ABSTRACT
This International Workshop on Global Software Development for the Practitioner (GSD2006) is held in conjunction with the 28th International Conference on Software Engineering (ICSE 2006) on May 23rd, 2006 in Shanghai, China. The workshop is motivated by the industry trend toward developing software in globally distributed settings: geographically distributed teams or outsourcing part of software development to other organizations in other parts of the world. Topics presented and discussed in the workshop focus on grounded, practical strategies and techniques that address the geographical, temporal, organizational and cultural boundaries inherent in global software projects.

Categories and Subject Descriptors
D.2.0 [Software Engineering]: General.

General Terms
Management, Economics, Human Factors.

Keywords
Software project management, global software development.

1. INTRODUCTION
Over the past decade IT professionals worldwide have witnessed the flourishing of global software development (GSD) as a result of organizations outsourcing or offshoring parts or all of their development activities [1] [8] [13] [2] [6] [12]. While global software development is attractive with its offer of large talent pools and reduced labour cost, it is not the magic potion to project success. Managers and developers engaged in global software development agree that cross-site, cross-cultural projects “do not just happen.” Rather, projects are confronted by countless challenges, from project set-up, to progress control, to day-to-day communication and even to the management of cultural diversity in teams. All of these issues can become serious obstacles and therefore require careful examination and practical solutions. Improved processes are needed [4] [3], along with careful examination of new team dynamics, people, organizational and cultural issues [9] [10] [11] [7] and innovative coordination [5] and communication strategies.

The goal of this workshop is to provide a forum for researchers and professionals interested in global software development to meet and exchange ideas. In particular, this workshop takes the perspective of the practitioner and focuses on the tactics and techniques that will help software professionals navigate the unique challenges in a global development environment.

2. WORKSHOP THEMES
The workshop solicited submissions on topics that included:
- Software processes and practices improvement
- Organizational models and strategies
- Project management (e.g., risk management, progress monitoring, quality control, configuration management)
- Knowledge management
- Team communication and coordination
- Managing peopleware (e.g., cross-cultural conflicts, distributed collaboration)
- System architecture
- Productivity and quality issues
- IP protection and other legal aspects
- Education and training of practitioners

3. WORKSHOP FORMAT
Submissions were reviewed by members of the organizing and program committees, and the acceptance of the 15 papers included
in this booklet was based on their relevance to the workshop themes, contribution to the state of knowledge, quality of writing and ability to provide good discussion points. All accepted papers are made available to the participants electronically prior to the workshop date. See http://seal.ece.ubc.ca/gsd2006/ for details.

The workshop activities consist of presentations delivered by selected participants, followed by open discussion sessions.

Four sessions are set up:
1. Project management issues in GSD: planning, risk management, configuration management, etc.,
2. Coordination in GSD: day-to-day communication and synchronization of activities across geographical and organizational boundaries
3. Cross-cultural issues: difficulties and opportunities in exploiting the diversity offered by GSD
4. Case studies: hearing the successes, difficulties and failures from practitioners involved in GSD projects

A final wrap-up session at the end of the workshop will summarize the topics and issues discussed throughout the day, and outline possible future research activities.

4. FURTHER INFORMATION
Further information about this workshop, some of the accepted papers and discussion summaries can be found at: http://seal.ece.ubc.ca/gsd2006.

Workshops on Global Software Development had been organized by D. Damian and F. Lanubile at previous ICSE conferences. See http://gsd2004.uvic.ca/ for more information.

Acknowledgements
The workshop was instigated and made possible through the support of the IEEE Computer Society and the IEEE Software magazine, which will publish a special issue on Global Software Development in late 2006.

A Few References