

UPGRADE is the European Journal for the Informatics Professional, published bimonthly at <<http://www.upgrade-cepis.org/>>

#### Publisher

UPGRADE is published on behalf of CEPIS (Council of European Professional Informatics Societies, <<http://www.cepis.org/>>) by *Novática* <<http://www.ati.es/novatica/>>, journal of the Spanish CEPIS society ATI (*Asociación de Técnicos de Informática*, <<http://www.ati.es/>>)

UPGRADE monographs are also published in Spanish (full version printed; summary, abstracts and some articles online) by *Novática*

UPGRADE was created in October 2000 by CEPIS and was first published by *Novática* and *INFORMATIK/INFORMATIQUE*, bi-monthly journal of SVI/FSI (Swiss Federation of Professional Informatics Societies, <<http://www.svifs.ch/>>)

UPGRADE is the anchor point for UPENET (UPGRADE European NETWORK), the network of CEPIS member societies' publications, that currently includes the following ones:

- *Informatica*, journal from the Slovenian CEPIS society SDI
- *Informatik-Spektrum*, journal published by Springer Verlag on behalf of the CEPIS societies GI, Germany, and SI, Switzerland
- *ITNOW*, magazine published by Oxford University Press on behalf of the British CEPIS society BCS
- *Mondo Digitale*, digital journal from the Italian CEPIS society AICA
- *Novática*, journal from the Spanish CEPIS society ATI
- *OCG Journal*, journal from the Austrian CEPIS society OCG
- *Piiforiki*, journal from the Cyprus CEPIS society CCS
- *Tölvumál*, journal from the Icelandic CEPIS society ISIP

#### Editorial Team

Chief Editor: Llorenç Pagés-Casas

Deputy Chief Editor: Francisco-Javier Cantais-Sánchez

Associate Editors: Fiona Fanning, Rafael Fernández Calvo

#### Editorial Board

Prof. Vasile Baltac, CEPIS President

Prof. Wolfried Stucky, CEPIS Former President

Hans A. Frederik, CEPIS Vice President

Prof. Nello Scarabottolo, CEPIS Honorary Treasurer

Fernando Piera Gómez and Llorenç Pagés-Casas, ATI (Spain)

François Louis Nicolet, SI (Switzerland)

Roberto Carniel, ALSI – Tecnoteca (Italy)

#### UPENET Advisory Board

Matjaz Gams (Informatica, Slovenia)

Hermann Engesser (Informatik-Spektrum, Germany and Switzerland)

Brian Runciman (ITNOW, United Kingdom)

Franco Filippazzi (Mondo Digitale, Italy)

Llorenç Pagés-Casas (Novática, Spain)

Veith Risak (OCG Journal, Austria)

Panicos Masouras (Piiforiki, Cyprus)

Thorvardur Kári Ólafsson (Tölvumál, Iceland)

Rafael Fernández Calvo (Coordination)

**English Language Editors:** Mike Andersson, David Cash, Arthur Cook, Tracey Darch, Laura Davies, Nick Dunn, Rodney Fennemore, Hilary Green, Roger Harris, Jim Holder, Pat Moody.

**Cover page** designed by Concha Arias-Pérez

"Full Steam Ahead" / © CEPIS 2009

**Layout Design:** François Louis Nicolet

**Composition:** Jorge Liácer-Gil de Rames

**Editorial correspondence:** Llorenç Pagés-Casas <[pages@ati.es](mailto:pages@ati.es)>

**Advertising correspondence:** <[novatica@ati.es](mailto:novatica@ati.es)>

UPGRADE Newsletter available at

<<http://www.upgrade-cepis.org/pages/editinfo.html#newsletter>>

#### Copyright

© Novática 2009 (for the monograph)

© CEPIS 2009 (for the sections UPENET and CEPIS News)

All rights reserved under otherwise stated. Abstracting is permitted with credit to the source. For copying, reprint, or republication permission, contact the Editorial Team

The opinions expressed by the authors are their exclusive responsibility

ISSN 1684-5285

Monograph of next issue (December 2009)

### "Privacy and Identity Management"

(The full schedule of UPGRADE is available at our website)



The European Journal for the Informatics Professional  
<http://www.upgrade-cepis.org>

Vol. X, issue No. 5, October 2009

### Monograph: Experiences and Advances in Software Quality

(published jointly with *Novática*\*)

