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Over the past decades software development has shifted towards a more agile management. A program is treated as interconnected components, which teams can more easily develop independently from other teams in the company. However inter team communication, (or the lack of) can severely hamper productivity.

1 Recomposition: Coordinating a Web of Software Dependencies

glossary

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composition — the components/units linked together in a system recomposition — assembling components into a software product decomposition — disassembling software into its constituent components
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2 Slack me if you can!: using enterprise social networking tools in virtual agile teams

Paper based on technical surveying in Telenor and DNV. That is Telenor infrastructure maintenance work, and DNV on-ship equipment maintenance.

Problems with conventional mobile devices:

- Two hands input
- No place to keep/put device
- Visual attention required

Solution: MOTILE

- Little or no visual attention required
- Voice feedback
- 4 physical buttons
- Always connected to network
- Thin client, offload work to server.

To me MOTILE was destined to fail. Interacting with only four buttons is too ineffective, slow, and unintuitive. It relies on a stable internet connection which in the early 2000's meant WIFI, and that is too limited in coverage. The voice synthesized feedback was a novel idea, but understanding what an early 2000's voice synthesizer says isn't always easy, it is also very slow having things read out compared to looking and understanding immediately.