

# Hauptseminar: Behavioral Software Engineering

- **Organizer/Examiner:** Dr. Daniel Graziotin, Akademischer Rat, ISTE/Empirical Software Engineering.
- **Language:** English.

Behavioral software engineering is a growing area of research, which bridges behavioral science disciplines such as psychology, cognitive science, and sociology with software engineering. *In other words, we try to better understand developers as human beings.* Areas of studies include, but are not limited to, cognitive style, job insecurity, job & life satisfaction, motivation, organizational commitment, positive psychology, social value orientation, stereotypes, stress, personality, work-life balance, communication, decision-making, team dynamics, organizational climate, and culture. In the context of software engineering.

## Main tasks:

1. Take responsibility of a topic related to behavioral software engineering. Topics can either be chosen from as list or proposed (the latter is preferred). This is dealt with in the first seminar session.
2. Conduct an extensive literature review of the topic.
3. Summarize the outcomes of the review and reason about it in terms of implications for research for practice.
4. Propose three novel research designs that would likely result in a complete, real-world, and publishable research endeavor.
5. Present intermediate outcomes with a keynote and final results in a paper.
6. Be active during presentation sessions (mandatory attendance, which will be virtual if required by the current situation).

## Note:

- Participants do *not* have to implement and execute the studies they design in this seminar.
- Ideally, participants have already attended a course on research methods (in software engineering) or have read books about research.
- Participants are invited to continue their proposed designs, or anything related to them, as a research project or M.Sc. thesis once the seminar is over.