

Cross-boundary Research Collaborations

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Division of Software Engineering

HOSE Lab (Human-focused SE)





3 examples:

1. SWELL Research School
2. Industry-Academia Research
3. Nerds and Psychologists



ITUniv & CTH,
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LTH, Lund

BTH, Ronneby

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Robustness



MdH, Västerås

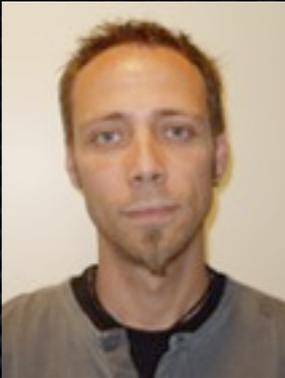
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Robustness



Active
Safety



MdH, Västerås

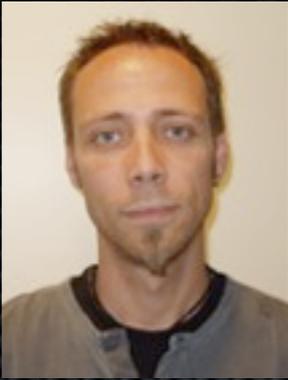
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Robustness



Active
Safety



Automated
Acc. Testing



LTH, Lund

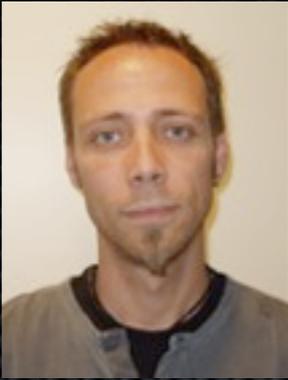
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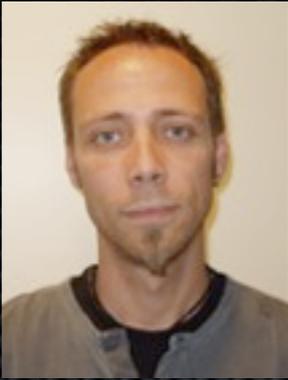
Regression



