

#1

- QUALITATIVE METHODS

(THEORY)

- STATS

- NETWORKS

- BLOG / SLACK CH. / REDDIT / Q&A
on SSE STUFF

BUT WHAT ARE
THE QUESTIONS??
IN SSE

/ GITHUB
to collect clone
material
/ clone recordings
/ shared GOOGLE SLIDES

Q: HOW BIG CAN A SW.
TEAM GET & STILL BE
FUNCTIONAL ??

Q: WHAT'S PROGRAMMING
LIKE IN 20Y?

Q: LEARN TO PROGRAM
OR JUST SEARCH
STACK OVERFLOW?

Q: TO SOCIAL BOT OR NOT?

Q: WHAT SW. DEV

WILL LOOK LIKE IN 20Y?

Q: WHAT INFRASTRUCTURE

DO WE NEED FOR

EVERYBODY TO BE A PROGRAMMER?

Q: HOW CAN WE

CONCEPTUALIZE

STRUCTURE AT DIFFERENT
LEVELS?

Q: HOW TO TEACH A DEV

— TO BE A BETTER DEV

Q: WHAT'S THE LIMIT OF

TECH SPEED FOR DEVS

TO DEAL WITH IT EFFECTIVELY?

#2)

Q: IS THERE A TOOL WE
CAN BUILD TO

FOSTER MERITOCRACY

IN SW. DEV. (e.g. blinded
pull requests)

Q: TOOLS TO
LOWER ENTRY BARRIERS
TO "CASUAL" PROGRAMMING.

Q: ~~EXPLOIT~~ EXPLOIT COLLECTIVE
KNOWLEDGE FROM REPOS

Q: SOCIAL BARRIERS IN SOCIAL
SOFTWARE (e.g. REPUTATION
BOOTSTRAP
PROBLEM)

Q: SLOW-ECONOMICAL THEORIES
FOR MODELING PURPOSES.