Guest Editors: *Darren Dalcher and Luis Fernández-Sanz*

- 2 Presentation: Improving Quality in Business Processes, Products and Organizational Systems — *Darren Dalcher and Luis Fernández-Sanz*
- 6 Preventative Software Quality Control: Using Human Checking to Change Defective Human Practice — *Tom Gilb and Lindsey Brodie*
- 14 The Software Process Improvement Hype Cycle — *Miklós Biró*
- 21 Quality Going for Gold — *Derek Irving and Margaret Ross*
- 26 Can Teamwork Management Help in Software Quality and Process Improvement? — *Esperança Amengual-Alcover and Antònia Mas-Picacho*
- 34 Evidence-based Software Engineering and Systematic Literature Reviews — *Barbara Kitchenham, David Budgen, and O. Pearl Brereton*
- 42 Software Project Success: Moving Beyond Failure — *Darren Dalcher*
- 51 Software Measurement for Better Project and Process Quality — *Christof Ebert*
- 62 Methods for Testing Web Service Compositions — *José García-Fanjul, Marcos Palacios-Gutiérrez, Javier Tuya-González, and Claudio de la Riva-Alvarez*
- 67 A Quality Evaluation Model for Web2.0 e-Learning Systems — *Stephanos Mavromoustakos and Katerina Papanikolaou*

### UPENET (UPGRADE European NETWORK)

- 75 From *Mondo Digitale* (AICA, Italy) History of Computing The Turing Test: History and Significance — *Giuseppe O. Longo*

### CEPIS NEWS

- 89 Selected CEPIS News — *Fiona Fanning*

\* This monograph will be also published in Spanish (full version printed; summary, abstracts, and some articles online) by *Novática*, journal of the Spanish CEPIS society ATI (*Asociación de Técnicos de Informática*) at <<http://www.ati.es/novatica/>>.

# Can Teamwork Management Help in Software Quality and Process Improvement?

*Esperança Amengual-Alcover and Antònia Mas-Pichaco*

*In modern organizations teamwork is considered a key factor for success in business. A growing interest on team culture has led to a great number of contributions where different teamwork aspects are analyzed as drivers for teamwork practices improvement. Software development process is a team activity. Consequently, success in software organizations depends largely on the performance of software teams. In this article, firstly we study the teamwork key factors for success and quality in software development projects. Secondly, we present a teamwork assessment model for software teams.*

**Keywords:** Software Process Improvement, Software Quality, Teamwork.

## 1 The Importance of Teamwork in Software Development Projects

Software engineering has long been recognized as a human activity which is managed through a system of processes and tools. The interaction and dependencies between the processes, the technology used to support them and the people implementing these processes represents the socio-technical environment of a software development project. The integration of the three elements of the "people, process and technology triangle" is usually considered by managers the basis for successful IT projects (see Figure 1).

In software companies technology is usually considered crucial to the effectiveness of their processes and, consequently, technology is normally used to support software development processes (e.g., CASE tools). However, the use of tools can only produce significant gains in software development projects if they are used in an appropriate manner which usually means the implementation of a strategy, a procedure or a well-defined process. Therefore, it seems that we give more importance to the second critical element, the process. In fact, process orientation is the current tendency in Software Engineering literature. Different process improvement models have emerged in recent years and they are becoming, step by step, a reference framework for software development organizations.

In this article we will focus our attention on the third critical element of the triangle: the people. Only people are able to make good use of the other two elements in a balanced way. In our particular triangle, the people dimension is the basis, the most important element (see Figure 2).

Multi-disciplinary research explores how cooperative and human aspects affect software development. A reasonable number of works consider human aspects a key factor in software engineering projects. In [1], its authors highlight that "*it appears the human aspects of software development are more important than the technological aspects for better performance*". According to [2] the majority of problems in software projects "*are due to people problems, not technical ones*". Consequently, bearing in mind that IT

### Authors

**Esperança Amengual-Alcover** is a lecturer in computer science at the University of the Balearic Islands. Her research interests include software process improvement and teamwork. She has participated in the QuaSAR (*QUALitat de Software BaleAR*, Balearic Software Quality) Project, a software process improvement programme in small and medium software companies in the Balearic Islands. She is a member of the Software Quality Group of ATI (*Asociación de Técnicos de Informática*, the Spanish Informatics Society), and is an ISO/IEC 15504 assessor. She received her degree in computer science at the University of the Balearic Islands. <eamengual@uib.es>.