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Robustness



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Regression Req<->Test



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Robustness

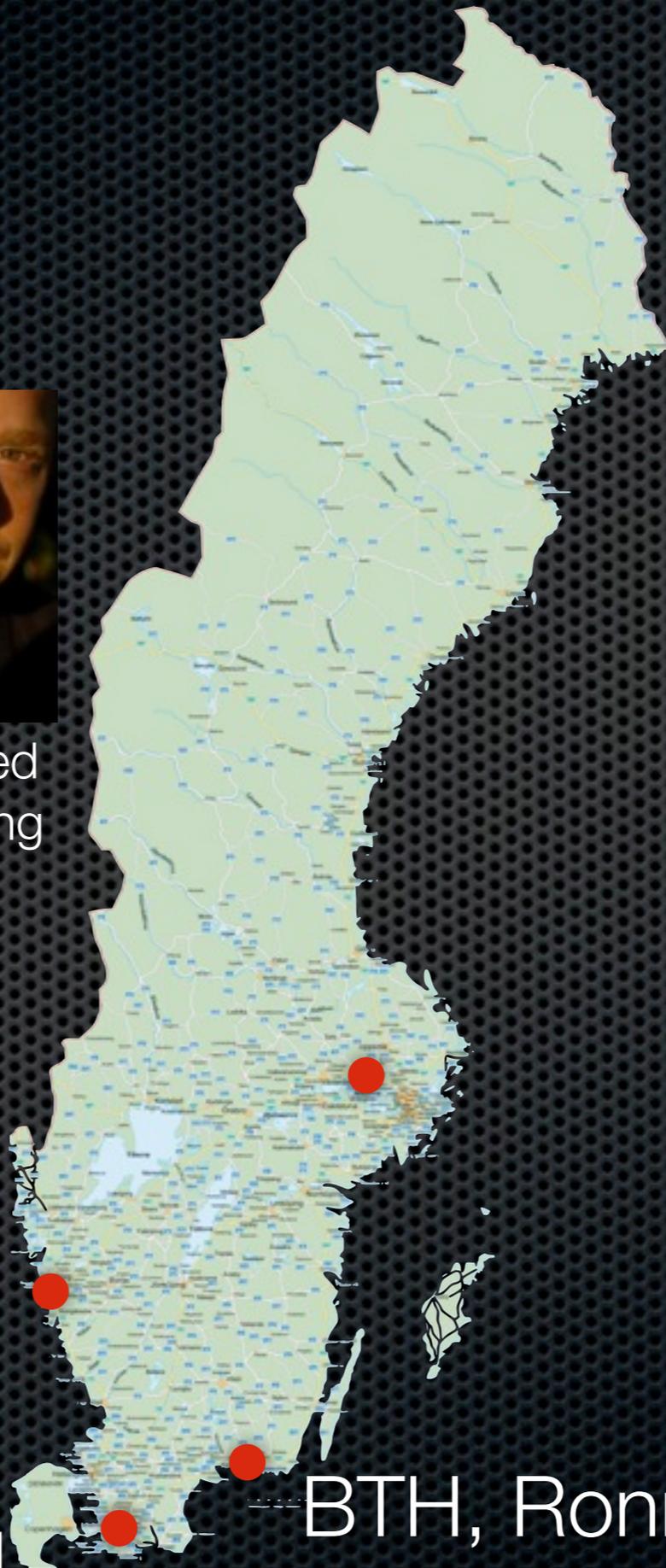


Active
Safety



Automated
Acc. Testing

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Regression Req<->Test



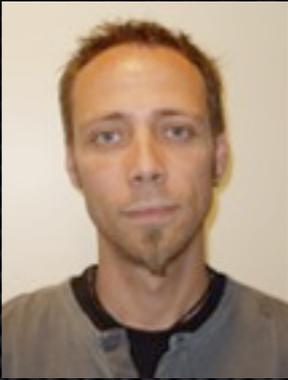
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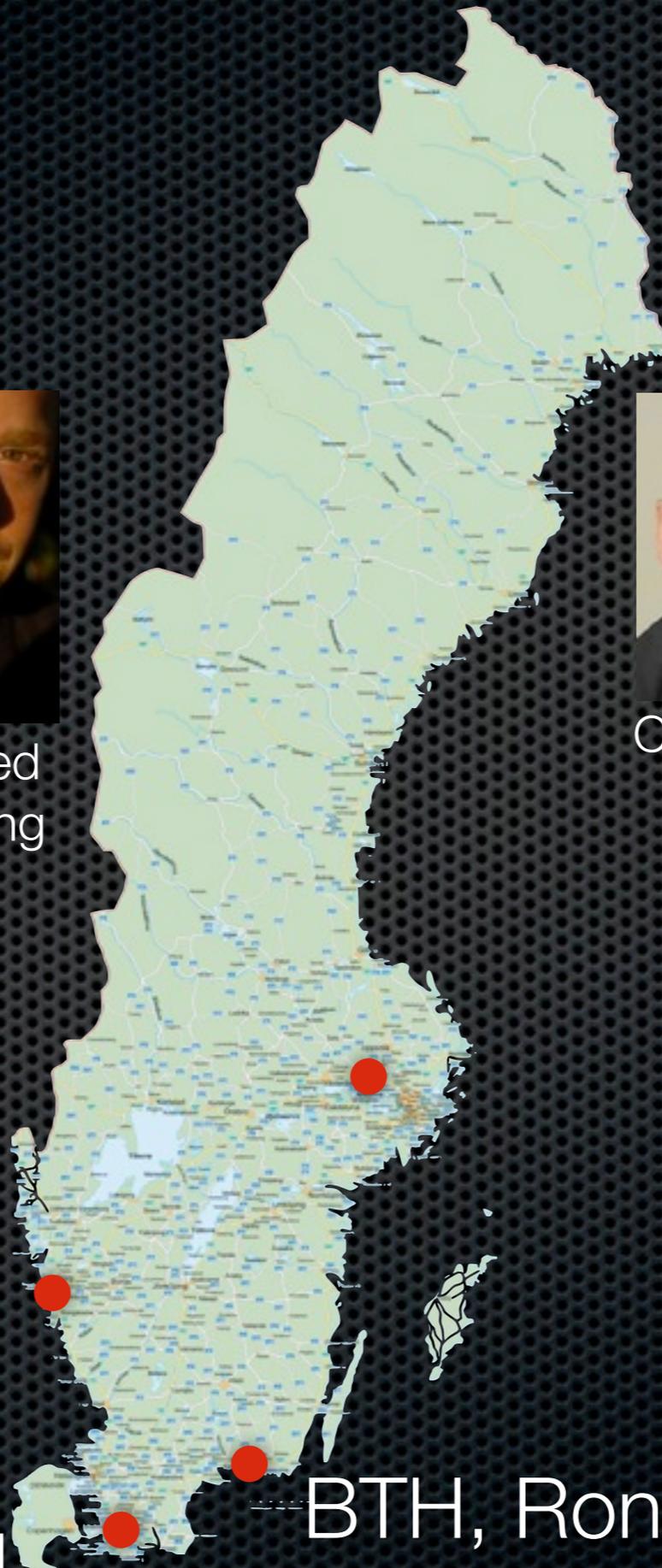


Automated
Acc. Testing

MdH, Västerås



Component
-based



Regression Req<->Test



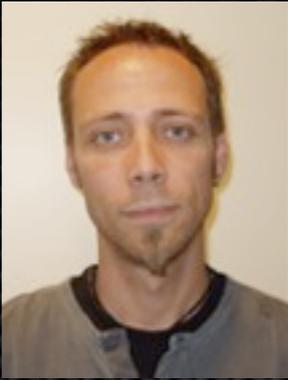
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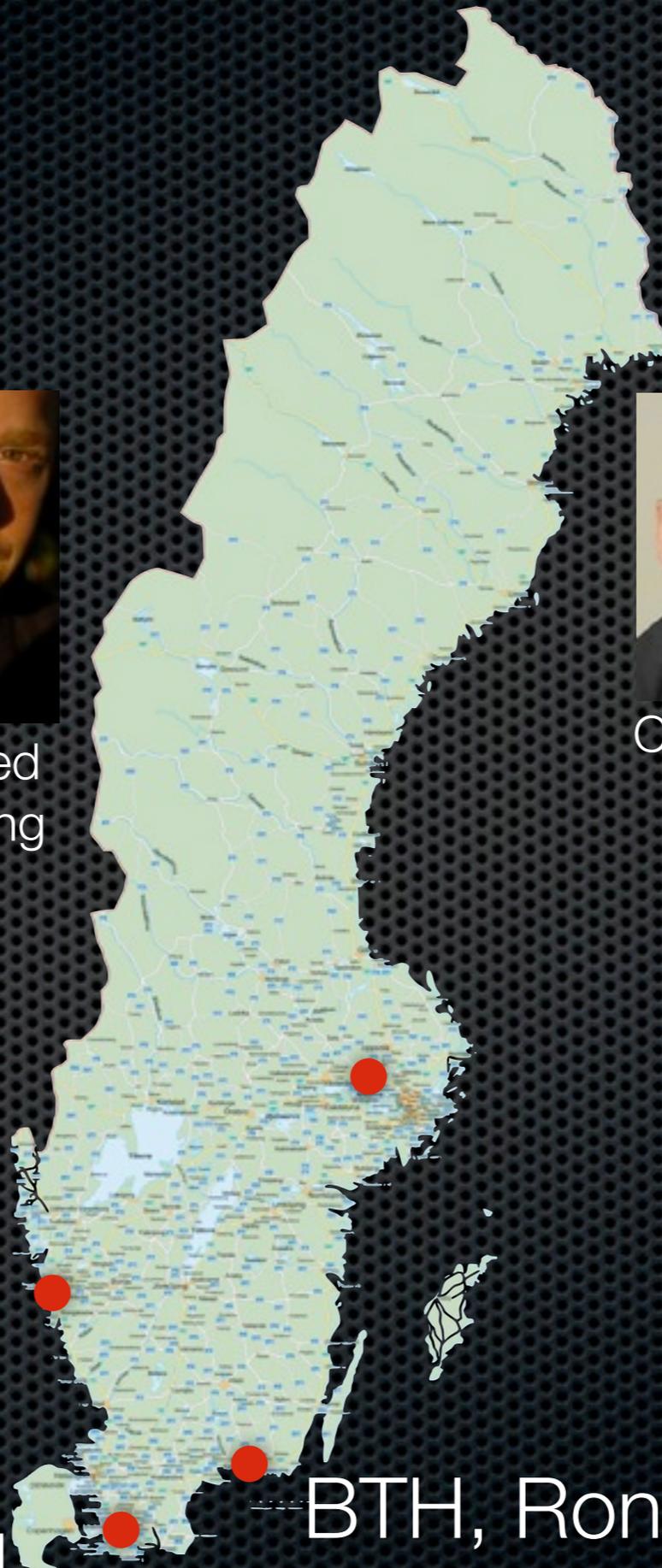
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Component
-based



