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in Business Information Processing

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Frank Maurer (Eds.)

Agile Processes in Software Engineering and Extreme Programming

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Volume Editors

Pekka Abrahamsson
University of Helsinki
Department of Computer Science
Helsinki, Finland
E-mail: Pekka.Abrahamsson@cs.helsinki.fi

Michele Marchesi
University of Cagliari
DIEE Department of Electrical and Electronic Engineering
Cagliari, Sardinia, Italy
E-mail: michele@diee.unica.it

Frank Maurer
University of Calgary
Agile Software Engineering/e-Business Engineering (ase/ebe) group
Calgary, Canada
E-mail: frank.maurer@ucalgary.ca

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Preface

The field of software engineering is characterized by speed and turbulence in many regards. While new ideas are proposed almost on a yearly basis, very few of them live for a decade or a longer. Lightweight software development methods were a new idea in the latter part of the 1990s. Now, ten years later, they are better known as agile software development methods, and an active community driven by practitioners has formed around the new way of thinking. Agile software development is currently being embraced by the research community as well. As a sign of increased research activity, most research-oriented conferences have an agile software development track included in the conference program.

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in research and practice of agile processes. This year's conference was the tenth consecutive edition of this international event. Due to the diverse nature of different activities during the conference, XP is claimed to be more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. This is clearly visible from this year's program as well. Looking at the conference program you can see a large variety of different types of contents ranging from regular full research papers to tutorials, workshops and other activities, which are designed to stimulate participant collaboration.

The XP conference continues to increase its academic standing year by year. The XP Committee will seek to build upon this trend in the coming years. The XP paper submissions went through a rigorous peer-review process. Each paper was reviewed by at least three Program Committee members. Of 40 papers submitted, only 12 were accepted as full papers (30%). The papers represent a set of high-quality research studies addressing a wide variety of different topics ranging from deep technical issues to a wide range of human issues in agile software development including novel ideas on agile software research. Besides the regular conference activities, the program also featured a conference-within-a-conference open space event that allowed participants to hold discussions on late-breaking topics on the fly. This year's XP also presented a number of high-profile keynotes from Mary Poppendieck, Bjarte Bogsnes and Ivar Jacobson. XP 2009 also included the largest workshop offering ever seen in the conference's history. The participants had the option to participate in more than 20 workshops and 16 tutorials.

We would like to extend our gratitude to all those who contributed to the organization of XP 2009. The authors, the sponsors, the Chairs, the reviewers, and all the volunteers: without their help, this event would not have been possible

March 2009

Pekka Abrahamsson
Frank Maurer
Michele Marchesi

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