

# Administrivia (Week 8, June 28<sup>th</sup>)

- Project interim demos/presentations today
- Group Pairs / Feedback
- Project interim reports due tomorrow (and peer evaluation – see GitHub for forms)
- Project formats – markdown rather than pdf?
- Digital workshop discussion/your feedback
- Next workshops discussion of what is to come

# Next workshop!

- Future of work July 5<sup>th</sup>
  - Ying, Andreas, Jon, Matti and Kira are co-organizers
  - Everyone else please do the readings (and dig more) and blog before the workshop as usual
  - Draft agenda is on the schedule page (updating it later today)
  - Activity: Predict the future (you may want to think about that as you blog!)
  - Guest speaker on Organizational Behaviour

# Future workshops!

- War stories in CSCW, July 12<sup>th</sup>
  - Co-organizers: Leon, Hamzah, Lucas
- The role of data on collaborative software engineering, July 19<sup>th</sup>
  - Co-organizers: Nathan, Liam, Francisco, Jian
  - Guest speakers are lined up already 😊
- ***Want to help with “War Stories”?!  
Let me know today.***

# Today!!!! Group pairs

- Smithers, Team Grad
- Team builder Bot, Slacketing Bot
- Substance ID, Detoxit
- Bug bounty, Fish
- VR Translator Bot, MR Home

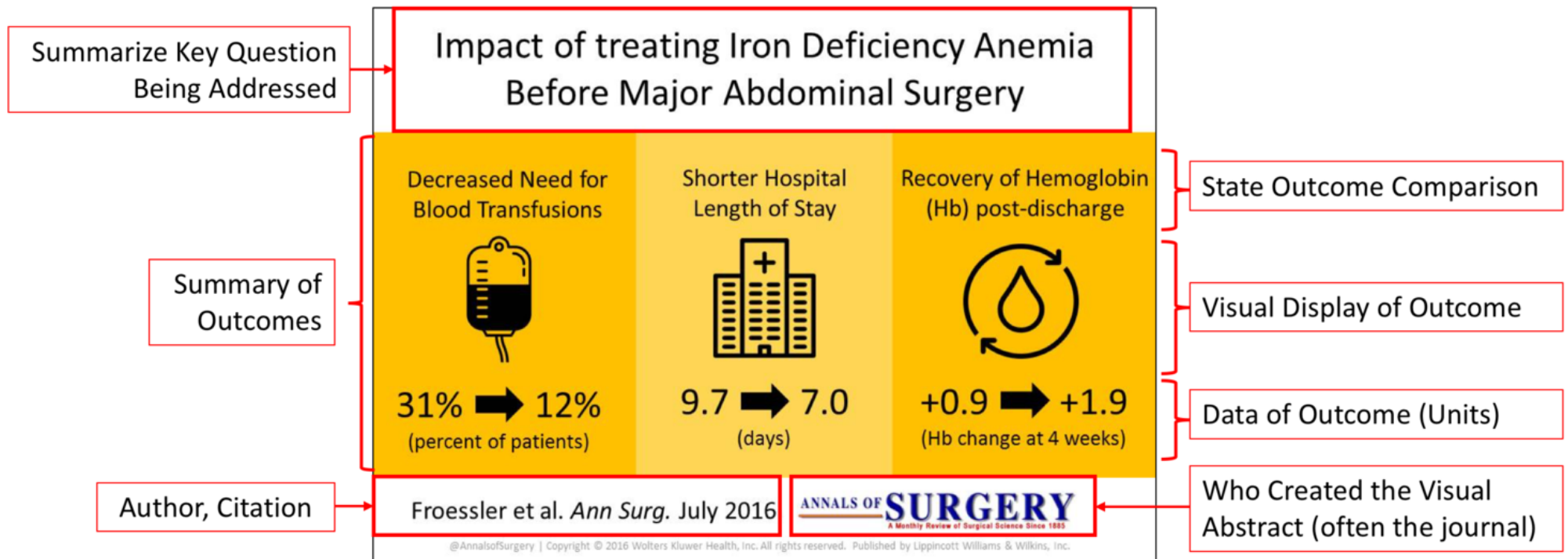
# Project feedback format

- Each team will present [up to 10mins]
- Up to 2 mins for clarification questions/feedback – we will also use Slack (please help with formatting!)
- Then each team will meet to discuss the feedback they will give to the other team (see next slide) [10mins]
- Then the pairs of teams meet to give each other their feedback and to clarify/update the visual abstract (hand these in) [20mins]
- Add some notes to Slack of one or more things you may change (if any) based on your feedback along with a picture of your VA [10min]

# Project feedback: What is the nature of the “contribution”?

- An alternative way to think of research to McGrath (which focused on Method) is to think about the contribution made:
- Formal theory (we don't have any of these)
- Explanatory theory (a couple may look more like this...)
- Design Science