Agile



Regression Req<->Test

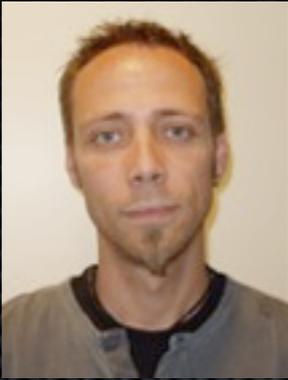


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Robustness

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Safety

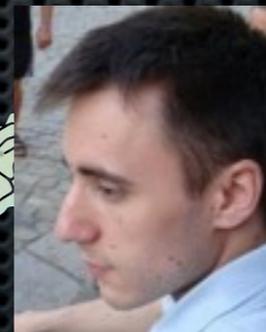
Automated
Acc. Testing

Component
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Agile

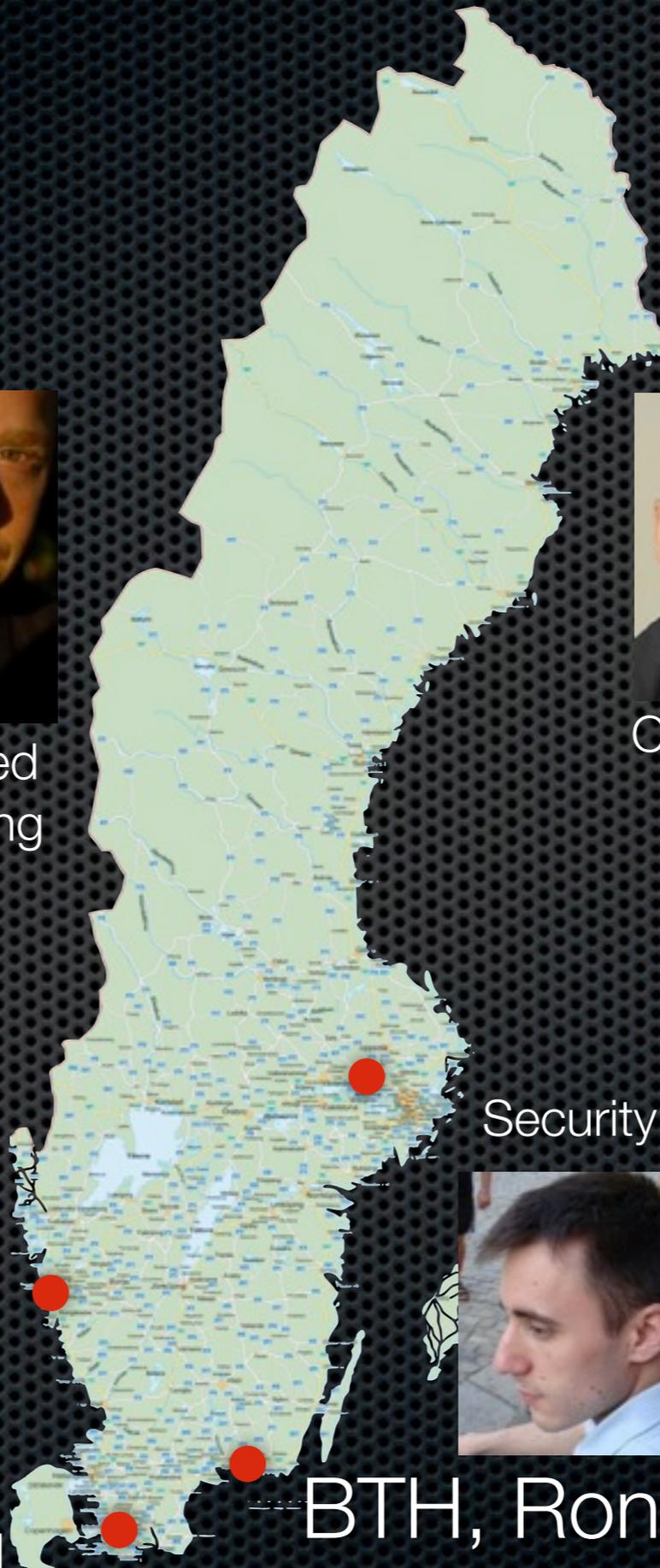
Security

Regression Req<->Test



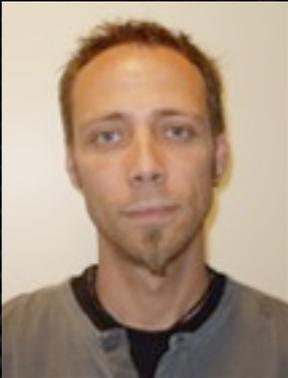
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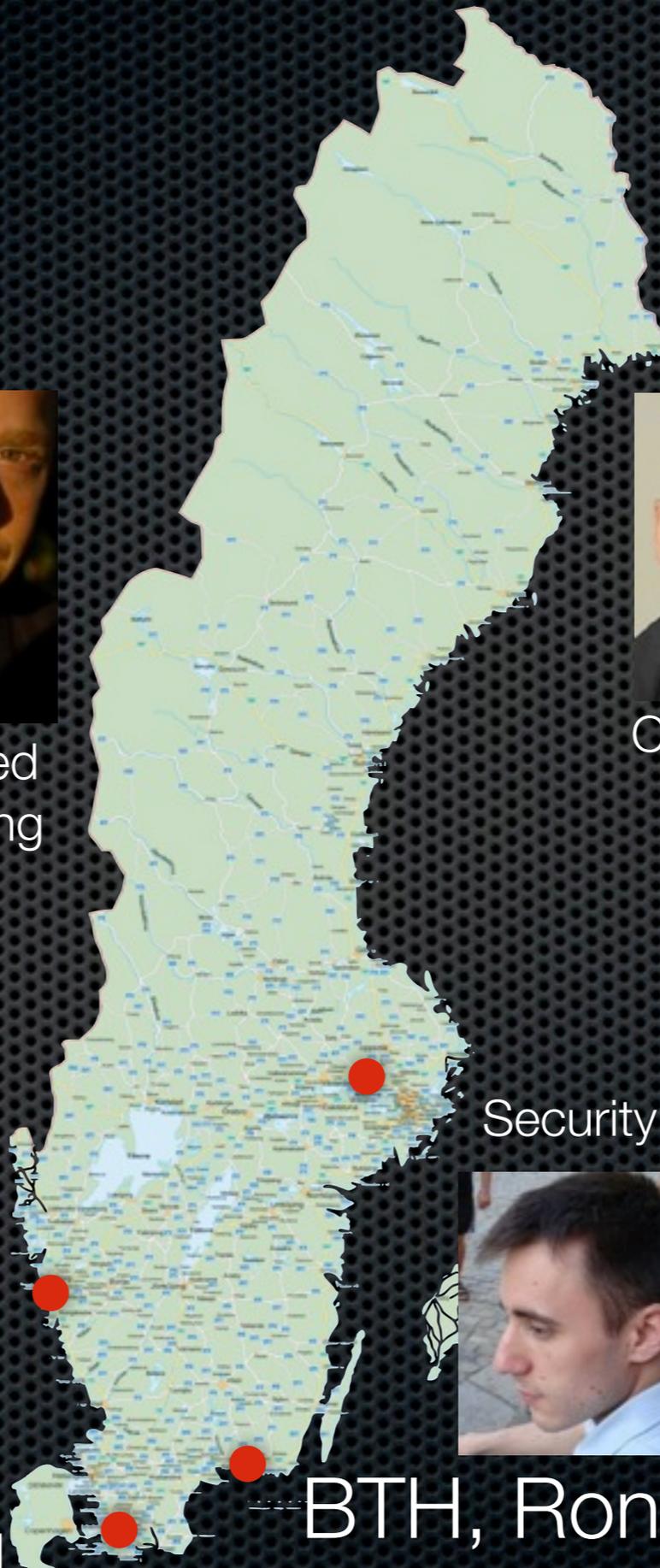


