

Preface

It was 1999 when *Extreme Programming Explained* was first published, making this year's event arguably the fifth anniversary of the birth of the XP/Agile movement in software development. Our fourth conference reflected the evolution and the learning that have occurred in these exciting five years as agile practices have become part of the mainstream in software development. These pages are the proceedings of XP Agile Universe 2004, held in beautiful Calgary, gateway to the Canadian Rockies, in Alberta, Canada.

Evident in the conference is the fact that our learning is still in its early stages. While at times overlooked, *adaptation* has been a core principle of agile software development since the earliest literature on the subject. The conference and these proceedings reinforce that principle. Although some organizations are able to practice agile methods in the near-pure form, most are not, reflecting just how radically innovative these methods are to this day. Any innovation must coexist with an existing environment and agile software development is no different. There are numerous challenges confronting IT and software development organizations today, with many solutions pitched by a cadre of advocates. Be it CMM, offshoring, outsourcing, security, or one of many other current topics in the industry, teams using or transitioning to Extreme Programming and other agile practices must integrate with the rest of the organization in order to succeed. The papers here offer some of the latest experiences that teams are having in those efforts.

XP Agile Universe 2004 consisted of workshops, tutorials, papers, panels, the Open Space session, the Educators' Symposium, keynotes, educational games and industry presentations. This wide range of activities was intended to provide an engaging experience for industry practitioners, leading consultants, researchers, academics, and students. Feedback from the 2003 conference was used to adjust the content to better suit the needs of the attendees. The sessions at the conference were selected through the dedicated work of the Track Chairs and the Program Committee, to whom we are extremely grateful. Their names are listed in the pages that follow and the contributions of these individuals to the experience of the attendees of the conference cannot be overstated. Over 100 submissions were received to the various activities, with roughly half accepted into the conference. Each submission was reviewed by at least 3 members of the Program Committee, with an average of just under 5 reviewers per submission. The accepted papers are presented in their entirety in these proceedings. Summaries of the workshops and tutorials are presented as a reference for those who attended the conference. The results of the Open Space session can be accessed via the conference website at xpuniverse.com or agileuniverse.com.

The invited speakers to the conference were Christopher Avery, Robert Biddle, Eric Evans, Alejandro Goyen, Craig Larman, Brian Marick, Robert C. Martin, Mary Poppendieck, and Herb Sutter. These speakers represent the breadth and depth of the conference in terms of three main threads: technical practices; business and project management; and teamwork.

The tutorials and workshops continued the trend beyond the programming trenches, focusing primarily on requirements, project management, and acceptance-testing techniques, with some introductory sessions for attendees new to extreme programming and agile practices. The conference also continued its history with hands-on programming events which allowed attendees to join projects that ran throughout the conference using the tools and practices common on agile teams.

In these proceedings, one can find a rich set of papers reflective of the experiences of leading practitioners. Eighteen technical and research papers, experience reports, and educators' symposium papers were accepted out of a total of 45 submissions, representing an acceptance rate of 40%. A number of papers provide advanced discussion on tools and techniques for testing and the trend towards combining the requirements, testing, and specification activities. Three papers discuss methods for better understanding and expressing the customer or user needs in an agile way. For readers who are confronted with many of the challenges faced by today's environment, such as security concerns, CMM auditing, and offshore development teams, there are representative papers describing the use of agile development techniques in those environments.

We are deeply indebted to the organizing committee and the conference sponsors for providing the infrastructure for making the conference happen. The content of the conference and these proceedings would not have been possible without the submissions and all of the effort that goes into them. For those courageous enough to submit their work to the conference, we thank and salute you. But mostly, we thank the attendees, for supporting the conference, giving it its positive energy, and making it the magical gathering that it has become.

August 2004

Lowell Lindstrom and Hakan Erdogmus

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Hakan Erdogmus
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Panels, Short Activities
Educators' Symposium
Open Space, Birds-of-a-Feather

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