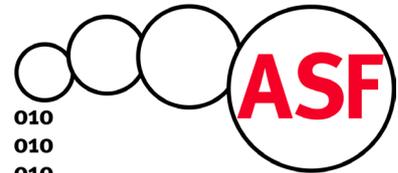




UNIVERSITY
OF ABERDEEN

Consultancy in IT



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ABERDEEN SOFTWARE FACTORY

How to engage with us

Contact us to discuss your requirement. If you decide to proceed we will plan the project on:

- Incremental development to only develop what you will use
- Two-week delivery scales so that you can see your application in 'ready to be deployed' state
- Flexible work arrangements so that you determine which feature is the most important one to develop at the moment
- Fixed budget for time with no hidden surprises

Contact information

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Webpage

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What is the Aberdeen Software Factory?

The ASF is a student-run software house developing applications so that students can gain experience working on larger software projects. We provide solutions to improve your business and IT solutions that will work for you. Since starting in 2009-1010 ASF has delivered a number of successful projects across a range of areas from oil related to horse profiling, and is currently working on a range of software projects.

What kind of software projects?

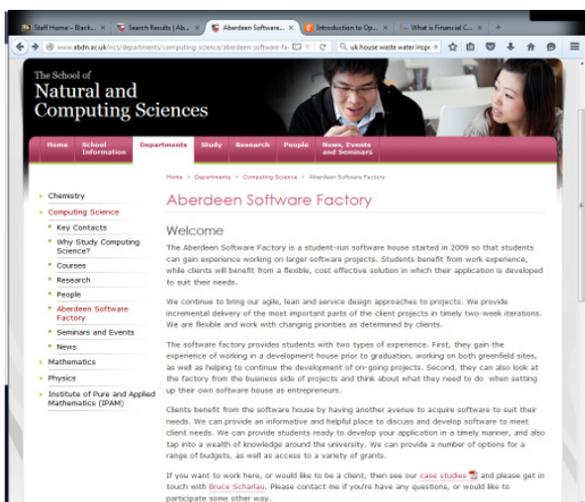
Anything that requires a software programme, including databases. We build the software incrementally in an agile manner so that you can see it unfold and use it in progress to see that it will work as you intend to use it, or whether it needs to be developed along a different line.

How does it work?

We recruit students ready to develop your application in a timely manner, and also tap into a wealth of knowledge around the university.

Our paid teams charge a fixed fee for each two-week delivery. Our fees are highly competitive and eligible for innovation voucher contributions if you are a Scottish SME. We may also work with you through our small team of volunteers, or as part of a group project for a specific course. We tailor the options to your timescale and budget.

The Aberdeen Software Factory works from service design, agile and lean startup approaches so that we develop the right application for you, in the most efficient manner possible.



Case study one: Extend your staff

We provided a website for an international charity client who needed a component media sorting on their intranet. This fed into the selection of objects for working with their clients and enabled them to gain extra help in sorting out a project their own staff could not find time to complete.

Case study two: Prototype ideas

A commercial company had an idea and their developer was short on time to try out the idea. Our team of two students developed this quickly and showed the business a number of prototypes along the way so the application could develop according to the perceived needs of the firm at these demos. In the end the firm decided this was a project worth pursuing to a commercial release.

Case study three: Find new staff

A local commercial company had an idea for an application to tie together a number of diverse tools they currently used into one dashboard type application for their engineers. A student prototyped the ideas for a while and then the firm decided it was just easier to hire the student. This worked well for everyone.

Case study four: Prototype ideas with Lego Serious Play process

A number of firms have used StrategicPlay® sessions with Lego® Serious Play™ to ensure everyone had a clear idea of the project and its goals before starting the building of the application. This has been a useful kick off process and aided development.

Case study five: Group project to paid project is also possible

We have used summer projects and coursework to provide initial possibilities before moving to a paid process so that a number of ideas could be tried and then brought together later and polished off before final release by a small team in the weeks after the course finished. A low cost start can be assured of finishing off in a suitable professional manner.

We use a variety of approaches

Agile software development focuses on incremental and iterative delivery of work in two-week cycles. We focus on what you choose as the most important component needed in that period of time. This enables us to accommodate changes you want in the project as you see it grow.

Lean startup emphasises a build->measure->learn approach for validated learning so that you know you are building the right parts of your business based on feedback from your business. You make a change and see the results, and then decide what to do next. This works well with an agile approach in software development.

Service design looks to co-create products and services in a holistic manner with potential clients in a way that lets you try out ideas in an effective cost-efficient manner, which ultimately builds better services. This process can help speed up development by quickly ruling out possible mistakes.

These three approaches combine well so that we can learn early on in our collaboration with you that we are building the right product, for the right customers, with the correct features. It helps avoid wasteful steps and development costs.

Management and background

Bruce Scharlau manages the Aberdeen Software Factory alongside his teaching and other engagements with industry. You can find more on his webpages at <http://homepages.abdn.ac.uk/b.scharlau/pages/> .