

ORIGINAL SUBMITTED SYLLABUS

Title of Subject	:	Empirical Software Engineering
Code	:	SE804
Discipline	:	Software Engineering
Effective	:	24 PhDSE Batch and onwards
Assessment	:	10% Sessional 30% Mid Semester 60% Final Examination
Credit Hours	:	3 + 0 Marks : 100
Minimum Contact Hours:		42

Objectives of the course:

This course will prepare students for advanced research by examining how to plan, conduct and report on empirical investigations. This course will provide an overview of the different empirical research methods that can be used to research different aspects of software engineering The course introduces quantitative and qualitative methods in software engineering with accompanying statistical methods used for analysis.

Course outline:

• Introduction

General concepts and principles, empirical research methods, empirical research techniques, a conceptual map of empirical software engineering, types of empirical software engineering

• Measurement, data collection and analysis

Types of measures, data collection methods, data analysis tools, goal question metrics, GQM methodology, goals, qualitative and quantitative methods in software engineering, Methods for analyzing quantitative and qualitative data in software engineering.

• Empirical strategies

Controlled experiments, case studies, survey types, selecting an empirical strategy, and process of an empirical study

• Data measurement and descriptive statistics

Mean, median, mode, variance, standard deviation, impact of scaling and shifting

• Data analysis and inference statistics

Hypothesis testing, Significance level, and p-value, type-I and type-II error, Performing hypothesis testing, t-test and t-distribution, proportion testing, important p-z pairs.

• Empirical software engineering: From discipline to inter-discipline



Scientific movements and practices, Theory, research, and evaluation as practice, Pragmatic cycle for empirical research, Challenges in empirical software engineering, Turning empirical software engineering into an inter-discipline,

BOOKS RECOMMENDED

- 1. Lee, R Software Engineering research, management and applications, Springer, Latest Edition.
- 2. Shull, F.; Singer J.; Sjoberg, D.I.K. (eds); Guide to Advanced Empirical Software Engineering, Springer, Latest Edition.
- 3. Derek M. Jones, Empirical Software Engineering using R, Latest Edition.

Reference Papers:

- 1. Fernández, Daniel Méndez, and Jan-Hendrik Passoth. "Empirical software engineering: From discipline to interdiscipline." *Journal of Systems and Software* 148 (2019): 170-179.
- 2. Molléri, Jefferson Seide, Kai Petersen, and Emilia Mendes. "CERSE-Catalog for empirical research in software engineering: A Systematic mapping study." *Information and Software Technology* 105 (2019): 117-149.
- 3. Kitchenham, Barbara, et al. "Robust statistical methods for empirical software engineering." *Empirical Software Engineering* 22.2 (2017): 579-630.
- 4. Krein, Jonathan L. "Replication and Knowledge Production in Empirical Software Engineering Research.", PhD thesis, 2014.
- 5. Georgios I. Gousios, Tools and methods for large scale empirical software engineering research, PhD thesis., 2012.

Approval:

Board of Studies: Board of Faculty: AS&RB Academic Council: Resolution No. 2.2 Resolution No. 21.10 Resolution No. Resolution No. Dated: 21-07-2023 Dated: 07-12-2023