Some Thoughts on Collaboration with Industry

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Try to understand each others goals and restrictions

Budget and Time Restrictions



The "academic game"



WWW. PHDCOMICS. COM

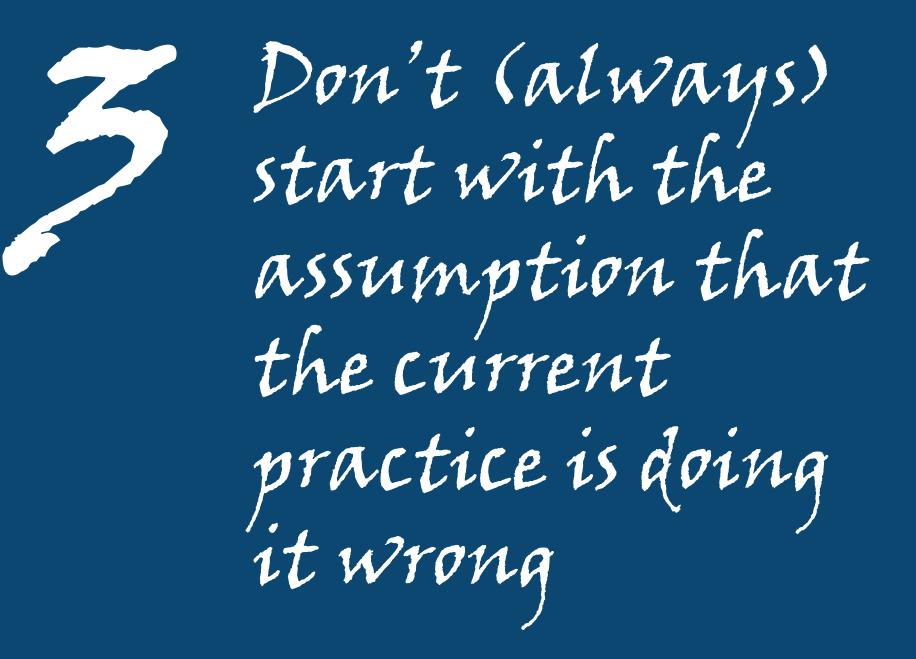


1 Limit the assumptions of tools and approaches

Low Hanging Fruits



Make realistic assumptions about your target audience



From the Pattern Value System: (see http://c2.com/cgi/wiki?PatternValueSystem)

Aggressive Disregard for Originality

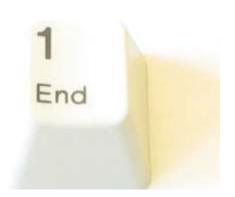
This phrase, coined by Brian Foote, speaks to how we value experience. We don't value new ideas for their own sake. Other communities should and do value novelty, but we want patterns to be a haven for ideas that have repeatedly proven effective and useful in actual use.

More evaluating and observational research

Assume a long transfer cycle

Many projects are more about knowledge transfer than direct use

Many thanks for your attention!



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