ThailandSPIN
Software Process Improvement Network

ทำอย่างไรให้ประสบความสำเร็จกับการพัฒนาซอฟต์แวร์?

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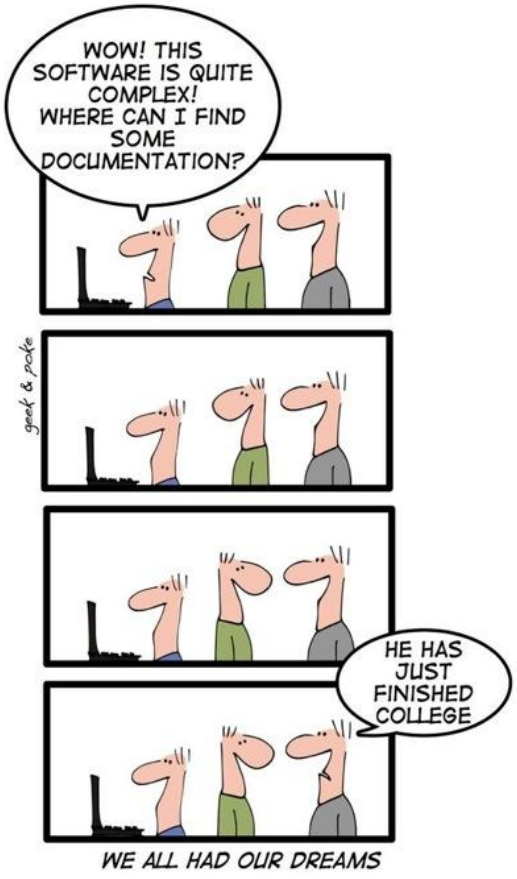
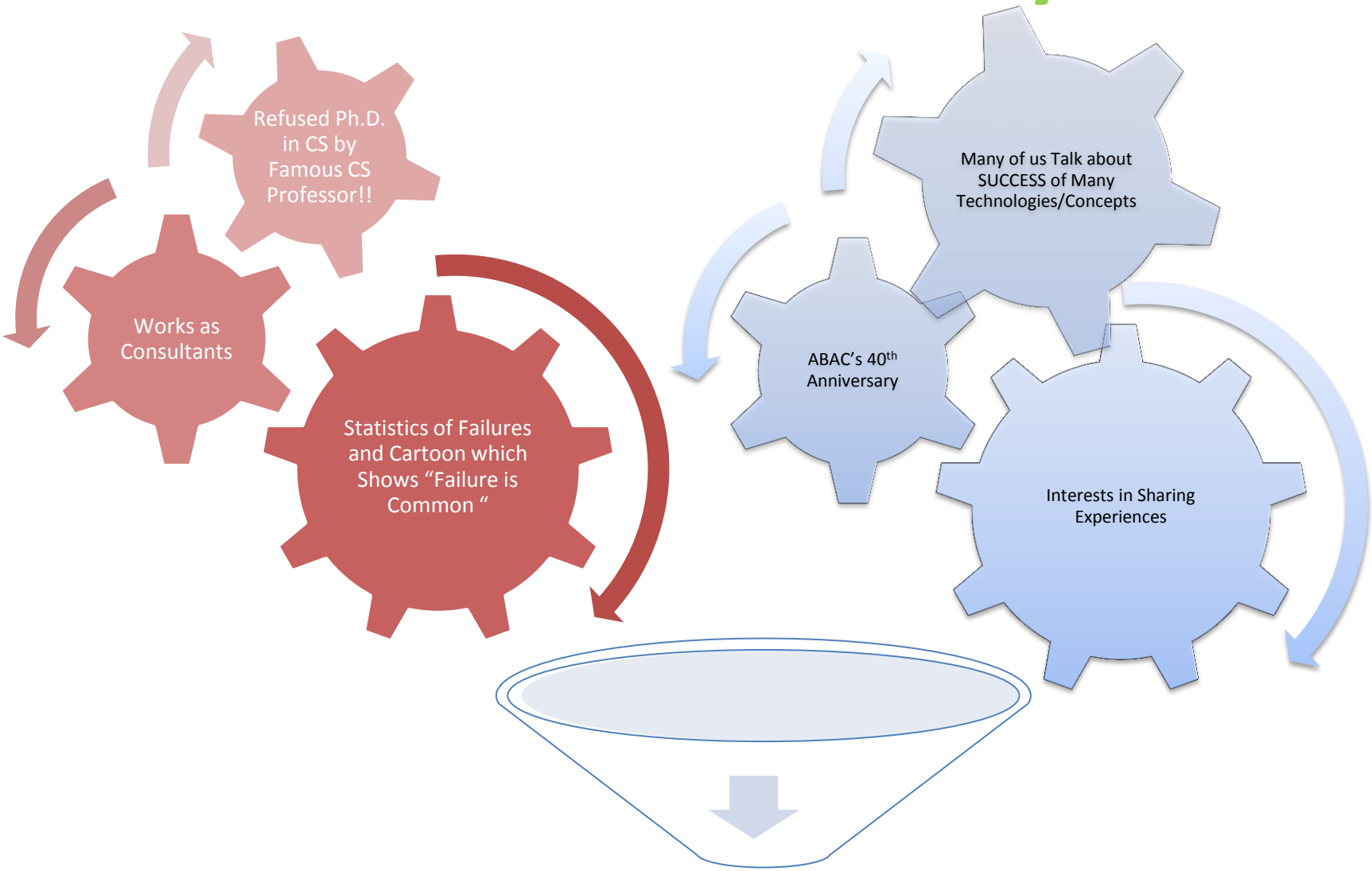


