

# Research Methods for Software Engineering



Español



## Related Products Patterns

- Data Analysis of Experimentation by Contrast Hypothesis
- Data Analysis Between Two Variables Using Correlation Technique
- Execution of Experimentation
- Experimentation Planning



## Methods and Related Models

- None



## Examples

- None



## Explanatory Video

- None



## Description



The discipline of Software Engineering is generally defined as an area of engineering that provides methods and techniques for developing and maintaining software. However, the software is constantly evolving and is impenscindible that the methods and techniques of this young discipline is maintained in a process of continuous improvement; for this reason, is presented in this section a set of patterns and especially designed to be used by researchers involved in the generation of new knowledge in software engineering.

Remarkably, these methods are not unique to Software Engineering and they can be used in any other discipline.




## Restricciones (*Forces*)

- **Type of Organization:** Research Centre, universities, SMEs, Large Companies.



## Information Resources

- Jedlitschka, A., Pfahl, D..(2005).  *Reporting Experiments in Software Engineering. ISERN-REPORT-06-01.* Fraunhofer Institute for Experimental Software Engineering.
  - Juristo, N., Moreno, M.A. (2001). *Basics of Software Engineering Experimentation.* Springer.
  - Raposo, F. Experimentation in Software Engineering: *An Introduction* <http://www.rise.com.br>
  - Wohlin, C., Runeson, P., Höst, M., Ohlsson, M.C., Regnell, B., Wesslén, A. (2000). *Experimentation in Software Engineering: An Introduction.* Springer
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