**WICSA 07 Tutorial**

Architecture Design for Globally Distributed Projects
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With ever increasing globalization, it is common to develop systems with teams that span organizational and geographic boundaries. Developing software intensive systems within a global software development (GSD) environment presents unique challenges. Physical and cultural distance sometimes impedes the ability of an organization to coordinate. It is therefore critical to recognize the ways in which an architecture design implies coordination, and ensure that the development organization is able to accommodate such coordination.

This tutorial will walk through the practices and infrastructure that was used on the experimental Global Studio Project (GSP). While the architecture activities are highlighted, related practices such as project management, requirements engineering and integration and test in a distributed environment will also be discussed as lessons learned

The tutorial will include:
- Overview of issues inherent with GSD
- Requirements engineering for GSD
- Architecting for GSD
- Project management and its relationship to the architecture
- Integration and test
- Infrastructure and tools in a GSD context.