From Then To Today!!



Our Series of Seminars

- Problems in ***Gathering Requirements***
- Problems in *Analysis and Design*
- Problems in *Coding*
- Problems in *Testing*

What will happen today?

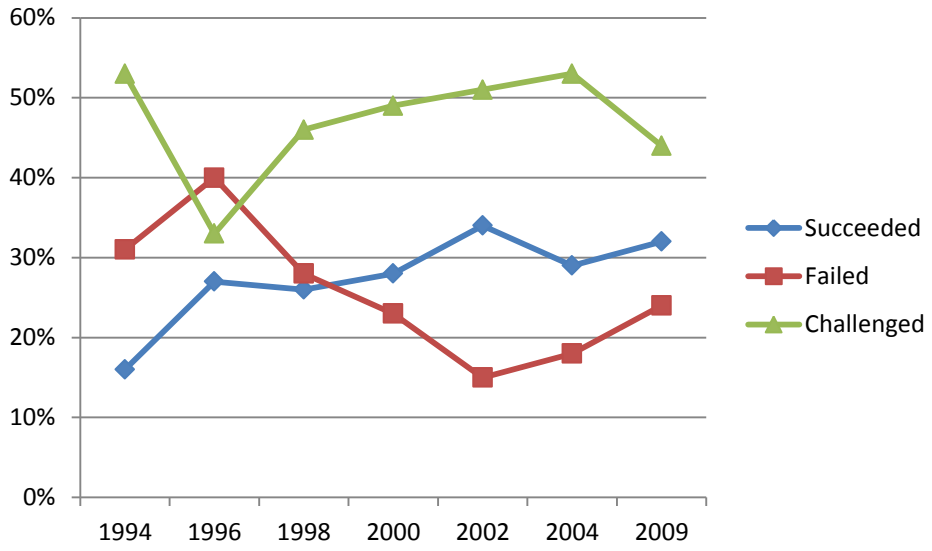
- 15 mins introduction to WHY we are here?
- Discussion with practitioners on "*Issues in Gathering Requirements*"
- Conclusion

Problems in Software Development:
Learning from Experiences

Some Statistics

http://www.galorath.com/wp/software-project-failure-costs-billions-better-estimation-planning-can-help.php

Oxford University Regarding IT Project Success (Saur & Cuthbertson, 2003)
Successful: **16%**
Challenged: 74%
Abandoned: 10%



Standish Chaos Reports

British Computer Society: The UK public sector spent an estimated 12.4 bn. on software overall spend on IT about 22.6 Billion British Pounds (Jaques, 2004)
Successful: **16%**
Failure Costs Tens of Billions of British Pounds in the European Union

More Statistic..

From Bob Lawhorn presentation on software failure March 2010

- Poorly defined applications (**miscommunication** between business and IT) contribute to a **66%** project failure rate, costing U.S. businesses at least $30 billion every year (Forrester Research)
- **60% – 80%** of project failures can be attributed directly to **poor requirements gathering**, analysis, and management (Meta Group)
- 50% are rolled back out of production (Gartner)
- **40%** of problems are found by **end users** (Gartner)
- 25% – 40% of all spending on projects is wasted as a result of re-work (Carnegie Mellon)
- Up to 80% of budgets are consumed fixing self-inflicted problems (Dynamic Markets Limited 2007 Study)

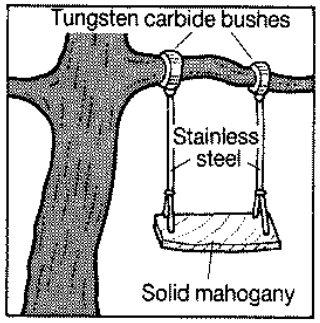
http://www.galorath.com/wp/software-project-failure-costs-billions-better-estimation-planning-can-help.php