Security

Search-
based

LTH, Lund

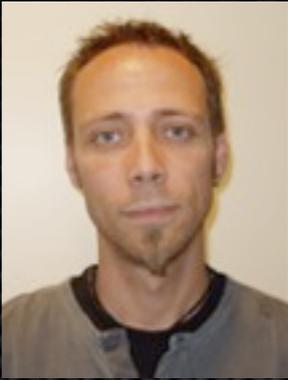
BTH, Ronneby



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Robustness



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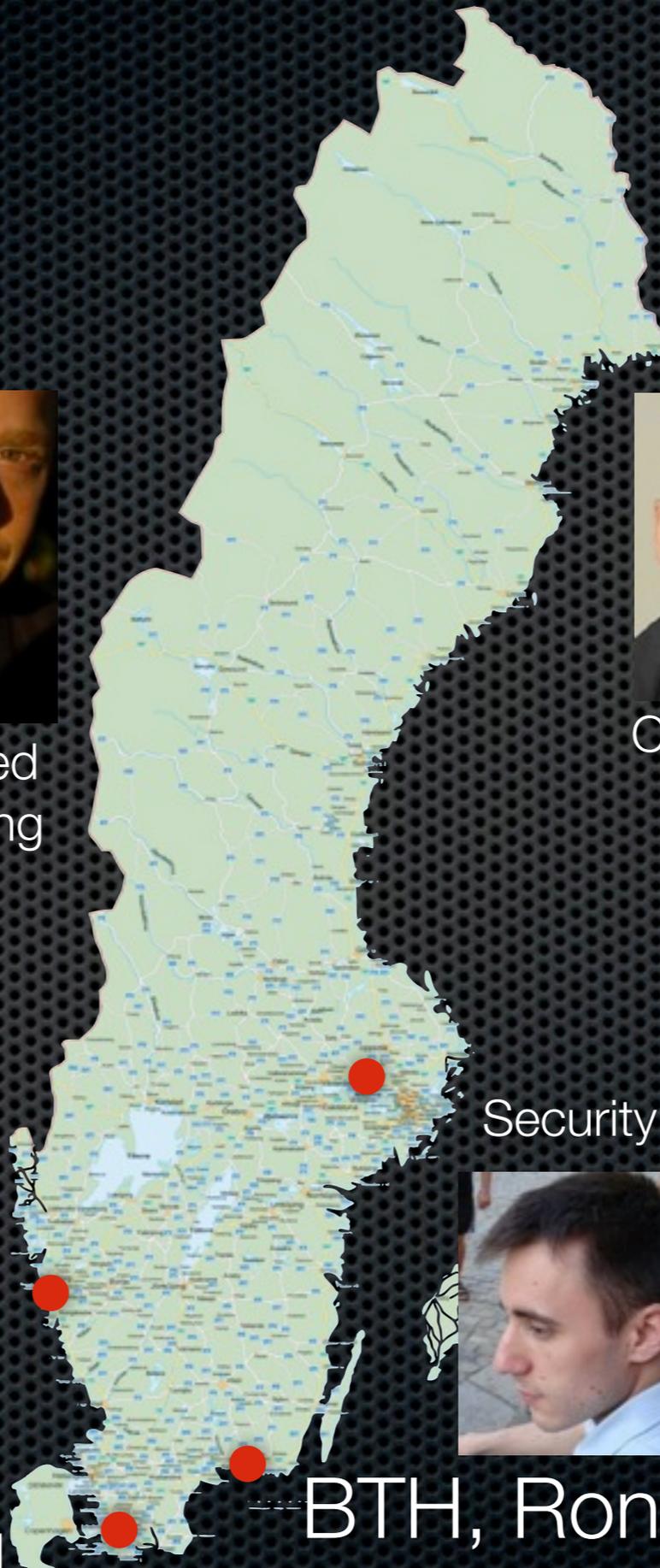
MdH, Västerås



Component
-based



Agile

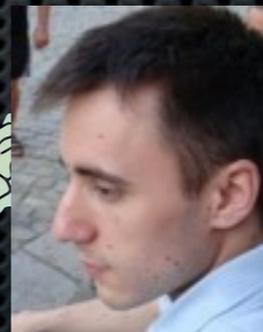


Regression Req<->Test



LTH, Lund

Security



Search-
based



Req<->Test



BTH, Ronneby

SWELL Scale for Industry Involvement

#	Type	Description
7	Collaboration	Employed by company
6		Office at company
5		Recurrent visits
4		Several visits
3	Exchange	Data collection
2	Visit	(One) Visit & discussions
1		Presentation
0	Contact	Initial

Modifiers: **P** Co-published **A** Co-applicant **?** Planned collab

Collaboration with Industry

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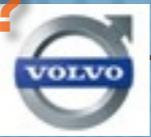
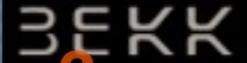
Collaboration with Industry

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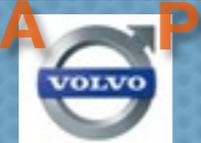
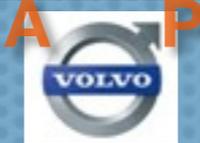
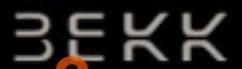
Collaboration with Industry

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Collaboration with Industry

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Swell's effects: Academic

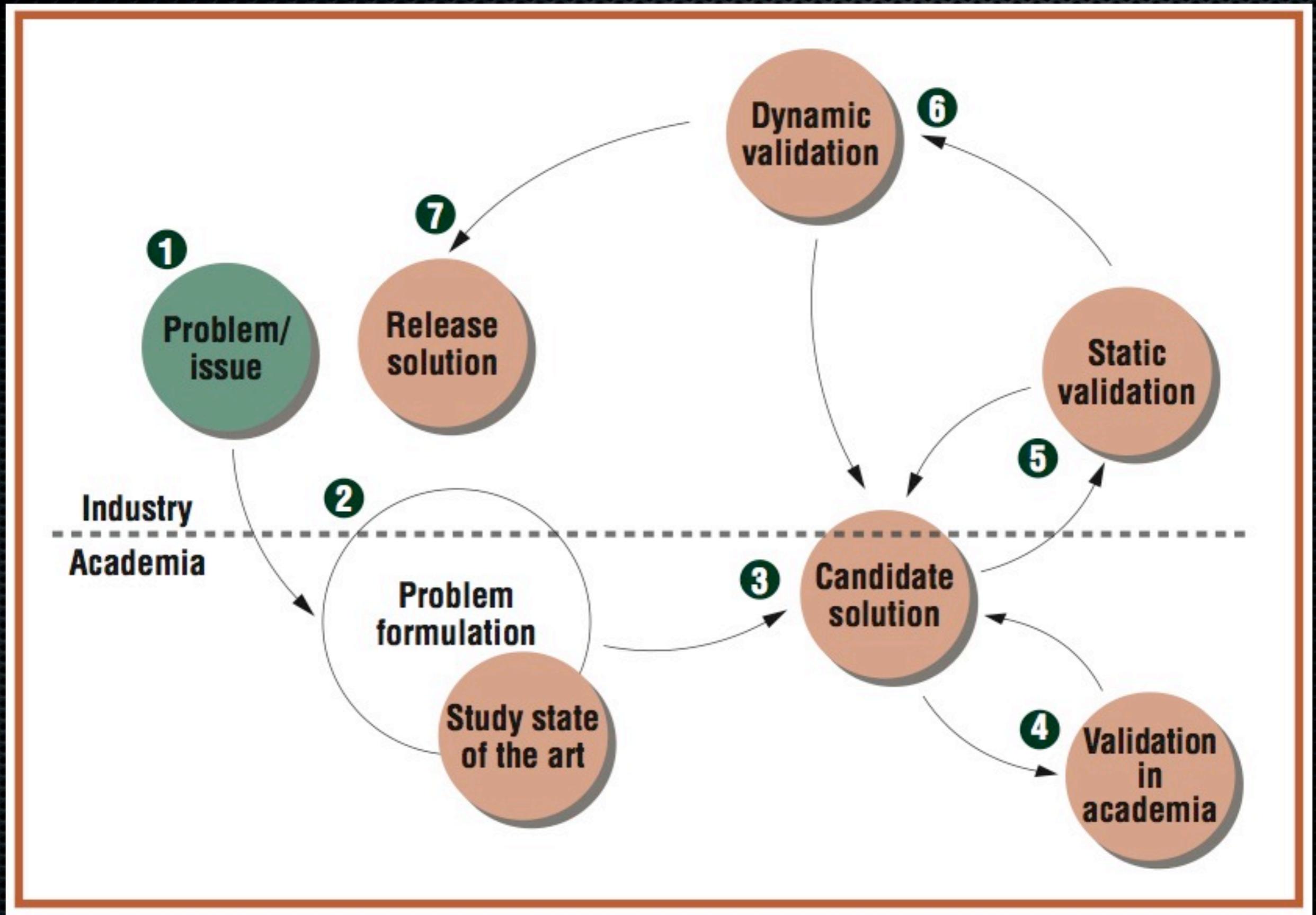
- * Created lots more contact with industry
 - * Companies are more positive than expected and contributes
 - * Most PhD students have clear company connection
- * A national approach is unique within our area
- * Promoted more collaboration among research groups
- * Startup phase taken longer than planned
- * Lack of flexibility in budget
- * Not enough that there are money and ideas - students must want to take part and fit their projects
- * Too dependent on few persons - how spread and involve

Effects: Industry



- * Very good environment & energy
 - * The software research V&V elite in Sweden
 - * Many companies interested
- * Industry day within courses and as workshop(s)
- * Feedback on research plans
- * More direct cooperation with PhDs and PhD students
- * Communication of research results to companies

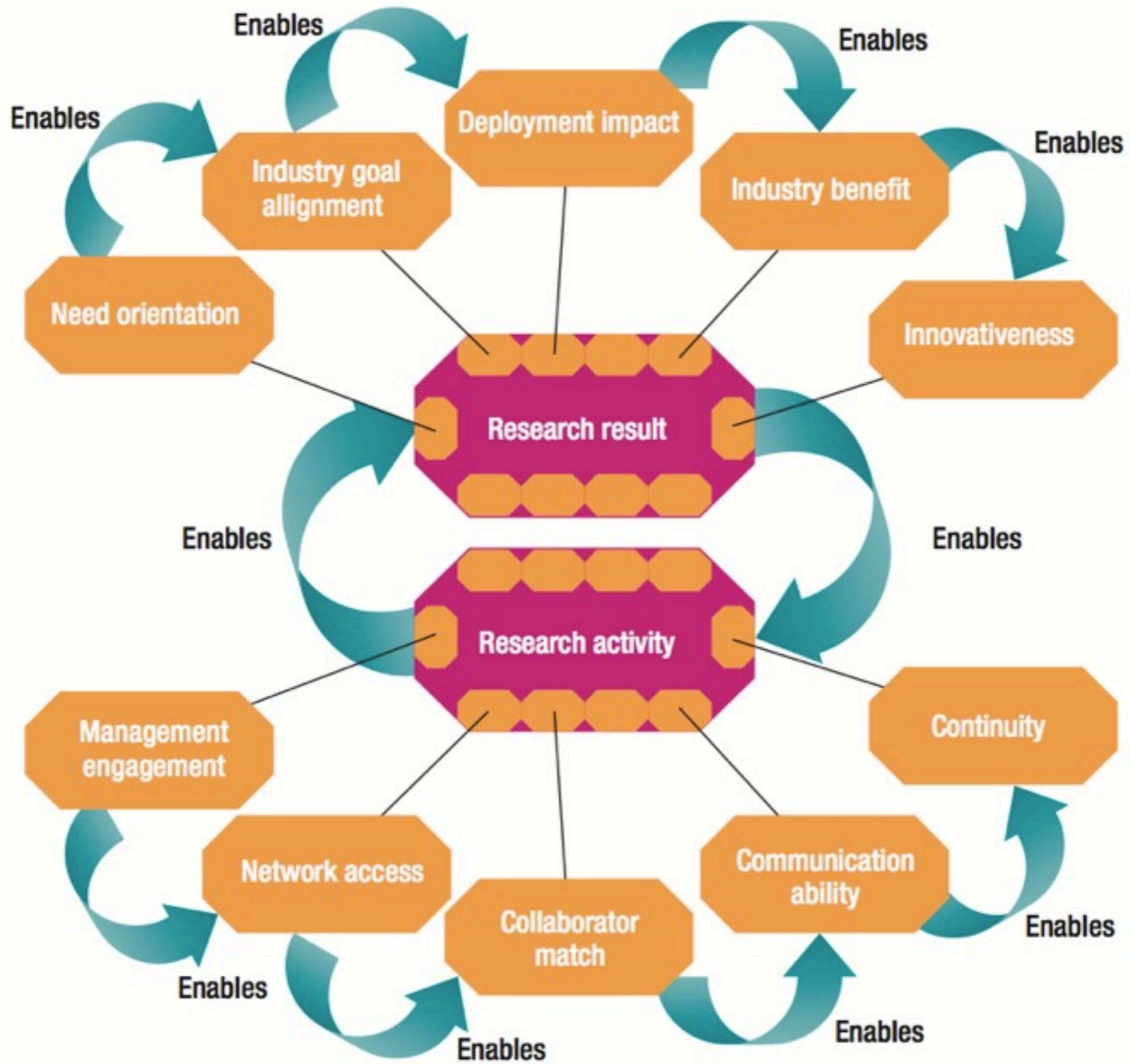
How we often work (or try to work ;)



Success Factors Powering Industry-Academia Collaboration in Software Research

Table 1: Success factor ranking comparison

Success factor	Sweden	Australia
Buy in and support from company management	Overall: 1 Industry: 1	Overall: 1 Industry: 1 Academia: 2
Champion at company	Overall: 2 Industry: 2 Academia: 1	Overall: 2 Industry: 2 Academia: 1
Attitude and social skills of researcher	Overall: 3 Academia: 2	
Short term results and impact on industry		Overall: 3 Industry: 3
Researcher's commitment to contribute to industry needs	Industry: 3	Academia: 3
Champion's network within the company	Academia: 3	
Buy in and support from industry collaborators	Academia: 3	



[Sandberg2010]

FIGURE 2. A collaboration model for collaborative practice research. Successful research projects must attend to both industry needs and management involvement.

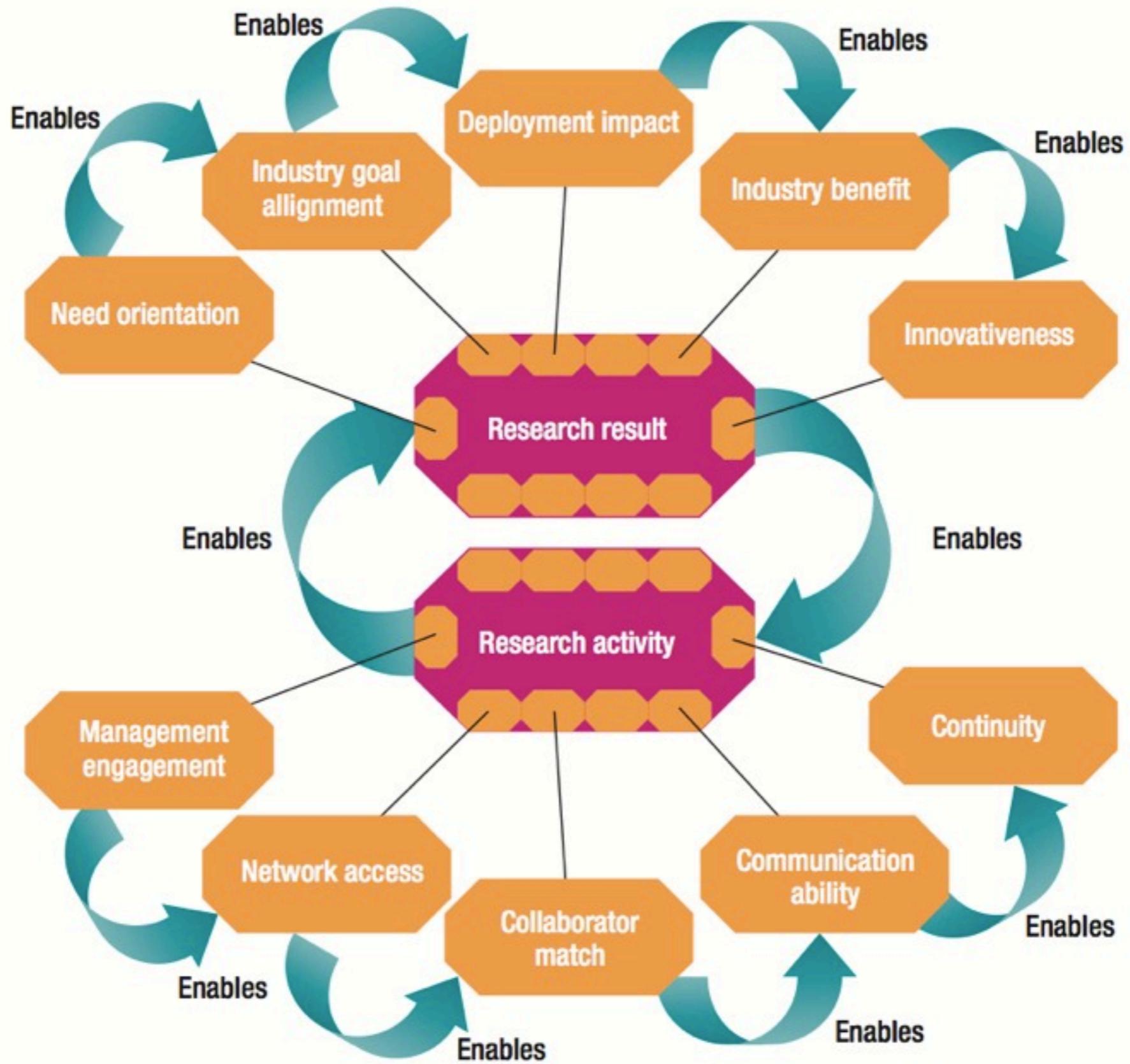


FIGURE 2. A collaboration model for collaborative practice research. Successful research projects must attend to both industry needs and management involvement.



