ABSTRACT
This International Workshop on Global Software Development for the Practitioner (GSD2006) was held in conjunction with the 28th International Conference on Software Engineering (ICSE 2006) on May 23rd, 2006 in Shanghai, China. The workshop was motivated by the industry trend towards developing software in globally distributed settings: geographically distributed teams, or outsourcing parts of the software development to other organizations in other parts of the world. Topics presented and discussed in the workshop focused on grounded, practical strategies and techniques that address the geographic, temporal, organizational, and cultural boundaries inherent in global software projects.

Categories and Subject Descriptors
D.2.0 [Software Engineering]: General.

General Terms
Management, Economics, Human Factors.

Keywords
Software project management, global software development.

1. INTRODUCTION
Over the past decade IT professionals worldwide have witnessed the flourishing of global software development as a result of outsourcing and offshoring parts or all of their development activities [1] [8] [13] [2] [6] [12]. While global software development is attractive with its offer of large talent pools and reduced labour cost, it is not the magic potion to project success. Managers and developers engaged in global software development agree that cross-site, cross-cultural projects do not just happen. Rather, projects are confronted by countless challenges, from project set-up, to progress control, to day-to-day communication, and even to managing cultural issues. All these issues can become serious obstacles that require careful examination and practical solutions. Improved processes are needed [4] [3], with examinations of new team dynamics and people issues [9] [10] [11] [7] and other ways to coordinate [5], among various other aspects.

The goal of this workshop was to provide a forum for researchers and professionals interested in global software development to meet and exchange ideas. In particular, this workshop took the perspective of the practitioner and focussed on tactics and techniques that would help software professionals navigate the unique challenges in a global development environment.

2. Workshop Themes
The workshop solicited submissions on topics that included:

- Software processes and practices improvement
- Organizational models and strategies
- Project management (e.g., risk management, progress monitoring, quality control, configuration management)
- Knowledge management
- Team communication and coordination
- Managing peopleware (e.g., cross-cultural conflicts, distributed collaboration)
- System architecture
- Productivity and quality issues
- IP protection and other legal aspects
- Education and training of practitioners

3. WORKSHOP FORMAT
Submissions were reviewed by members of the organizing and program committees, and the acceptance of 15 position papers was based on their relevance to the workshop themes, contribution to the state of knowledge, and quality of writing. All accepted papers were made available to the participants electronically prior to the workshop date, and were published in a separate proceeding. See http://seal.ece.ubc.ca/gsd2006/ for details.

The workshop was composed of presentations delivered by selected participants, followed by open discussion sessions.
The presentations and discussions were organized into four sessions, based on the topics addressed:

1. Project management issues in GSD: planning, risk management, configuration management, etc.,
2. Coordination in GSD: day-to-day communication and synchronization of activities across geographical and organizational boundaries
3. Cross-cultural issues: difficulties and opportunities in exploiting the diversity offered by GSD
4. Case studies: hearing the successes, difficulties and failures from practitioners involved in GSD

A final wrap-up session at the end of the workshop summarized the topics and issues discussed throughout the day, and outlined future research activities.

4. WORKSHOP ORGANIZATION

Besides the 6 organizers mentioned listed at the topic, the program committee was composed of the following people:

- Pankaj Agarwal (Canada & India),
- Erran Carmel (USA),
- Vibeke Dahlberg (Norway),
- Daniela Damian (Canada),
- Yael Dubinsky (Israel),
- Christine Grimm (Scotland & Germany),
- Orit Hazzan (Israel),
- Dehua Ju (China),
- Dale Karolak (USA),
- Gargi Keeni (India),
- Rilla Khaled (New Zealand),
- Filippo Lanubile (Italy),
- Lionel Laroche (Canada),
- Frank Maurer (Canada),
- Diomidis Spinellis (Greece),

many of whom also participated in the workshop itself.

5. FURTHER INFORMATION

Further information about this workshop, the position papers and its results can be found at: http://seal.ece.ubc.ca/gsd2006.

Workshops on Global Software Development had been organized by D. Damian and F. Lanubile at previous ICSE conferences. See http://gsd2004.uvic.ca/

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A Few References: