

# Infrastructure for Software Engineering 2.0

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## **Abstract**

Sourcing highly skilled software developers is growing into a massive problem. Even small countries like Estonia are starting to offshore development of their software projects. Software development houses are now forced to form dynamic and geographically dispersed virtual teams and to engage with multiple service providers to assure that the needed competence is present. Already today, teams working on open source projects come very close to virtual software development teams in many ways. They are distributed and they primarily communicate online.

This talk will present the vision on how software development could look in 10 years and review requirements for the next generation of tools needed to support this vision. We will give a number of examples using teams of existing open source projects.