



# SP5: LeaGile Organizational and Team Interfaces

## Achieving flexible and high-performance software development

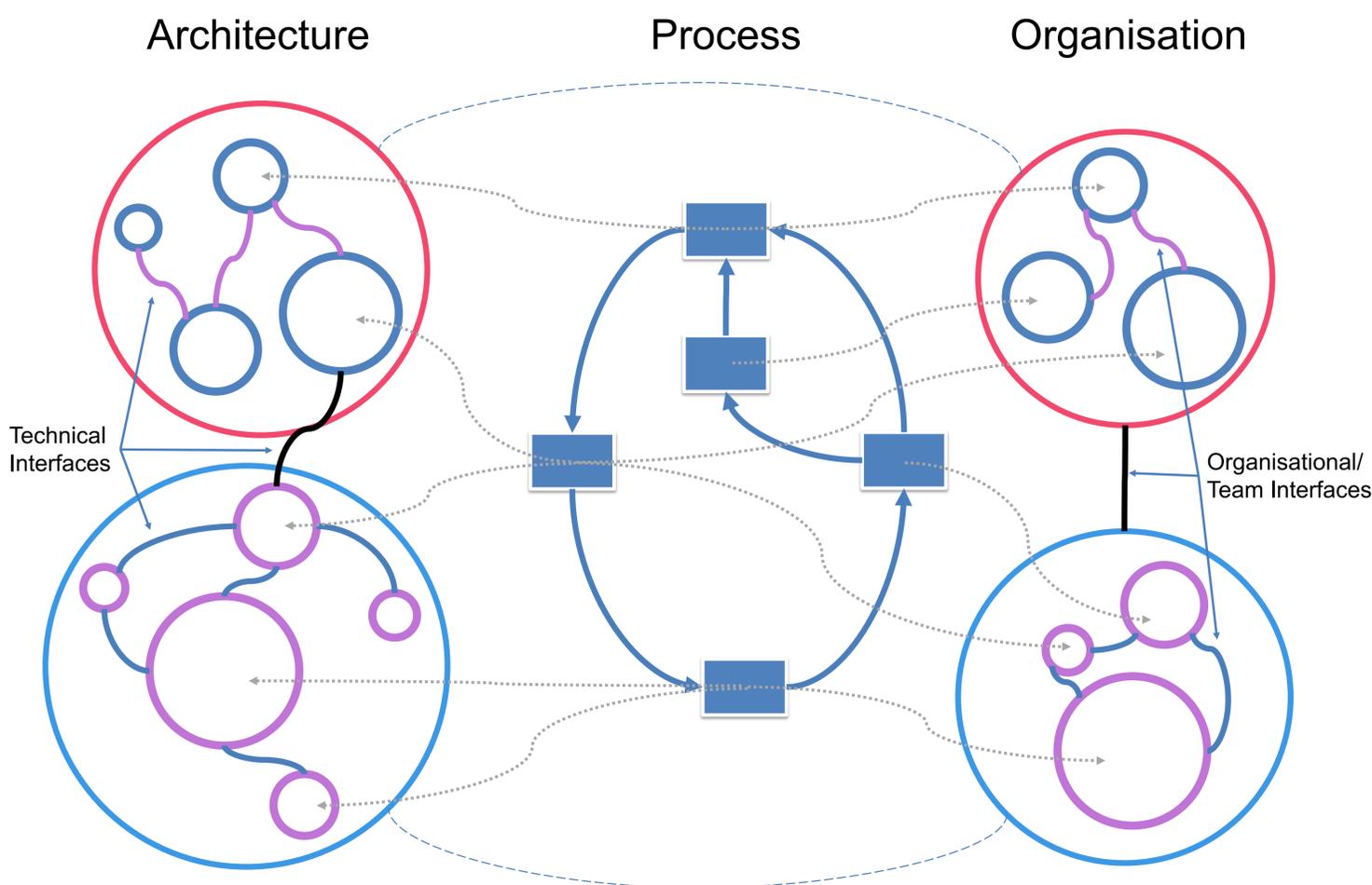
**Agile and Lean** software development aim for flexible adaptation to changing market conditions. However, scaling remains an issue as it is not possible to put all stakeholders of a large software-intensive product or service development project into a single team. Team interfaces and coordination is required. A further challenge is to design product delivery at an early stage. DevOps approaches extend team cross-functionality to include operations, but create additional needs for interfaces between teams and other organizational functions.



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## Architecture, process, organisation: are they aligned?



### Research Team

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### Previous experience

- S. Betz et al., "An evolutionary perspective on socio-technical congruence: The rubber band effect", *Int. Work. Replication Empir. Softw. Eng. Res.*, pp. 15-24, 2013.
- M. Conway, "How do Committees Invent?", *Datamation*, vol. 14, no. 4, pp. 28-31, 1968.

## Research Approach

- **WHAT:** Develop design methods for flexible, high-performance organisational interfaces and matching architectural structures and coordination processes
- **HOW:**
  - Utilise existing evidence on socio-technical congruence and human factors
  - Integration of AI techniques
  - Case studies in companies
- **STAKEHOLDERS:** Software architects, Process owners, Project management Software and DevOps Engineers

## Planned Outcomes

- Means to achieve better alignment between organizational structure, development process, and software architecture
- Means to assess alignment
- Architectural and process transformations to increase scalability
- Means to enhance coordination both by structural transformations, human factors, and automation (e.g. AI)