Risk: Software Development vs. Casino

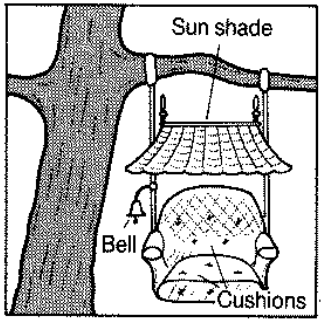
.. actually – your odds are better in vegas – according to forester, **70% of all development projects fail** because they are **not accepted by the end user** of the product..

http://anthonyfranco.wordpress.com/2009/02/08/how-to-guarantee-software-project-failure/

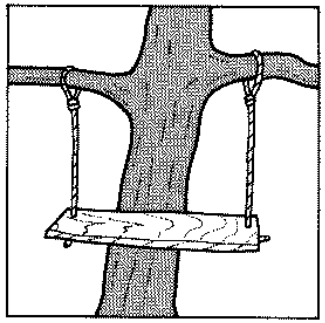
COMMON Problems in Software Development

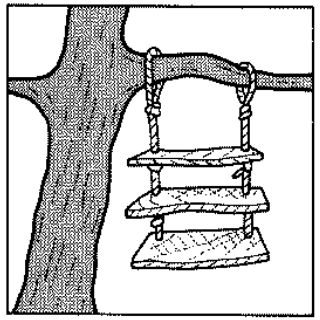


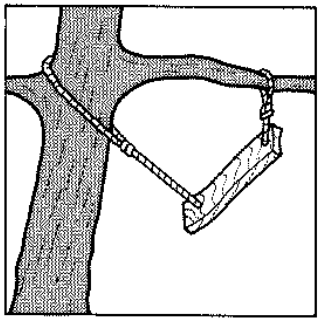
What Product Marketing specified

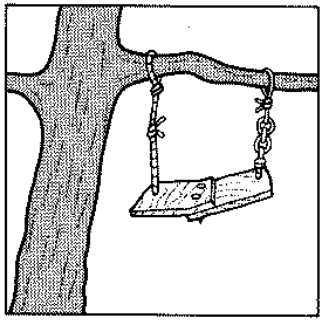


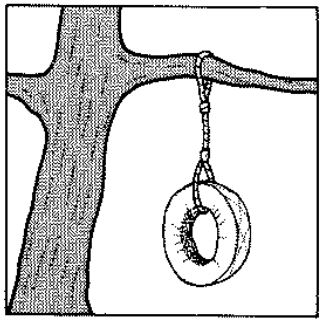
What the salesman promised

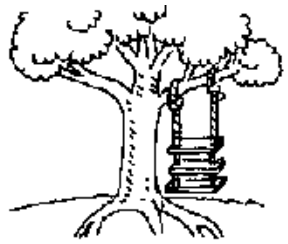

Design group's initial design


Corp. Product Architecture's modified design


Pre-release version

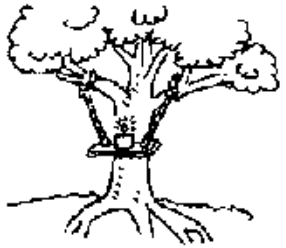

General release version


What the customer actually wanted

