





















The human component is an essential part of design and development

Development is based on **Creativity** and the **ingenuity** of people

The effectiveness of tools and approaches strongly depends on the human component

Software engineering presents many similarities with social sciences and psychology

Software engineering is very much governed by human behavior through the people developing software

We cannot expect to find any formal rules or laws except when we are dealing with technical aspects





















Peopleware refers to anything that has to do with the role of human beings in the development of a software













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Software professionals should also delve into nontechnical issues and recognize that the **people** involved in the software development process **are as important as the processes and the technology itself**









Background in **behavioral science** experimentation, a strong foundation in **empirical research methods** and knowledge of **statistical analysis**











"The **goal** of human factors is to reduce human error, **increase** productivity, and **enhance** safety and **comfort** with a specific focus on the interaction between the **human** and the thing of **interest**."







"Because of the complex nature of the programming task, the programmer 's personality—his individuality and identity—are far more important factors in his success than is usually recognized."

















Researchers could be interested in studying personality traits to improve developers' performance

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kind, sympathetic and cooperative attitude; while conscientious people are organized and reliable





GOM - Analyze personality traits for the purpose of evaluating their effect with respect to individual performance in fixing bugs from the point of view of researchers, project managers, and educators in the context of undergraduate students in CS and bug fixing tasks in C and Java programs.





IPIP-MED-120 Inventory & Pre-questionnaire Training Session #2 C Program): Experimental Session #2 (C Program): Experimental Session #4 (C Program): Experimental Session #4	sion #6 Experimental Session #8 (C Program): tion Financial
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neuroticism has a detrimental effect on the individual performance in fixing bugs—the higher the neuroticism level of novice developers, the worse their individual performance is.







Peopleware is not only personality treat





Open workspaces are widespread in software companies



Open workspaces tend to be noisy





























