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style ="background: var(--highlight-yellow); color: inherit;">Insights on the relationship between style ="background: var(--highlight-yellow); color: inherit;">decision- style ="background: var(--highlight-yellow); color: inherit;">making style and style ="background: var(--highlight-yellow); color: inherit;">personality style ="background: var(--highlight-yellow); color: inherit;">in style ="background: var(--highlight-yellow); color: inherit;">software engineering

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Abstract

Context: style ="background: var(--highlight-yellow); color: inherit;">Software development involves many activities, and style ="background: var(--highlight-yellow); color: inherit;">decision style ="background: var(--highlight-yellow); color: inherit;">making is an essential one. Various factors can impact a style ="background: var(--highlight-yellow); color: inherit;">decision- style ="background: var(--highlight-yellow); color: inherit;">making process, and by understanding such factors, one can improve the process. Since people are the ones style ="background: var(--highlight-yellow); color: inherit;">making decisions, some human-related aspects are amongst those influencing factors. One such aspect is the style ="background: var(--highlight-yellow); color: inherit;">decision maker's style ="background: var(--highlight-yellow); color: inherit;">personality. Objective: This research investigates the relationship between style ="background: var(--highlight-yellow); color: inherit;">decision- style ="background: var(--highlight-yellow); color: inherit;">making style and style ="background: var(--highlight-yellow); color: inherit;">personality within the context of style ="background: var(--highlight-yellow); color: inherit;">software project development. Method: We conducted a survey style ="background: var(--highlight-yellow); color: inherit;">in a population of Brazilian style ="background: var(--highlight-yellow); color: inherit;">software engineers to gather data on their style ="background: var(--highlight-yellow); color: inherit;">personality and style ="background: var(--highlight-yellow); color: inherit;">decision- style ="background: var(--highlight-yellow); color: inherit;">making style . Results: Data from 63 participants was gathered and resulted style ="background: var(--highlight-yellow); color: inherit;">in the identification of seven statistically significant correlations between style ="background: var(--highlight-yellow); color: inherit;">decision- style ="background: var(--highlight-yellow); color: inherit;">making style and style ="background: var(--highlight-yellow); color: inherit;">personality (style ="background: var(--highlight-yellow); color: inherit;">personality factor

and style ="background: var(--highlight-yellow); color: inherit;">personality facets). Furthermore, we built a regression model style ="background: var(--highlight-yellow); color: inherit;">in which style ="background: var(--highlight-yellow); color: inherit;">decision- style ="background: var(--highlight-yellow); color: inherit;">making style (DMS) was the response variable and style ="background: var(--highlight-yellow); color: inherit;">personality factors the independent variables. The backward elimination procedure selected only agreeableness to explain 4.2% of DMS variation. The model accuracy was evaluated and deemed good enough. Regarding the moderation effect of demographic variables (age, educational level, experience, and role) on the relationship between DMS and Agreeableness, the analysis showed that only style ="background: var(--highlight-yellow); color: inherit;">software engineers' role has such effect. Conclusion: This paper contributes toward understanding the relationship between DMS and style ="background: var(--highlight-yellow); color: inherit;">personality. Results show that the style ="background: var(--highlight-yellow); color: inherit;">personality variable agreeableness can explain the variation style ="background: var(--highlight-yellow); color: inherit;">in style ="background: var(--highlight-yellow); color: inherit;">decision- style ="background: var(--highlight-yellow); color: inherit;">making style . Furthermore, someone's role style ="background: var(--highlight-yellow); color: inherit;">in a style ="background: var(--highlight-yellow); color: inherit;">software development project can impact the strength of the relationship between DMS and agreeableness. © 2021 Elsevier B.V.

Author keywords

style ="background: var(--highlight-yellow); color: inherit;">Decision- style ="background: var(--highlight-yellow); color: inherit;">making style ; style ="background: var(--highlight-yellow); color: inherit;">Personality; style ="background: var(--highlight-yellow); color: inherit;">Software engineering

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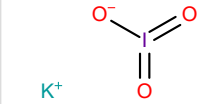

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Engineering controlled terms

Behavioral research; Population statistics; Professional aspects; Regression analysis; style ="background: var(--highlight-yellow); color: inherit;">Software design

Engineering uncontrolled terms

Backward elimination; style ="background: var(--highlight-yellow); color: inherit;">Decision style ="background: var(--highlight-yellow); color: inherit;">making process; Demographic variables; Educational levels; Independent variables; style ="background: var(--highlight-yellow); color: inherit;">Personality variables; Regression model; style ="background: var(--highlight-yellow); color: inherit;">Software development projects

Engineering main heading

style ="background: var(--highlight-yellow); color: inherit;">Decision style ="background: var(--highlight-yellow); color: inherit;">making

Topic name

Software Architecture; Architects; Agile

Prominence percentile

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