

Introduction to the Proceedings of the First Workshop on Software Ecosystems

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Software developing organizations are becoming increasingly aware of their position in the software value chain. Whereas earlier, the set of suppliers and external components used to build software solutions was relatively constant, the speed of evolution and innovation is increasing constantly and require continuous management. Also, customers as well as third party developers are increasingly requesting open interfaces to earlier closed software solutions in order to build domain- and customer-specific solutions on top of the original solution. As a consequence, every level of an organization is influenced by third parties. Developers include reusable artefacts from external suppliers into their products, product managers are bombarded with domain specific requests by customers, and support and maintenance personnel encounters system failures due to dependencies on components from others. In short, around virtually every successful software solution, a nascent, developing or mature software ecosystem is in place and organizations increasingly need to manage their software ecosystem explicitly. Salesforce.com and its 3rd party solutions marketplace, and Apple and its iPhone appStore are highly publicized examples of how organizations that manage their software ecosystems can become hugely successful, in large due to the surrounding communities of developers that create endless amounts of domain specific solutions.

Software ecosystems research can focus on several areas, such as software ecosystems in the large, software development challenges within software ecosystems, and software development governance. It prides the editors to see that such varied work has been submitted to the workshop. First, Thomas Alspaugh, Hazeline Asuncion, and Walt Scacchi discuss the role of software licenses in open architecture ecosystems. They tackle the challenging problems introduced when the components of composite systems are licensed under different licenses. Secondly, we see that Samuel Fricker discusses the role of requirements negotiation in software ecosystems. The paper presents an approach that enables better understanding of collaboration in a software ecosystem by focusing on the relationships between interdependent software stakeholders that need to agree with each other for building accepted products. Finally, the proceedings are concluded with two case studies that describe different forms of ecosystem management and orchestration by Jansen, Brinkkemper, and Finkelstein.

The Workshop on Software Ecosystems aims to further increase the body of knowledge in this specific area of software reuse and software engineering by providing a forum to exchange ideas and discuss state-of-the-art results. In the

future we hope to further develop the workshop into an event that increasingly builds and shapes the community of leading practitioners and research experts. Given the relevance of software ecosystems, and the rather unexplored scientific and industry contribution in this field, the workshop delivers a state-of-the-practice overview of the available knowledge on software ecosystems, as well as an overview of challenges for further research.

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