Over the last decade software development approaches have moved decidedly from a more traditional software engineering approach towards agile and lean software development. However, even from the beginning of the emergence of agile methods, it has been recognized that there are high levels of congruency between traditional and agile approaches to software development. In fact, there are a number of sources that illustrate that agile approaches are being heavily tailored to their environments, with many teams using approaches that blend “agile” and “traditional” techniques.

Now in its fourth year, this mini track continues to explore the middle ground between traditional software engineering (TSE) and the new agile software development (ASD) and lean software development (LSD), or what we call agile and lean software engineering (ALSE). This year the mini track includes eight and high quality international papers covering many aspects of agile and lean software development and engineering.

A common theme of agile development is the need to tailor the practices of agile methods to a particular context. The paper “Do Daily Scrums have to take place each Day? A Case Study of Customised Scrum Principles at an E-Commerce Company” by Pauly et al., focuses on the impact of using several scrum principles, and how they were adapted within a single case-study context.

Agile and lean methods are continually evolving and expanding, and new opportunities arise. Estácio et al.’s paper “Evaluating the Use of Pair Programming and Coding Dojo in the Teaching of Mockups Development: An Empirical Study”, compares the results of pair programming and Coding Dojo in students’ evaluation of motivation, user experience and learning.

The paper “Model-Driven Co-Evolution for Agile Development” by Schönböck et al. sits right in the gap between TSE and ASD. The question at hand in the paper focuses on the intertwined nature of model evolution within an iterative, agile development process. While agile methodologists have stressed lightweight documentation, how do necessary design artifacts co-evolve in an agile development context?

Usability Evaluation Practices within Agile Development by Silva da Silva et al. address the key issue of usability design in agile environments. They present findings from their case studies regarding the tension between quick agile iterations, and the ability to perform user testing sessions. They present a set of practices designed to assist in the evaluation of product usability in agile environments.

Scheerer et al.’s “The Effects of Team Backlog Dependencies on Agile Multiteam Systems: A Graph Theoretical Approach” presents a novel approach to identifying and tracking dependencies in the project backlog. While teams often assume that reprioritizing the backlog is a low cost action, their research exposes the consequences of backlog dependencies on the ability to reprioritize.

Read and Clark present “Technology Frame Disruption and Collaboration Building During Short-Term Agile ISD Projects”, which includes a process model using the lens of technology frames. They find interesting consequences of differences in clients’ frames, leading to issues with collaboration in iterative project delivery.

Finally, Berente et al. present “Rule Formation and Change in Information Systems Development: How Institutional Logics Shape ISD”. In this paper, the authors present an explanation of rule differences between organizations, using an institutional logics perspective. Their case studies illuminate the logics that emerge in three different contexts, and how these logics shape the enactment and evolution of development rules.

We thank all the authors for submitting their papers and the many reviewers from around the world for their constructive and detailed reviews containing valuable feedback to help improve the papers. These papers are going to make this year’s mini track the most engaging and interesting for researchers and practitioners alike. We welcome everyone with an interest in this area to come along to hear the presentations and, most importantly, to contribute to the discussion at HICSS-48.