

Coordinating requirements engineering and quality assurance in a complex release planning context: Experience from Sony Mobile

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Outline

- 1. Sony Mobile and surrounding ecosystem
- 2. Release planning at Sony Mobile
- 3. Reflections from 10 years at Sony Mobile
- 4. Conclusion





Sony Mobile and surrounding ecosystem















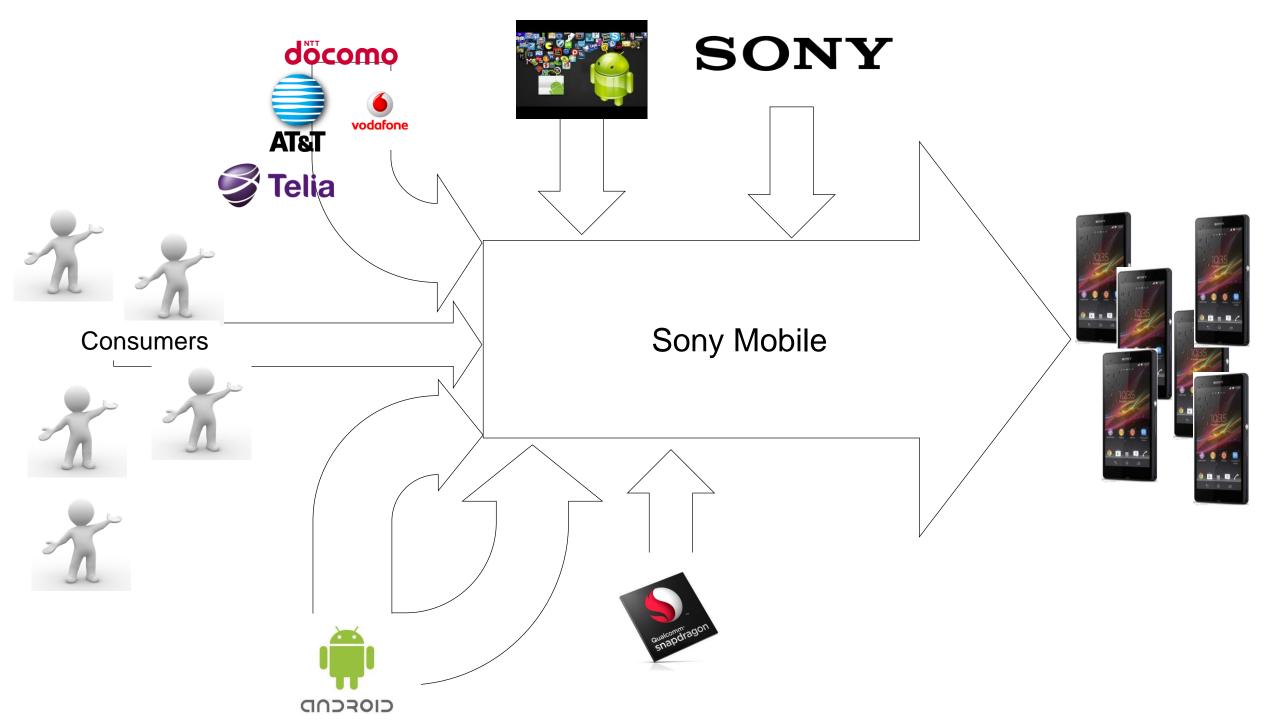






- Ericsson and Sony developed mobile phones independently from each other starting in the 1980-ies
- Sony Ericsson was a Joint Venture between Sony and Ericsson, started in 2001
- First Android phone launched in 2010
- In 2012, Sony acquired the entire company and changed the name to Sony Mobile