**Antònia Mas-Pichaco** is an assistant professor of software engineering and project management at the University of the Balearic Islands. Her research interests include software process improvement, team management and service management. She has promoted and coordinated the QuaSAR (*QUALitat de Software BaleAR*, Balearic Software Quality) Project, a software process improvement programme in small and medium software companies at the Balearic Islands. She has been a member of the Software Quality Group of ATI (*Asociación de Técnicos de Informática*, the Spanish Informatics Society) since 1998 and she acts as editorial board member for the REICIS journal. She has also served as program committee chair and program committee member on scientific conferences and workshops related to software quality. She is an ISO/IEC 15504 assessor and she is focussed in assessing small and medium companies. She received her degree in computer science at UAB (Catalonia, Spain) and her PhD in computer science at the University of the Balearic Islands. <antonia.mas@uib.es>.

projects are usually a team activity, the good performance of teams should be considered essential for the success in these kind of projects.

## 2 Teamwork Key Factors

A large number of research projects address fundamental issues about software teamwork. Different authors expose in their studies the elements that should be taken into consideration to efficiently work in a team.

Larson and Lafasto's research on high-performance teams [3] determines the eight dimensions of an effectively

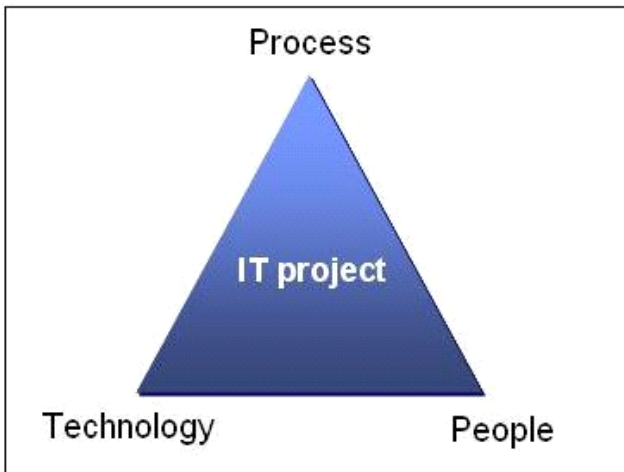


Figure 1: The "People, Process and Technology Triangle"

functioning team. Those eight dimensions include:

1. A clear and elevating goal.
2. Results-driven structure.
3. Competent team members.
4. Collaborative climate.
5. Unified commitment.
6. Standards of excellence.
7. External support and recognition.
8. Principled leadership.

Other relevant contributions to the analysis of team performance in organizations have been Belbin's and Constantine's role theories identifying the different roles in a team [4][5].

Steve McConnell, in his book *Rapid Development* [6], specifies the characteristics of a hyperproductive team:

- Shared, elevating vision or goal.
- Sense of team identity.
- Results-driven structure.
- Competent team members.
- Commitment to the team.
- Mutual trust.
- Interdependence among team members.
- Effective communication, a sense of autonomy.
- Sense of empowerment.
- Small team size.
- High level of enjoyment.

Lakhanpal has proved that team cohesiveness contributes more to productivity than the capabilities or the experience of the project members [7].

According to Barry Boehm, motivation has a larger impact on productivity and quality than any other factor [8]. Despite the number of studies emphasizing the importance of teamwork in software projects, it appears that there is not a consensus among authors to identify the characteristics that define teamwork.

With the goal of assessing teamwork, it has been necessary to precisely define the set of teamwork factors to be considered in order to measure and improve teamwork. As

a result of the revision of the existent literature we have identified the following four factors as the "teamwork key factors" (see Figure 3):

- *Management.*
- *Composition.*
- *Communication.*
- *Motivation.*

### 3 Teamwork in Process Maturity Models

Software process improvement initiatives based on international standards for process assessment and improvement, such as CMM (Capability Maturity Model) [9] or SPICE (Software Process Improvement Capability dTermination) [10][11][12][13][14], are focused on the assessment and improvement of the software lifecycle processes and do not explicitly consider essential aspects of teamwork.

