

# Preface

Agile software development continues to be adopted widely, and the submissions to XP 2016 reflected a diversity of concerns. Alongside challenges that have traditionally been the subject of discussion and research such as scalability, UX design, and agile measurement, this year's submissions included an increased focus on domains that originally shied away from agile working, such as safety-critical systems and other regulated environments. In addition, submissions considered agile sustainability, both across a software system's life, and within the organizational context.

The XP conference attracts a large number of software practitioners and researchers, providing a rare opportunity for interaction between the two communities. In order to leverage this opportunity, a new Empirical Studies track was introduced this year. In this track, researchers who wanted to collect empirical data from practitioners during XP 2016 were invited to submit their research plans. Accepted plans were then associated with accepted industry and practice sessions to collect empirical data live during XP 2016 sessions. Accepted study plans are included here; papers resulting from the studies appear in a later special section of the *Information and Software Technology* journal.

These proceedings contain full research papers, experience reports, empirical study plans, and doctoral symposium papers. All of these submissions went through a rigorous peer-review process commensurate with their track. In all, 42 research papers were submitted; each was reviewed by three members of the Program Committee, and 14 were accepted (an acceptance rate of 33 %). Experience reports were initially submitted as two-page outlines, and after initial screening, they were then shepherded to produce the papers seen in this volume. Empirical studies papers were reviewed and ranked by the track chairs and discussed with the industry and practice chairs in order to ensure suitable sessions were available to run the planned empirical study. Of the 12 study plans submitted, five were accepted (an acceptance rate of 42 %).

Together, the papers presented here represent a set of high-quality contributions to the literature on agile research and experience addressing a wide range of contemporary topics.

The conference program featured a rich set of session topics and session types that extend beyond the papers contained in these proceedings. Sessions focusing on practical hands-on activities, on teaching agile in academic and industry settings, and coping with change were complemented by ad hoc lightning talks and a vibrant Open Space track. Materials from all of the sessions are available on the conference website at [www.xp2016.org](http://www.xp2016.org).

XP 2016 attendees were also treated to a number of high-profile keynote speakers. Elisabeth Hendrickson spoke about "XP at Scale," Mary Poppendieck discussed the role of "Software Engineering in a Digitized World," and Professor Lionel Briand explained that "Documented Requirements Are Not Useless After All." Finally, Steve

Freeman and Nat Pryce battled it out as “The Odd Couple,” considering how good code should be, and what to do about poor-quality code.

Over 330 submissions were received across all of XP 2016 tracks, excluding workshop papers, and it was a mammoth effort to review these and bring them together into a coherent program. We would like to thank everyone who contributed to this effort including paper authors, session presenters, track chairs, Program Committee members, shepherds, volunteers, and sponsors. Without their support the event would not have been as successful.

March 2016

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Agile Processes, in Software Engineering, and Extreme Programming

17th International Conference, XP 2016, Edinburgh, UK,

May 24-27, 2016, Proceedings

Sharp, H.; Hall, T. (Eds.)

2016, XIII, 334 p. 37 illus., Softcover

ISBN: 978-3-319-33514-8