

Software languages: designing for ...?

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Differences are important



Gender diversity *positively* affects productivity and *does not influence* turnover

Bogdan Vasilescu, Daryl Posnett, Baishakhi Ray, Mark van den Brand, Alexander Serebrenik, Premkumar Devanbu, Vladimir Filkov

2015 ACM CHI Conference on Human Factors in Computing Systems



Tenure diversity *positively* affects both productivity and turnover

Empir Software Eng (2014) 19:955–1008
DOI 10.1007/s10664-013-9244-1

On the variation and specialisation of workload—A case study of the GNOME ecosystem community

Bogdan Vasilescu · Alexander Serebrenik · Mathieu Goeminne · Tom Mens

Information and Software Technology 51 (2009) 627–639



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Information and Software Technology

journal homepage: www.elsevier.com/locate/infsof



How do personality, team processes and task characteristics relate to job satisfaction and software quality?

Silvia T. Acuña^a, Marta Gómez^{b,*}, Natalia Juristo^c

Differences affect acceptance of our designs



Illustration of a man and a woman in starting positions, suggesting a race or competition.

WordPress

Drupal

Engage for longer

Controlling length of engagement: no sig diff #questions, #answers

Women can contribute to SO but choose not to!

stack overflow sample

Technische Universiteit Eindhoven

Software
Languages
are designed too!

Design for everybody?

Reined van Meerten, civil servant at the Amsterdam municipality:

access will be extremely public-friendly,
so that computer illiterates can participate too

Jeff Atwood, founding father of StackOverflow:

<...> for developers, **it is not for everybody**, it is for developers you know who have technical questions and things they are looking at.

Design for everybody?

Reineke van Meerten, civil servant at the Amsterdam municipality:

~GPL

access will be extremely public-friendly,
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~DSL

Jeff Atwood, founding father of StackOverflow:

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Design for...?

Félice Rodriguez, programmer of DDS:

What users themselves want? {laughing}
Well . . . the system of course was not built
because people wanted it so badly; the
system is built because **we** thought <...>

Jeff Atwood, founding father of StackOverflow:

<...> putting the information that works for **me**,
right **personally**, like things **I**'m interested in but
also at the level when it is helping other people
and they can contribute

I-DESIGN

I-DESIGN



Participatory
techniques

1. Are differences between the SL users **recognised** by the SL designers?
2. **Should** the differences between the SL users be taken into account by the SL designers?
3. Have you applied **participatory techniques** when designing SL?
How did it go?