After developing the Capability Maturity Model as a descriptive model of the characteristics of an organization at a particular level of software process maturity [15], the Software Engineering Institute (SEI<sup>SM</sup>) has developed the Team Software Process<sup>SM</sup> (TSP<sup>SM</sup>), a prescriptive model for software development teams. As it is defined in the SEI technical report which relates the TSP to the CMM [16], "TSP is a high-maturity process for project teams. It contains an adaptable set of processes, procedures, guidelines, and tools for project teams to use in the production of high-quality software on time and on budget". In [17] some results from projects that have adopted the TSP are provided. The results show that TSP teams are delivering essentially defect-free software on schedule, while improving productivity.

Regarding applying the other standard, SPICE [18][19], our particular experience in leading software process improvement initiatives has brought us to consider teamwork an important aspect in any process improvement initiative.

### 4. Teamwork Assessment in Software Projects

With the interest of focusing on teamwork aspects in

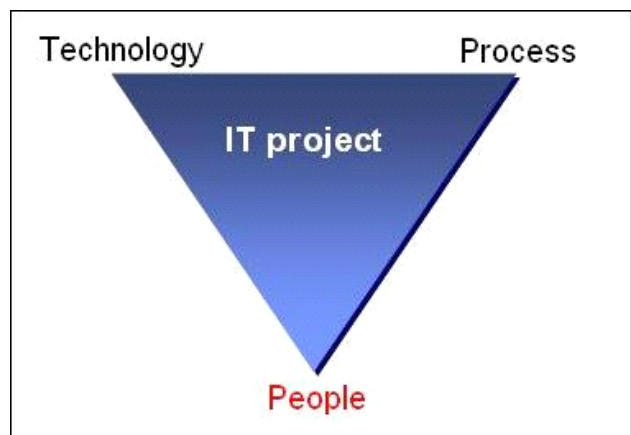
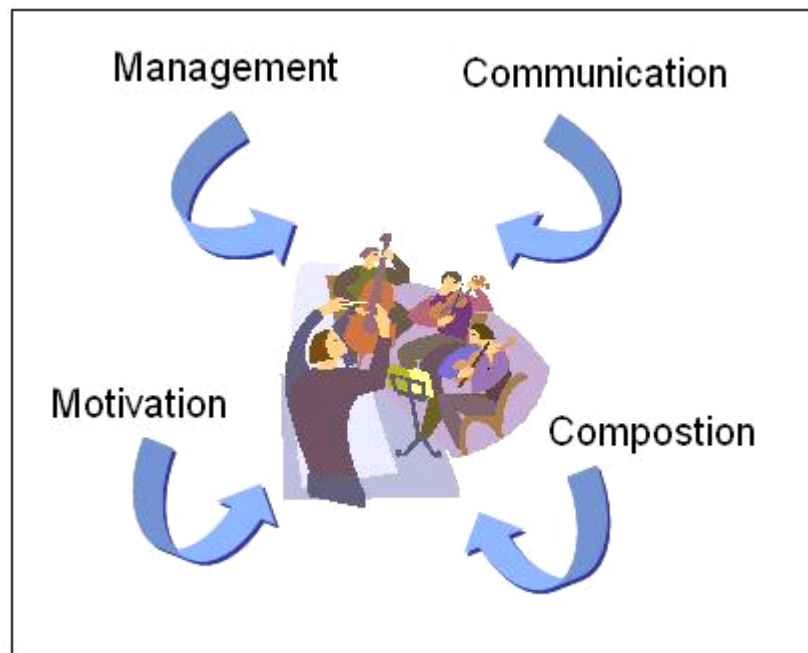


Figure 2: The People Dimension as the Basis of Successful IT Projects.



**Figure 3:** The Four Teamwork Key Factors.

our future software process improvement initiatives, we have developed a teamwork assessment model for software projects. This model comprises a reference model, a questionnaire and a measurement scale.

#### 4.1 A Teamwork Reference Model

The teamwork reference model presented in this article details the factors which should be considered in order to assess teamwork. Each factor of this reference model provides information in the form of:

- a) a factor identification;
- b) a factor name;
- c) a description which details the different aspects for the factor; and
- d) a set of teamwork best practices which identify the tasks needed to accomplish the purpose of the factor.

The following four tables show the detail for each one of the four teamwork key factors (see Table 1 to 4).

