



Survey in Software Engineering

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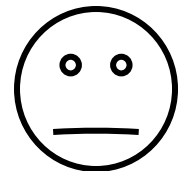
[Survey]

- A survey is an empirical strategy for collecting information from people
 - Used to describe, compare, or explain their knowledge, attitudes, and behavior
- Data is collected by interviews or questionnaires



[Characteristics of a Survey]

- In Software Engineering, a survey is answered by a sample of developers
- Survey is often performed in retrospect
 - Data is analyzed to derive conclusions
 - Collected information can support both quantitative and qualitative analyses
- Be careful: surveys with many questions may be tedious



[Generalization]

- The purpose of a survey is to understand the population
- Conclusions in a survey can often be generalized
- Example
 - By interviewing 25 developers, we aim to know the opinion of a population



Examples of Survey

■ Example 1:

- A tool has been used for a while
- A survey is conducted to assess its advantages and drawbacks



■ Example 2

- A pool is used to determine how a population will vote in the next election

[Bibliography]

- C. Wohlin et al. **Experimentation in Software Engineering**, Springer. 2012.
 - Chapter 2 - Empirical Strategies (Section 2.2)