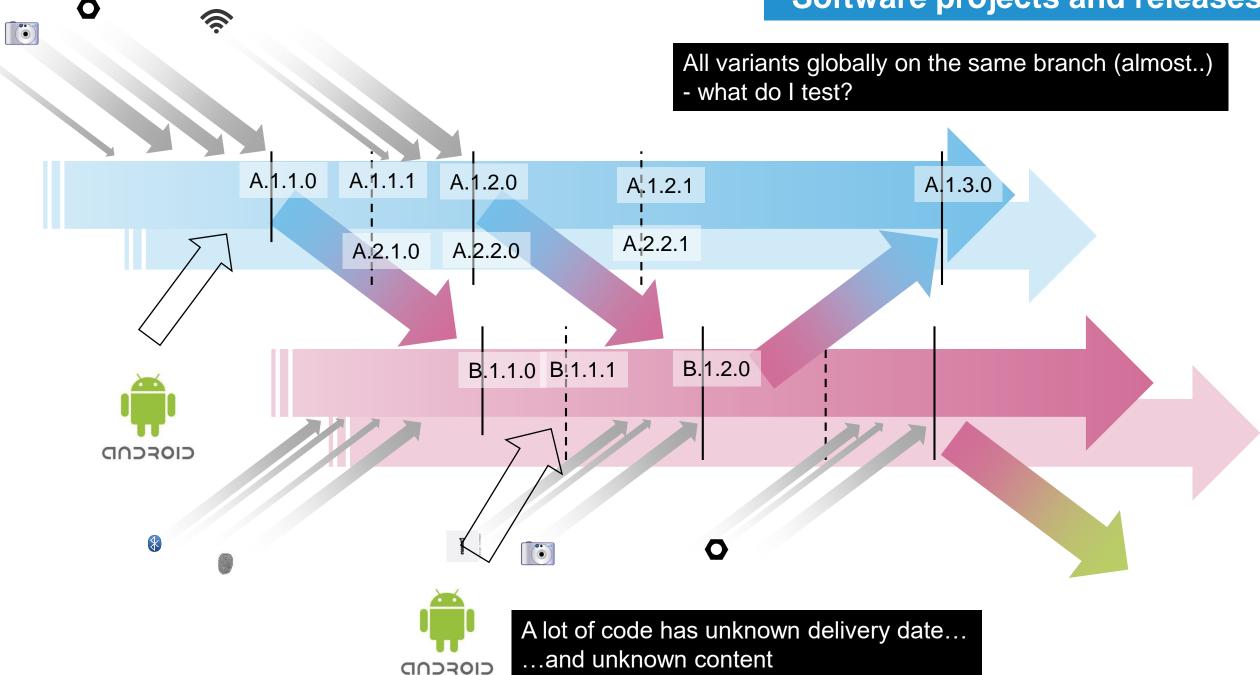




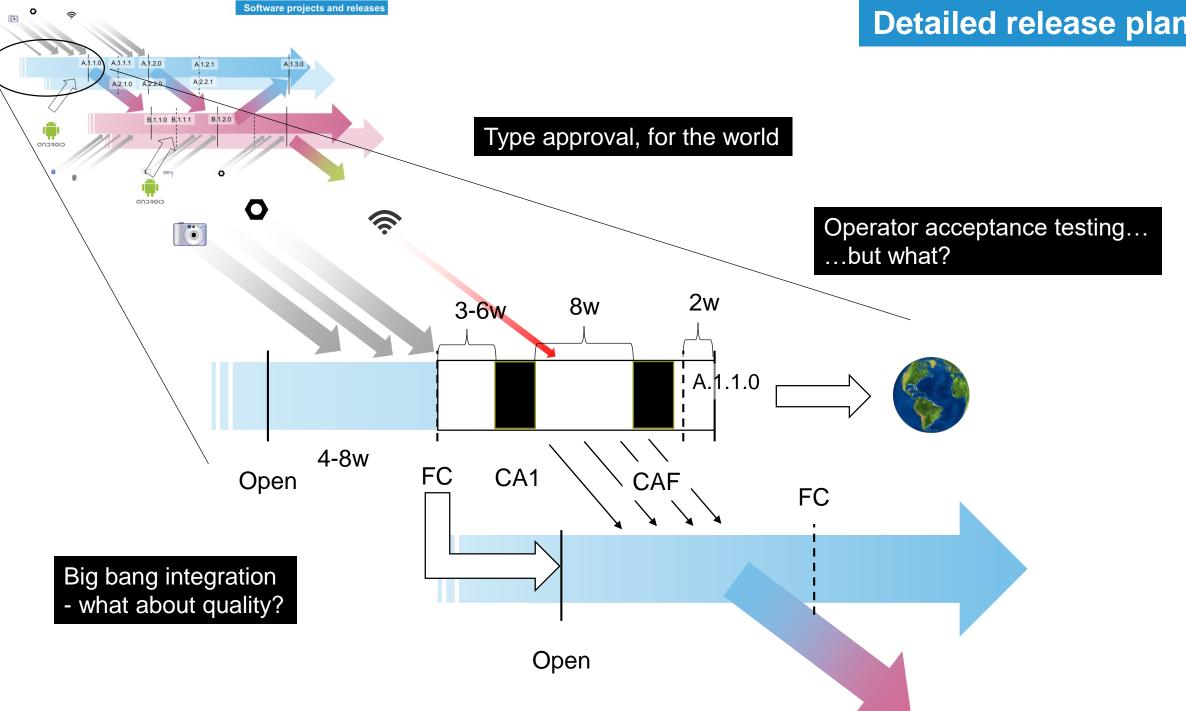
Release planning at Sony Mobile



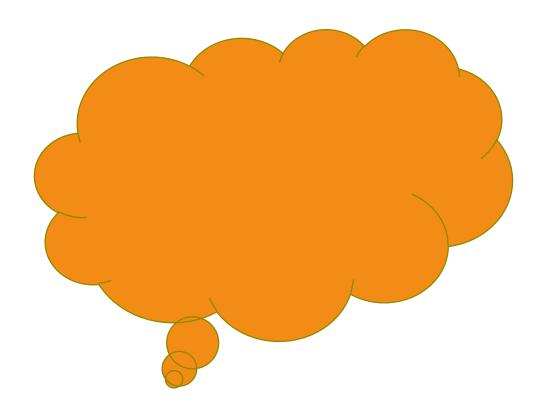
Software projects and releases



Detailed release planning



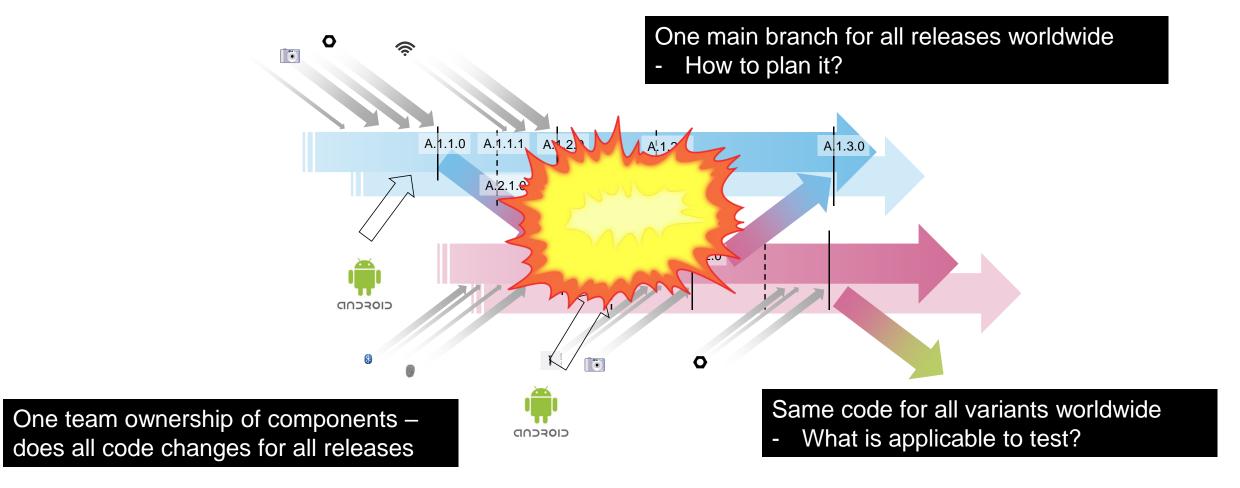




Reflections from 10 years at Sony Mobile

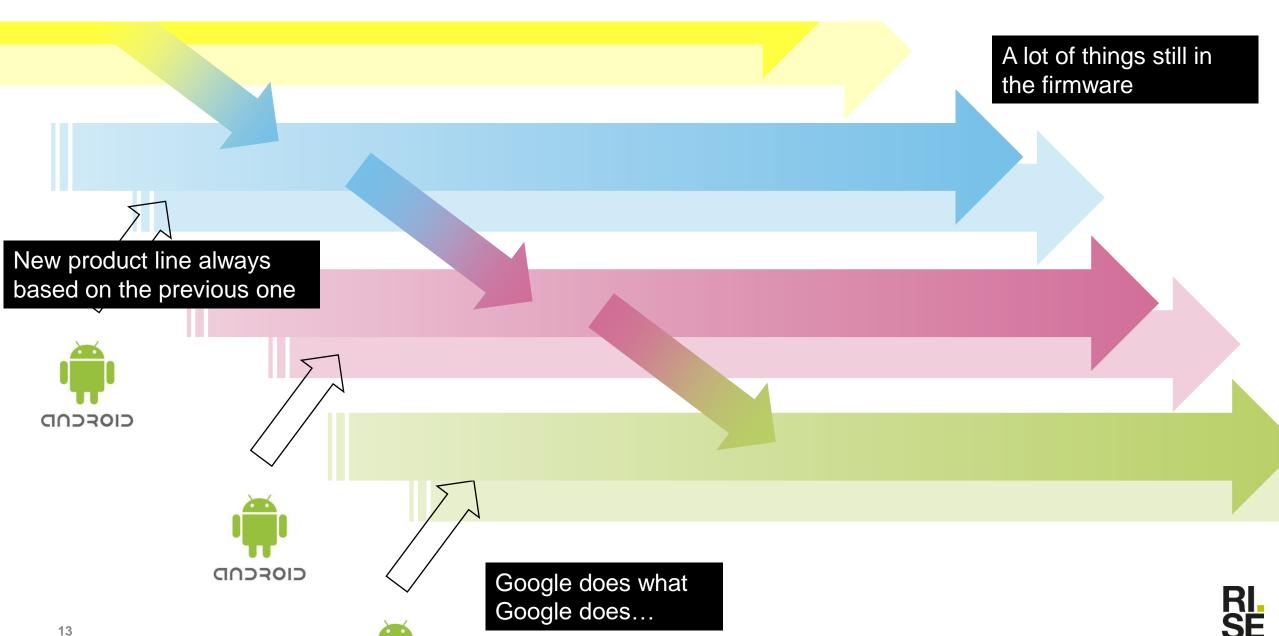


There is such a thing as too much reuse





Breaking up the legacy





Conclusion



Conclusion

 Software is developed in a complex interplay with suppliers, partners, customers and consumers

Simplifications are needed everywhere to keep competitive

There is no silver bullet, a multitude of measures are needed



Thank you!

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If you don't care about quality, you can meet any other requirement

- Gerald M. Weinberg





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- "Develop and increase the use of our leading, dynamic environment for testing, demonstration and pilot production."
- "Support and encourage organizations particularly small and medium-sized enterprises to participate in EU research programmes and benefit from international collaborative research."

Excerpts from the Research Proposition 2016/17: 50 (Kunskap i samverkan).



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