#### 4.2 A Teamwork Assessment Questionnaire

At a conceptual level, our intention is to measure teamwork in software projects from two different perspectives: the project manager and the team members. This measurement goal has been refined, moving from a conceptual level to an operational level, by posing questions which compose a teamwork assessment questionnaire. Each question addresses a particular aspect of a teamwork factor.

The questionnaire comprises 55 questions distributed in two groups:

- A group of questions for the manager of the team. The main goal of this set of questions is to collect the manager's view about the composition, management and performance of the team.

- A group of questions for all the members of the team. The purpose of this second group of questions is to collect the different responses from all the members of the team. These responses address the four "teamwork key factors".

At a quantitative level, we have defined a measurement framework for the assessment of the teamwork aspects. Within this framework we have established four possible responses to each question: *never*, *sometimes*, *often* and *very often*.

Finally, the performance of each teamwork factor is measured using the rating scale proposed by SPICE where four ordinal points are understood in terms of a percentage (see Table 5).

## 5. Conclusions and further Work

It is essential that Software Engineering considers the importance of the people dimension in software projects. The best technological solution together with a good process definition does not guarantee the success of a project if this project is not implemented by a team which performs the process in an efficient manner. Therefore, teamwork measurement should be additionally considered in any software process improvement initiative.

After analyzing the state of the art in teamwork in software projects, in this paper we have identified the four "teamwork key factors". These factors compose a teamwork reference model that can be used as a framework for teamwork assessment and improvement.

Our future work is to analyze the usefulness and applicability of this teamwork assessment model. We are currently working in a new SPICE-based software process improvement programme in small and medium companies of the Balearic Islands. The teamwork assessment model is expected to be applied in parallel with process assessment

<b>Factor ID</b>	MAN
<b>Factor Name</b>	MANAGEMENT
<b>Factor Description</b>	<ul style="list-style-type: none"> <li>• Definition of a common vision that provides the team an identity as a team.</li> <li>• Actions whose goal is to identify the activities and tasks of the project, as well as to define dependencies among them.</li> </ul> <p><b>Note 1:</b> Each member of the team needs to know the objectives that the other members expect of him.</p> <p><b>Note 2:</b> All the members must understand their roles and responsibilities and have to agree on how to perform their activities.</p> <ul style="list-style-type: none"> <li>• Actions for planning the resources to be used during the project development.</li> <li>• Establishment of a monitoring system to control the progress of the project and to assess the performance of the team so that all the members are conscious of their results and see the progress to their objectives in accordance with the plan.</li> </ul>
<b>Best Practices</b>	<p><b>MAN.BP1:</b> Evaluate feasibility of the project.</p> <p><b>MAN.BP2:</b> Define the scope of work.</p> <p><b>MAN.BP3:</b> Define the project schedule.</p> <p><b>MAN.BP4:</b> Establish the project plan.</p> <p><b>MAN.BP5:</b> Implement the project plan.</p> <p><b>MAN.BP6:</b> Establish organizational commitment for measurement.</p> <p><b>MAN.BP7:</b> Determine and maintain estimates for project attributes.</p> <p><b>MAN.BP8:</b> Identify and monitor project interfaces.</p> <p><b>MAN.BP9:</b> Monitor project attributes.</p> <p><b>MAN.BP10:</b> Review the progress of the project.</p> <p><b>MAN.BP11:</b> Act to correct deviations.</p> <p><b>MAN.BP12:</b> Perform project close-out review.</p> <p><b>MAN.BP13:</b> Evaluate and communicate information products and measurement activities to process owners.</p> <p><b>MAN.BP14:</b> Evaluate staff performance.</p> <p><b>MAN.BP15:</b> Conduct joint reviews.</p>