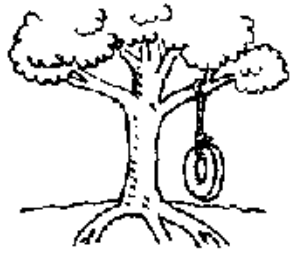

1. As Management Requested It


2. As Specified in the Project Request


3. As Designed By The Senior Analyst


4. As Produced By The Programmers


5. As Installed

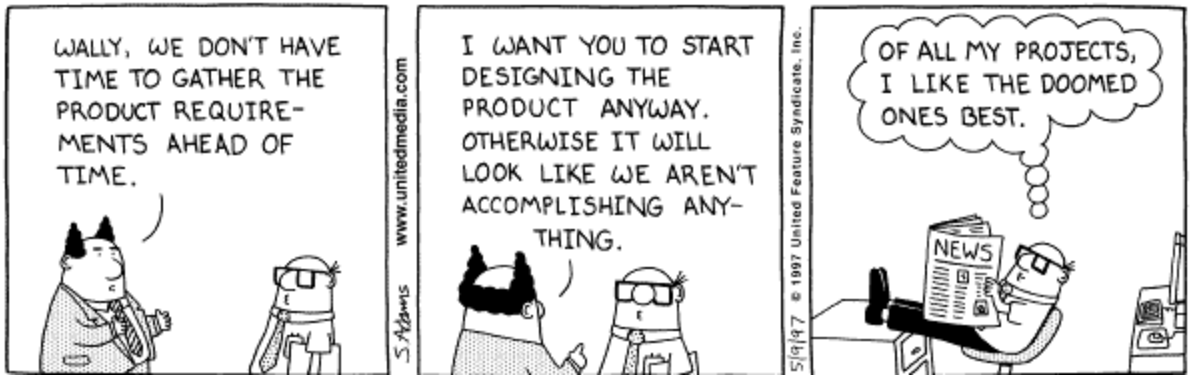

6. What The User Wanted

Problems in…
Gathering Requirements

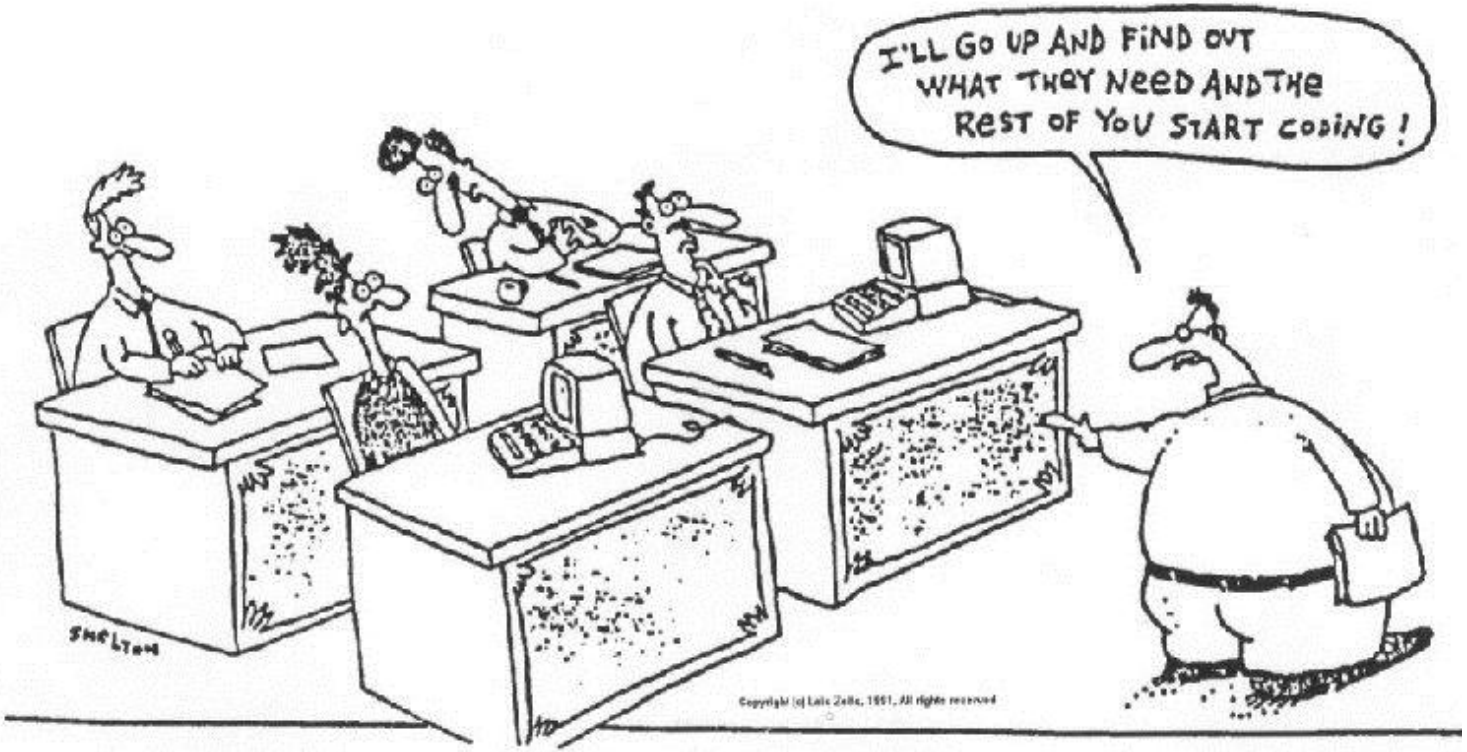
The worse thing is that user normally have **very little idea** on what do they really want!!!

© Scott

Customers look at developers as a LAZY man, instead of blaming themselves of **changing requirements**



To avoid someone look at you like a LAZY people, you have to proceed, **even you don't have a clear** picture!!


I'LL GO UP AND FIND OUT WHAT THEY NEED AND THE REST OF YOU START CODING!

Now.. Let's Welcome Practitioners in the Field

Conclusion of our today discussion can be downloaded from:

www.scitech.au.edu