sammandrag**

Sammandrag på svenska. Try to keep the abstract short. Abstract explains your research topic, the methods you have used, and the results you obtained.

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**Nyckelord** Nyckelord på svenska, temperatur

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## Preface

I want to thank Professor Pirjo Professori and my instructor Dr Alan Advisor for their good and poor guidance.

Otaniemi, Date to be announced

Anders Nylund

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## Thesis dictionary

DX Developer Experience

UX User Experience

# 1 Introduction

## 1.1 Motivation

Developers in software projects are in a crucial role when considering the success of software projects.

The same way as User Experience (UX) is considering the user of a system or tool, Developer Experience (DX) can be seen as the experience that developers have as users of a system. Here the system however includes the tools, frameworks, processes that the developer is the user of when developing software.

Developer experience has not been studied that much previously. There has been a doctoral thesis published about the topic recently [1]. In this thesis

DX has been studied previously, but is still lacking the focus

Currently a quick search for Developer Experience on google gives as a result mostly articles on how framework and library authors should consider their users (developers) experience with using the product (tool, library, framework). However, DX is something more and includes also the feelings and perceptions of the developers. In [2]

## 1.2 Research questions and problem

The research problem is finding out *How the developer experience in software projects can affect the outcome.*

Table 1: The research questions

- RQ 1** How is Developer Experience defined in software projects?
- RQ 2** What aspects of Developer Experience are currently being considered in software projects? What aspects of Developer Experience do developers see as valuable?
- RQ 3** Can the results of software projects be improved by investing in a better developer experience?

## 1.3 Scope and focus

## 1.4 Structure of the thesis

1. Background and literature review



## **2 Background and literature review**

This section includes the background and literature review of the topic. The background of the topic should be covered equally from all points of view.

### **3 Research material and methods**

What material will be used in the reserarch and what methods/methodologies will be used to study the problem. What kind of approach to research will be used in the thesis.

## 4 Results

Answer the research questions and problem.

### 4.1 Validity of results

Tässä osassa on syytä myös arvioida tutkimustulosten luotettavuutta. Jos tutkimustulosten merkitystä arvioidaan »Tarkastelu»-osassa, voi luotettavuuden arviointi olla myös siellä.

## 5 Summary

## 6 Conclusions

## References

- [1] F. Fagerholm. *Software Developer Experience : Case Studies in Lean-Agile and Open Source Environments*. PhD thesis, 2015.
- [2] F. Fagerholm and J. Münch. Developer experience: Concept and definition. *CoRR*, abs/1312.1452, 2013.