**Table 1:** The Management Factor.

<b>Factor ID</b>	<b>CMP</b>
<b>Factor Name</b>	<b>COMPOSITION</b>
<b>Factor Description</b>	<ul style="list-style-type: none"> <li>• Identification and definition of the different roles that can be assigned to the different members of the team.</li> </ul> <p><b>Note 1:</b> Define the technical, management and collaboration skills necessary to perform each role.</p> <ul style="list-style-type: none"> <li>• Selection of the most suitable and competent person for each team role.</li> <li>• Assignment of responsibilities and authorities to the different members defining the team hierarchy.</li> </ul> <p><b>Note 2:</b> Each member needs to understand the tasks and responsibilities of his/her role as a team member.</p> <ul style="list-style-type: none"> <li>• Training aspects to assure that the members of the team have the knowledge and the necessary skills to perform their tasks in the team.</li> </ul>
<b>Best Practices</b>	<p><b>CMP.BP1:</b> Define needs for experience, knowledge and skills.</p> <p><b>CMP.BP2:</b> Allocate responsibilities.</p> <p><b>CMP.BP3:</b> Identify needed skills and competencies.</p> <p><b>CMP.BP4:</b> Define evaluation criteria.</p> <p><b>CMP.BP5:</b> Develop staff skills and competencies.</p> <p><b>CMP.BP6:</b> Define team organization for projects and tasks.</p> <p><b>CMP.BP7:</b> Maintain staff records.</p> <p><b>CMP.BP8:</b> Develop a strategy for training.</p> <p><b>CMP.BP9:</b> Identify needs for training.</p> <p><b>CMP.BP10:</b> Develop or acquire training.</p> <p><b>CMP.BP11:</b> Prepare for training execution.</p> <p><b>CMP.BP12:</b> Train personnel.</p> <p><b>CMP.BP13:</b> Maintain staff training records.</p>

**Table 2:** The Composition Factor.

to analyse if teamwork improvement can help in process improvement.

#### **Acknowledgements**

This work was supported by TSI-030200-2008-4 "Plan para la evaluación, mejora de procesos y certificación según la norma ISO/IEC 15504", FIT-340502-2007-10 "acción

*asociativa estratégica de orientación a la excelencia tecnológica en el desarrollo software mediante la implantación de modelos de certificación de calidad (CMMI, SPICE)", and CICYT TIN2007-67843- TIN2007-67843-C06-04 "Modelos de simulación basados en ontologías y mejora de procesos para arquitecturas orientadas a servicios".*

<b>Factor ID</b>	<b>COM</b>
<b>Factor Name</b>	<b>COMMUNICATION</b>
<b>Factor Description</b>	<ul style="list-style-type: none"> <li>• Identification of suitable communication mechanisms (interfaces, tools, software to transfer information, progress reports, joint reviews, etc.).</li> </ul> <p><b>Note 1:</b> The members of the team need to be continually well informed about the activities of their colleagues in the team. They also have to have the opportunity of express their interests, worries and suggestions.</p> <ul style="list-style-type: none"> <li>• Reporting decisions.</li> <li>• Communicating changes to all affected parties.</li> </ul>
<b>Best Practices</b>	<p><b>COM.BP1:</b> Communicate software requirements.  <b>COM.BP2:</b> Communicate system requirements.  <b>COM.BP3:</b> Communicate system architecture design.  <b>COM. BP4:</b> Confirm system readiness.  <b>COM.BP5:</b> Communicate modifications.  <b>COM.BP6:</b> Collect feedback.  <b>COM.BP7:</b> Establish organizational commitment for measurement.  <b>COM.BP8:</b> Communicate measurement results.  <b>COM.BP9:</b> Evaluate and communicate information products and measurement activities to process owners.  <b>COM.BP10:</b> Provide feedback on performance.  <b>COM.BP11:</b> Disseminate knowledge assets.  <b>COM.BP12:</b> Establish the asset storage and retrieval mechanisms.  <b>COM.BP13:</b> Notify re-users of asset status.  <b>COM.BP14:</b> Distribute the results.  <b>COM.BP15:</b> Track actions for review results.  <b>COM.BP16:</b> Distribute documents.</p>

**Table 3:** The Communication Factor.

**References**

[1] G. Gorla, Y. Wah Lam. Who Should Work with Whom? Building Effective Software Project Teams. Communications of ACM 2004; 47(6):79-82.

[2] I. Evans. Achieving Software Quality through Teamwork. Norwood (MA): Artech House; 2004. ISBN-10: 158053662X.

[3] C. Larson, F. LaFasto. Teamwork: What must go right. What can go wrong. Netbury Park (CA): Sage Publications; 1989.

[4] R.M. Belbin. Management Teams: Why they succeed or fail. 2nd ed. Elsevier Butterworth-Heinemann; 2004.

