Research Perspective on Supporting Software Engineering via Physical 3D Models

Florian Fittkau, Erik Koppenhagen, and Wilhelm Hasselbring

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New research perspective to transfer these advantages to software engineering by physical 3D city models
ExplorViz in a Nutshell

Introduction
Potential Research Questions:

1. In *which scenarios/tasks* do physical models provide benefits?
2. How large is the *impact of gesticulation* on correctness and time spent in team-based program comprehension tasks?
Results

Program Comprehension Evaluation

- Overall results not significant
- 2 tasks influenced positively (*discussion tasks*)
- 1 task influenced negatively (*most occurring package name*)
Envisioned Usage Scenarios

- 2. Educational Visualization
- 3. Effort Visualization in Customer Dialog
- 4. Saving Digital Heritage
Limited Build Volume and Monochromacity

Encountered Challenges
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Limited Build Volume and Monochromacity

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Related Work

- Physical models in Information Visualization
  http://dataphys.org/list
- Software city metaphor [WL07]
- Virtual reality [MLMD01, SSMM12] (see next presentation)
Summary and Outlook

Conclusions

- Physical 3D city models for supporting software engineering
- Open source\(^1\) and replication package\(^2\) provided

Future Work:
- Larger team size in controlled experiment
- Evaluate the three other scenarios
- Other 3D visualization metaphors

\(^1\)http://www.explorviz.net
\(^2\)http://dx.doi.org/10.5281/zenodo.18378