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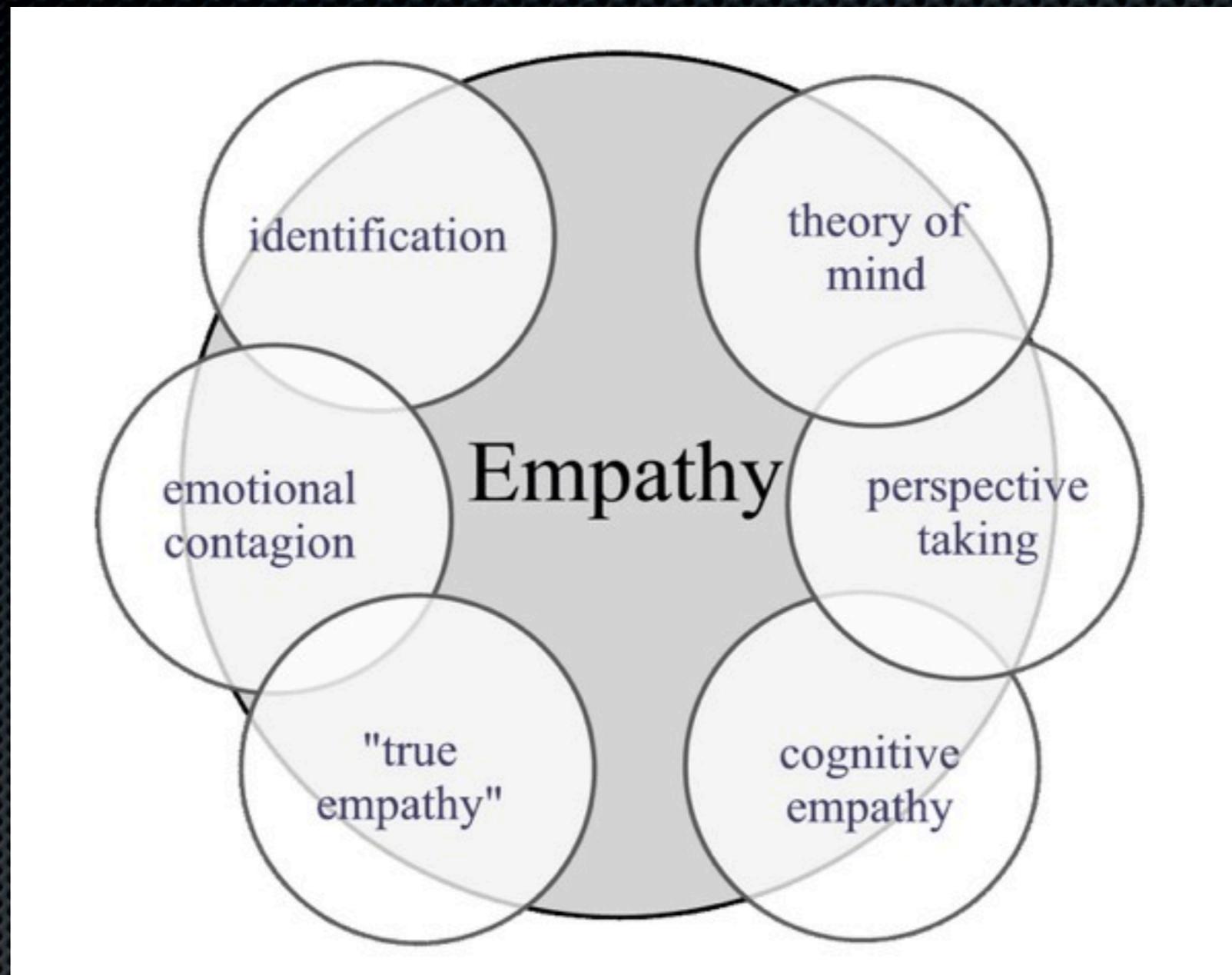
MAD

