PWL # 6:

"Overcoming Barriers to Self-Management in Software Teams"

Moe, Nils Brede, Torgeir Dingsøyr, and Tore Dybå. IEEE Software 26, no. 6, 2009

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 - an interactive process involving all the members and not only a single person



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 - organizational structure

The authors conducted the studied in three different companies

Teams and data collection sources

	Number of developers	When was agile introduced?	Team number	Team size	Project length (mos.)	Number of interviews	Number of observations
Company A	16	At the beginning of the projects	1	6	11	12	75
			2	6	12	12	45
Company B	50	In the middle of the projects	3	7	20	13	9
Company C	150	In the middle of the projects	4	8	30	11	10
			5	7	30	10	10

Organizational-level barriers

Team-level barriers

Individual commitment
Individual leadership
Failure to learn

Shared resources Organizational control Specialist culture

• Individual goals over team goals

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- Infective meetings which led to lower commitment

Individual leadership

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- Communication problem

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- Impression management → "groupthink"

Shared resources

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- Unplanned tasks

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- Lack of commitment to team plan

Organizational control

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- Teams tried to have some kind of control over each other
- Team members reported false informations

Specialist culture

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Specialist culture

- Organization support for specialist culture, instead of a generalist one
- Focus on role
- Culture of code ownership



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