# COMPONENTS OF AN EFFECTIVE VISUAL ABSTRACT

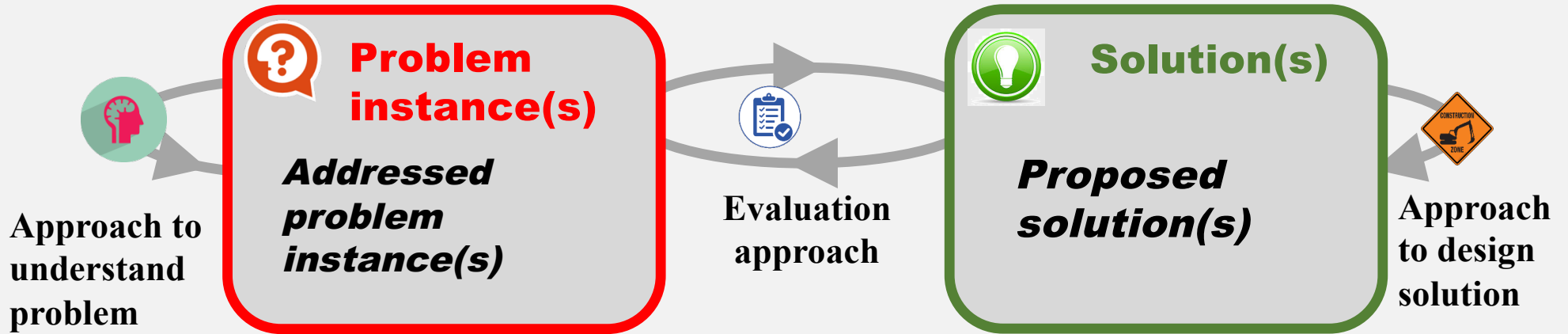


<https://www.surgeryredesign.com/resources/>

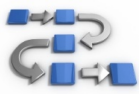


*(Socio)Technological rule or the Takeaway in this form:*

To achieve an *effect* in a *situation* apply this *intervention*



***Problem relevance***



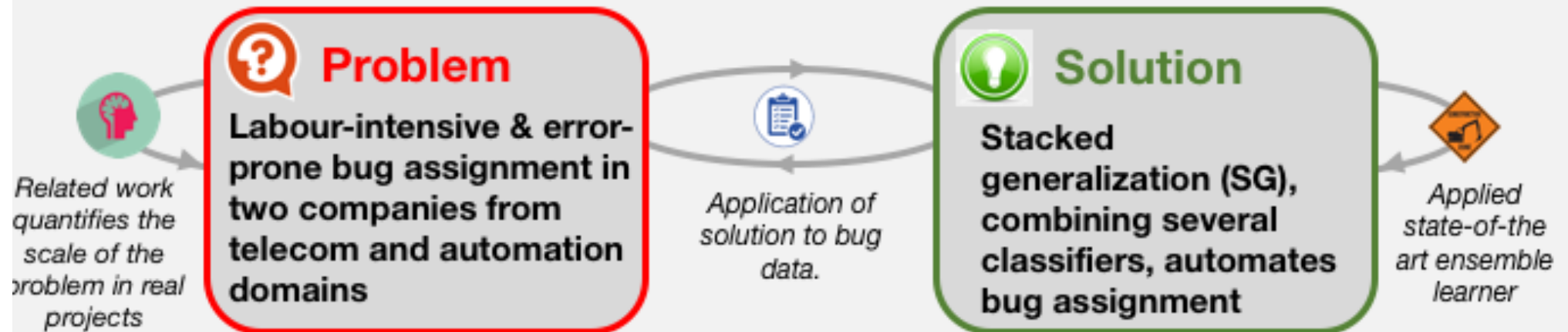
***Scientific rigor***



***Novel contributions***



To achieve **more effective assignment of bugs to teams in large scale industrial contexts** use **ensemble-based machine learning to automate bug assignment**



Problem observed in real projects: Eclipse Platform (Anvik & Murphy 2011), Mozilla foundation (Bhattacharya et al. 2012), and at Ericsson (Jonsson et al. 2012). Evaluated on data from Telecom and Automation domains.



Evaluated in 5 real projects across 2 companies/domains, on 50 k bug reports, using K-fold cross-validation and sliding window validation.



Precision in automated bug assignment on par with manual (50-89%), which makes it useful in practice, saving cost and time. SG outperforms individual classifiers. When training SG, aim for at least 2,000 bug reports in the training set. Relying only on K-fold cross-validation is not enough to evaluate automated bug assignment.

# So think about...

- Is it clear which problem is being addressed?
- What is the solution?
- Does the solution address the problem or some problem instance?
- Is the problem relevant? Are you convinced it is a problem?
- What is new (what else is out there)?
- Is the evaluation/problem understanding step(s) they discuss/propose rigorous?