Our Price
30c
CHEAP

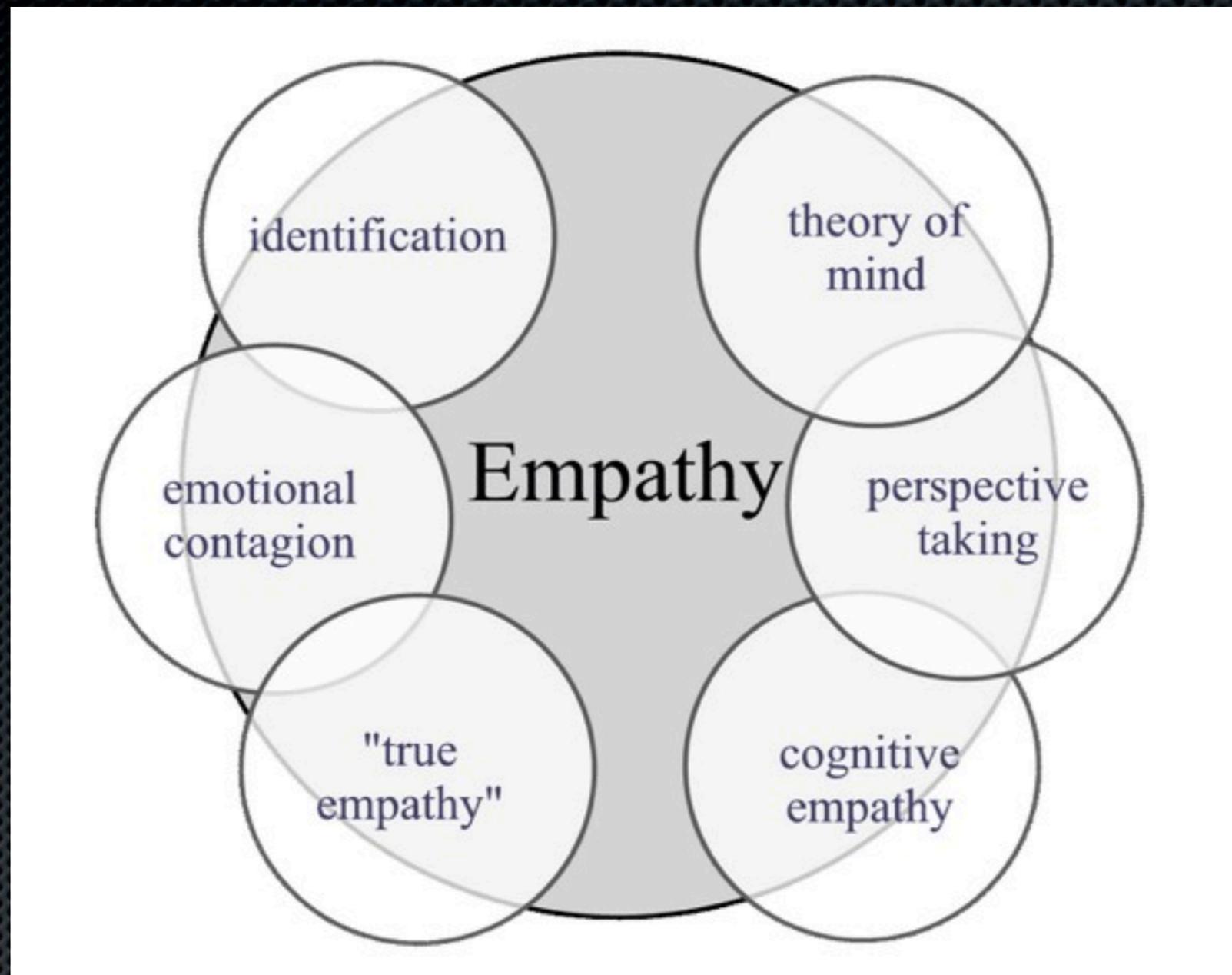




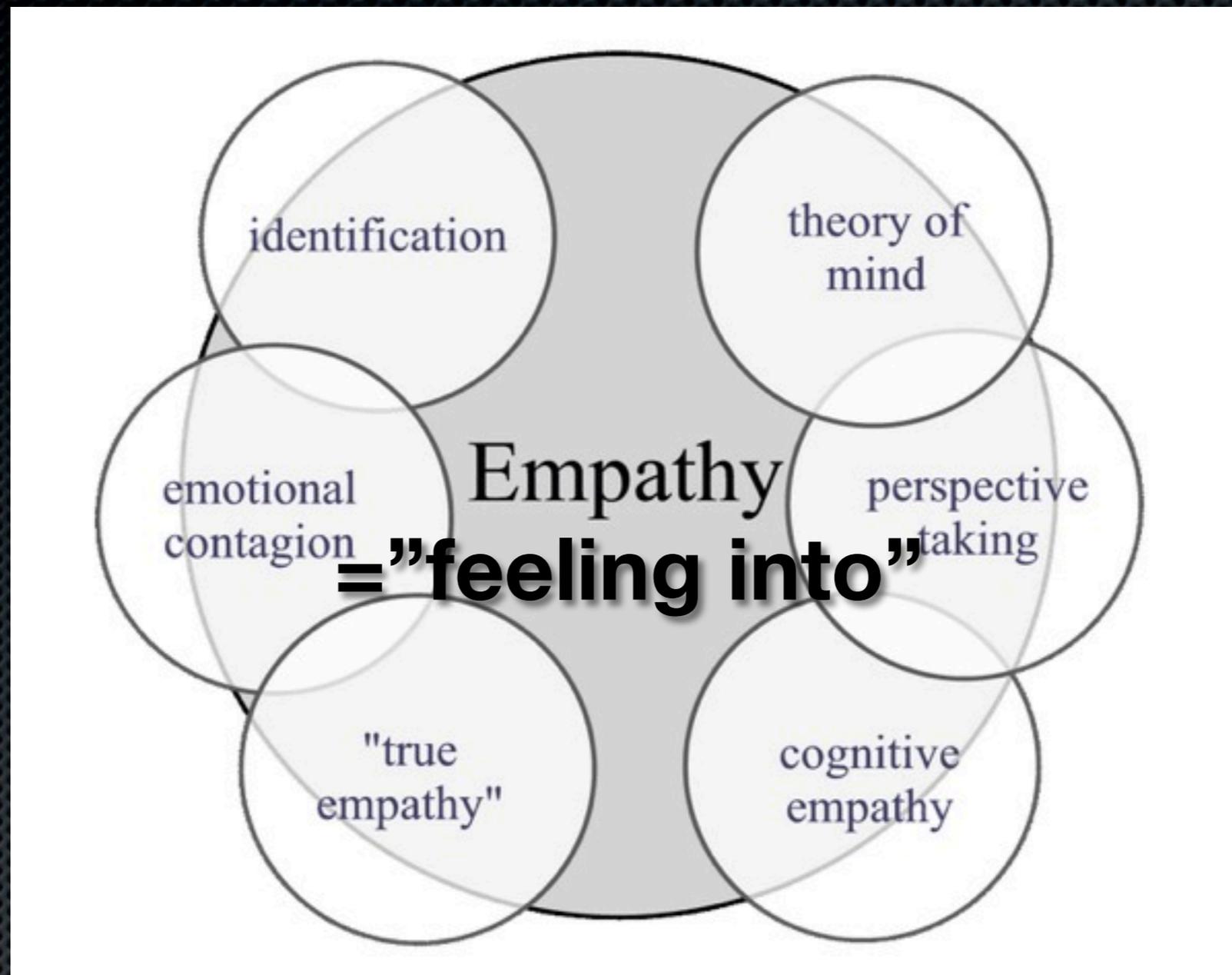
Figure 2: A juvenile chimpanzee comforts a distressed adult.



Preston et al, "Empathy: Its ultimate and proximate bases", Behavioral and Brain Science, 2002.



“..consider empathy as a broad phenomenon that encompasses identification, emotional contagion, and cognitive empathy. All of these are **processes** **whereby an individual employs the brain's way of understanding the world to understand the internal states of others.**”



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Guidelines for crossing boundaries

- * **DARE** to step into other person's shoes
 - * Care about them. Care about their goals.
 - * See their competence. Let go! (Release control. Trust.)
 - * Keep interest in multiple disciplines. Read outside yours.
- * **CREATE** Personal connection.
 - * Eat and drink together. Have fun together.
- * **ALLOW** it to take **TIME**
 - * Build trust and refine collab in iterations.
 - * Takes 1-2 years before success with new collaborator
- * Collab must **DELIVER VALUE** to all