[5] L. Constantine. Constantine on Peopleware. Yourdon Press; 1995. ISBN-10: 0133319768.

[6] S. McConnell. Rapid Development: Taming Wild Software Schedules. Redmond (WA): Microsoft Press; 1996. ISBN-10: 1556159005.

[7] B. Lankhanpal. Understanding the factors influencing the performance of software development groups: An exploratory group-level analysis. Inform. Software

<b>Factor ID</b>	<b>MOT</b>
<b>Factor Name</b>	<b>MOTIVATION</b>
<b>Factor Description</b>	<ul style="list-style-type: none"> <li>• Actions addressed to excite the members of the team with the objective of getting their commitment to the project.</li> <li>• Opportunities for the development of the skills and competencies of the members of the team.</li> <li>• Empower all the members of the team to perform their job and develop their creativity. Promote participation.</li> <li>• Public recognition of the team’s efforts.</li> </ul>
<b>Best Practices</b>	<p><b>MOT.BP1:</b> Ensure sharing of common vision.</p> <p><b>MOT.BP2:</b> Enable active participation.</p> <p><b>MOT.BP3:</b> Develop staff skills and competencies.</p> <p><b>MOT.BP4:</b> Empower project teams.</p>

**Table 4:** The Motivation Factor.

- Tech. 19913; 35(8): 468-473.
- [8] B. Boehm. Software Engineering Economics. Englewood Cliffs (NJ): Prentice-Hall; 1981. ISBN-10: 0138221227.
- [9] M.C. Paulk, B. Curtis, M.B. Chrissis, C.V. Weber. Capability Maturity Model<sup>SM</sup> for Software, Version 1.1. Pittsburgh (PA): Software Engineering Institute; 1993.
- [10] ISO/IEC 15504-1. Information technology – Process assessment – Part 1: Concepts and vocabulary. Geneva, Switzerland: International Organization for Standardization; 2004.
- [11] ISO/IEC 15504-2. Software Engineering – Process assessment – Part 2: Performing an assessment. Geneva, Switzerland: International Organization for Standardization; 2003.
- [12] ISO/IEC 15504-3. Information Technology – Process assessment – Part 3: Guidance on performing an assessment. Geneva, Switzerland: International Organization for Standardization; 2004.
- [13] ISO/IEC 15504-4. Information Technology – Process assessment – Part 4: Guidance on use for process improvement and process capability determination. Geneva: International Organization for Standardization; 2004.
- [14] ISO/IEC 15504-5. Information Technology – Process Assessment – Part 5: An exemplar Process Assessment Model. Geneva, Switzerland: International Organization for Standardization; 2006.
- [15] M.C. Paulk, B. Curtis. The Capability Maturity Model: Guidelines for Improving the Software Process. Pittsburgh (PA): Software Engineering Institute; 1995.
- [16] N. Davis, J. McHale. Relating the Team Software Process<sup>SM</sup> (TSP<sup>SM</sup>) to the Capability Maturity Model<sup>®</sup> for Software (SW-CMM<sup>®</sup>). Pittsburgh (PA): Software

<b>Value</b>		<b>% achievement</b>
<i>N</i>	<i>Not achieved</i>	0 to 15
<i>P</i>	<i>Partially achieved</i>	16 to 50
<i>L</i>	<i>Largely achieved</i>	51 to 85
<i>F</i>	<i>Fully achieved</i>	86 to 100

**Table 5:** Teamwork Factors Measurement Scale.



Engineering Institute; 2003.

- [17] N. Davis, J. Mullaney. The Team Software Process<sup>SM</sup> (TSP<sup>SM</sup>) in Practice: A Summary of Recent Results. Pittsburgh (PA): Software Engineering Institute; 2003.
- [18] E. Amengual, A. Mas. A New Method of ISO/IEC TR 15504 and ISO 9001:2000 Simultaneous Application on Software SMEs. Proceedings of Joint ESA – 3<sup>rd</sup> International SPICE Conference on Process Assessment and Improvement; 2003 Mar 17-21; Noordwijk, The Netherlands: ESA Publications Division; 2003.
- [19] E. Amengual, A. Mas. A Method for the Implementation of a Quality Management System in Software SMEs. Software Quality Management XII. New Approaches to Software Quality; 2004 Great Britain : The British Computer Society; 2004.