Annotated References

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Contents

Key References

Software Development Methods

This article first explains what a development method is and later gathers together all the main ones giving a brief and yet accurate explanation of each of them. Scrum, Waterfall, Agile worked as a basis for me to then investigate further on each of them separately. The web page also gives a more general description of the system development life cycle, introducing concepts such as the life cycle of a software and how sometimes different development methods can be combined to better suit the business needs of a company.

Gap Analysis

Rouse article gives a definition of gap when used in a software development context addressing a gap as a distance or discontinuity between the current state of the software and the future state the company producing the software aims to reach. The dissertation delves in detail on how to correctly conduce a gap analysis which has been used to develop the small example of the presentation. Rouse identifies four different stages gap analysis consists of: description of the current state, description of the future state, gap description and lastly the next steps and proposals.

Scrum in VFX

This article was the only one I could find about software development related to R&D in the VFX industry. Even though its main focus is the introduction of the Agile method in the traditionally Waterfall-alike VFX pipeline, it also gave a small insight on the development methods currently used in the R&D departments. His examples served as a final confirmation of my deduction process on the matter.

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