

# Call for Papers: Stakeholder Involvement in Agile Development

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**Full Day Workshop at NordiCHI 2016 – Monday 24<sup>th</sup> of October, 2016**

## **Organizers:**

Marta Larusdottir, Reykjavik University, [marta@ru.is](mailto:marta@ru.is)

Åsa Cajander, Uppsala University, [asa.cajander@it.uu.se](mailto:asa.cajander@it.uu.se)

Amanda Jane Gregory, University of Central Lancashire, [AJGregory@uclan.ac.uk](mailto:AJGregory@uclan.ac.uk)

Gilbert Cockton, Northumbria University, [gilbert.cockton@northumbria.ac.uk](mailto:gilbert.cockton@northumbria.ac.uk)

Dina Salah, Sadat Academy, [dina.salah.nasr@gmail.com](mailto:dina.salah.nasr@gmail.com)

Kati Kuusinen, University of Central Lancashire, [KKuusinen@uclan.ac.uk](mailto:KKuusinen@uclan.ac.uk)

Gerolf Nauwerck, Uppsala University, [Gerolf.nauwerck@it.uu.se](mailto:Gerolf.nauwerck@it.uu.se)

Agile software development processes (Agile), have become de facto standards for software development practice. Scrum, the most commonly used process, focuses on delivering functioning software early and continuously, and emphasizes speed, communication and developer collaboration in the software development process (Schwaber, 1995). The Agile ethos, as exemplified in the Agile Manifesto (Beck et al. 2001), acknowledges that software development is not solely a technical endeavour, hence it requires input from a range of stakeholders outside the technical sphere. This workshop elicits practical and theoretical research regarding stakeholder involvement in Agile.

**For further information on the workshop organization and the organizers see:**

<https://stakeholdersinagile.wordpress.com/>

## **1. Objectives of the Workshop**

The overall objective of this workshop is to provide a venue for practitioners and researchers, from within and outside of HCI, to begin to shape the future of stakeholder involvement in agile software development (Agile). By Agile we mean for example: Scrum, Kanban, XP, DSDM, Lean software development, Continuous software development. The stakeholders we focus on in this workshop are: 1) Users, 2) Agile managers (e.g. Product Owners, Scrum Masters, Project Managers), 3) Team members including designers and 4) Customers, clients or in-house managers (those who pay, but are not users of the system). There could be other stakeholders defined in software development like: executive managers and other external stakeholders (e.g. legislators, industry bodies, auditors, financial backers), but the discussions in this workshop will focus on the four groups above. Still position paper could include all stakeholders.

The workshop has three objectives:

1. Identify challenges for stakeholder involvement in Agile.
2. Discuss and evaluate existing strategies for coping with the challenges for stakeholder involvement in Agile.
3. Discuss future trends for studying and improving stakeholder involvement in Agile.

## **2. Information for Participation**

This workshop is aimed at both academia and industry (e.g., academic or industrial researchers, graduate students, designers, developers, project managers), where the experience from Agile and stakeholder involvement may vary along with people's backgrounds and areas of specialization or expertise.

The workshop will be an excellent forum for practitioners and researchers to gain better understanding of the challenges for involving stakeholders in Agile. Additionally, the workshop will be a good forum for practitioners and researchers to collaborate on defining strategies to meet the challenges described and shape the future trends of research on stakeholder involvement.

Potential participants are asked to submit 2-6 page position papers in the ACM SIGCHI format – for long papers (not the extended abstract format) see:

<http://www.sigchi.org/publications/chipubform>

The position papers should describe the authors' view on one/any the topics of the workshop, which are the following:

- Success stories, best practices, case studies and work-in-progress relevant to stakeholder involvement in Agile.
- Challenges and/or strategies for involving stakeholders in Agile.
- Values and perspectives underpinning stakeholder involvement in Agile.
- Stakeholder involvement in Agile in different domains such as the games industry, healthcare, and safety critical systems.

- Stakeholder involvement in Agile in different stages or phases of the projects, for example inception or deployment phase.
- Managing and responding to stakeholder's feedback from using products/services.
- Additionally, we are open to other topics related to stakeholder involvement in Agile.

A program committee will review submissions based on quality, originality, and their potential contribution to achieving workshop goals. We expect to include 15-25 participants (to be able to collaborate and discuss effectively during the workshop). Accepted papers will be made available on the workshop website prior to the workshop.

### **3. The Workshop Schedule**

Each accepted paper will be presented for 10 - 15 minutes followed by group discussions on that paper for 10 - 15 minutes. During the paper presentations and discussions, participants will be asked to write challenges for involving stakeholders and strategies to meet those challenges on two colors of post-it notes (one color for challenges and one for strategies - one note per issue). After each paper presentation the post-it notes will be put on the wall, which will provide a feeling of achievement and collaboration. The workshop schedule is as follows:

#### **9:00 - 9:30 Introduction**

Presentation of workshop organizers and participants. Outline of activities during the workshop. Stakeholder roles are given to the participants so that they are given one of the following roles: Users, Team, Agile Managers (eg. POs, Scrum Masters), Clients (customers or in-house management).

#### **9:30 - 10:15 Sharing of Experiences Part I**

The accepted position papers will be presented (approx. 10 minutes per presentation). After three presentations, participants have a particular role will sit in their group and discuss challenges and strategies for their role in the situation described in the papers presented for around 15 min.

#### **10:15 - 10:45 Coffee break**

#### **10:45 - 12:15 Sharing of Experiences - Part II and III**

Same as above

#### **12:15 - 13:15 Lunch**

#### **13:15 - 14:00 Sharing of Experiences Part IV**

#### **14:00 - 15:00 Mixed Group Discussions**

New groups will be formed with one representative from each previous group present to discuss challenges and strategies that the roles in the group have.

#### **15:00 - 15:30 Coffee break**

#### **15:30 - 16:30 Mixed Group Discussions on Future Trends**

Mixed group discussions on future trends. The groups will describe the three most interesting future trends on a poster.

#### **16:30 - 17:00 Poster Mingling and Wrap-up**

Mingling in the room to see posters on future trends, workshop evaluation, and discussion about possible collaborations in the future.

At the end of the workshop, the participants will be divided into two groups for making affinity diagrams of the challenges and strategies found in the workshop.

Depending on the nature of workshop contributions, findings from the workshop will be updated, extended and published as either as an overview report or special issue in an HCI journal. We also plan to create an e-mail discussion list to continue the discussion. More broadly, we aspire to create a community of HCI and agile professionals interested in the challenges of stakeholder involvement in Agile and hope that this workshop and subsequent activities will spark a conversation within the community about how to shape the future of this theme.