

Humans in software engineering : the more things you do, the more things you can do!

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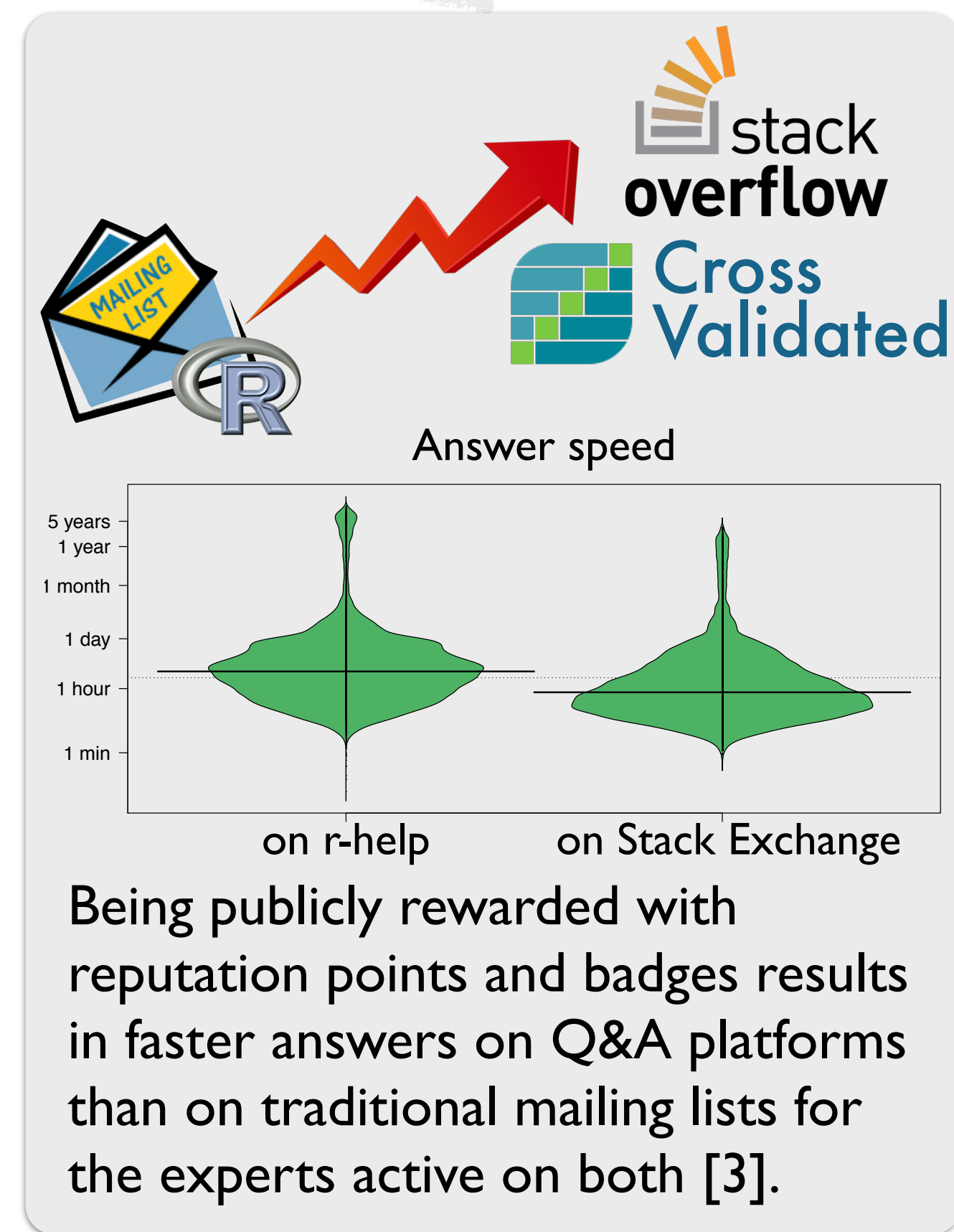
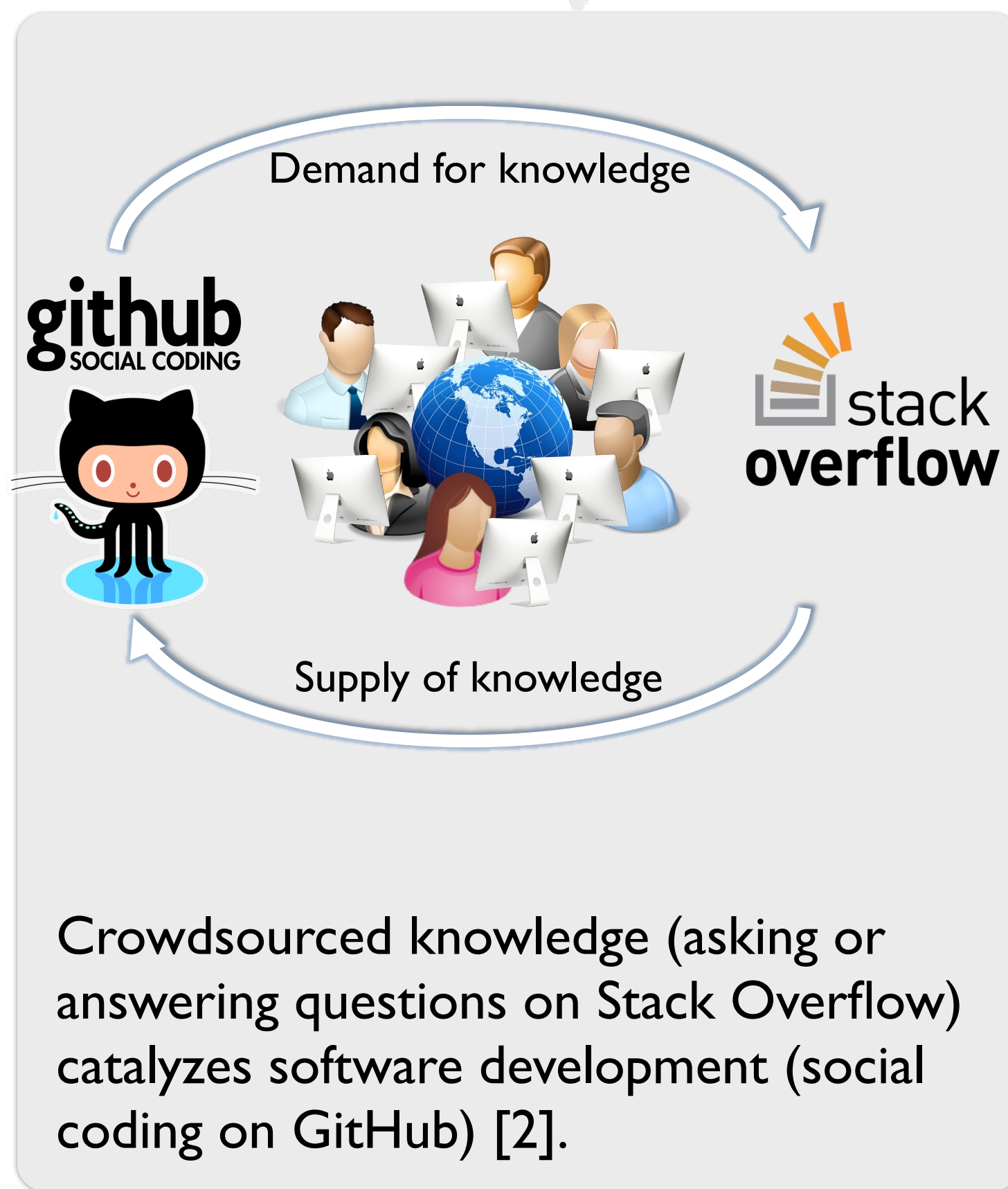
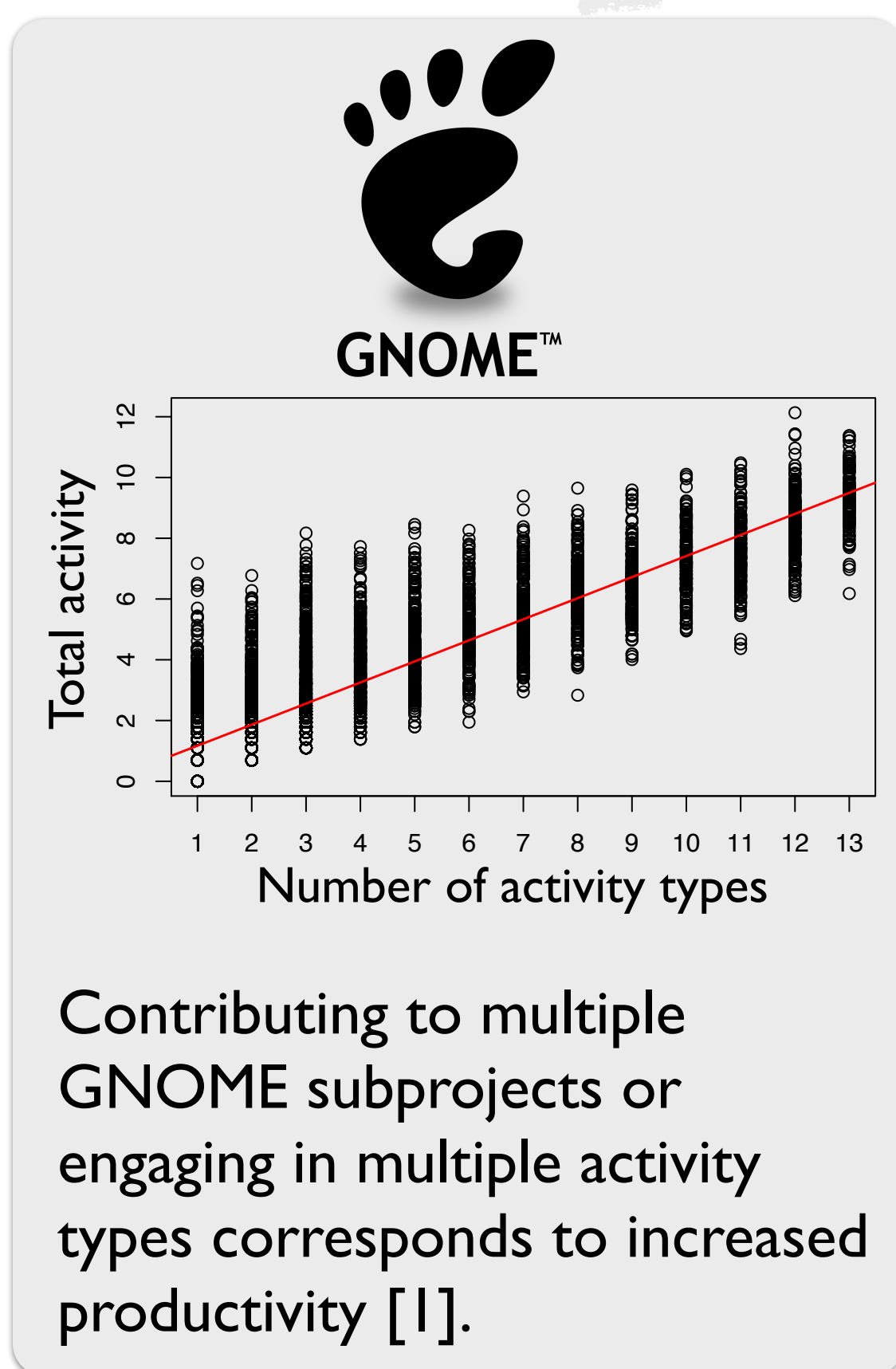
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Humans in software engineering:

The more things you do, the more things you can do!

Bogdan Vasilescu, Alexander Serebrenik, Mark G.J. van den Brand

Different data sets, different measures, different statistical techniques...



...the same conclusion:

The more things you do, the more things you can do!

Those who engage in multiple communities or participate in multiple projects are typically the most active / productive from each community.



Why?

The fitter you are, the more you signal!

Career concerns or desire for peer recognition make the developers "signal" their fitness. More knowledgeable developers signal more.

[1] Bogdan Vasilescu, Alexander Serebrenik, Mathieu Goeminne, Tom Mens. On the variation and specialisation of workload: A case study of the Gnome ecosystem community. Empirical Software Engineering, 2013.
 [2] Bogdan Vasilescu, Alexander Serebrenik, Prem Devanbu, Vladimir Filkov. How social Q&A sites are changing knowledge sharing in open source software communities. 17th ACM Conference on Computer Supported Cooperative Work and Social Computing (CSCW 2014).
 [3] Bogdan Vasilescu, Vladimir Filkov, Alexander Serebrenik. StackOverflow and GitHub : Associations between software development and crowdsourced knowledge. 2013 ASE/IEEE International Conference on Social Computing (SocialCom 2013).