

## Analyzing the Incremental Funding Method and its Software Project Scheduling Algorithms

A J Alencar<sup>a</sup>, J V Doria Jr <sup>a</sup>, E A Schmitz<sup>a</sup>, A L Correa<sup>b</sup>

<sup>a</sup>The Tércio Pacitti Institute, Federal University of Rio de Janeiro (UFRJ), Fundão Island, Rio de Janeiro, RJ 21941-916, Brazil, Contact: juarezalencar@br.inter.net

<sup>b</sup>Department of Applied Informatics, State of Rio de Janeiro Federal University (UNIRIO), Av. Pasteur 296, Urca, Rio de Janeiro, RJ 22290-240, Brazil.

The Incremental Funding Method (IFM) is a financially driven approach to software development planning and execution. The method takes into account that software development is a productive activity that yields valuable goods and services. As a result, it requires capital investment to be carried out and is expected to provide return on investment. The IFM is based upon the idea that software development projects are usually divided into smaller parts. This tends to facilitate understanding, planning, programming, testing and monitoring. Moreover, the order in which these project parts are completed may have a considerable impact on the financial value of the software being developed. Since it was first presented about a decade ago, the IFM has become a influential way of analysing and directing investment in software development. In this respect, it has inspired the work of many academics and industry professionals. This paper revises the main concepts upon which the IFM is based and discusses the method's merits and pitfalls. Moreover it indicates possible research directions. It is intended to be a source of information for those who want to use and refine the IFM.

**Keywords:** Incremental Funding, Minimum Marketable Feature Software Units Software Development Projects, Scheduling Algorithms, Software Project Management, Value-Based Software.

### 1. INTRODUCTION

These days software development has become an important activity in a large number of private and public organizations around the world [1]. While some organizations use software development to yield products and services that have market value, others use it for process automation and decision making [2]. The former is comprised of organizations whose purpose is to produce software that is used by others. Among these organizations one can find the makers of enterprise resource planning systems (ERPs), office productivity applications, computer games, operating systems, database management tools, *etc.*, [3]. The latter encompasses organizations that need reliable up-to-date information to run their busi-

ness such as supermarkets, airline carriers, banks, universities, car makers, *etc.*, [4].

With the widespread use of the Internet and mobile communication, software development has become a crucial element of competitive strategy formulation [5,6]. In the public sector, it has allowed governments to build information systems that facilitate the use of a variety of public services, as well as the interaction among government agencies [7]. Moreover, these systems favor a better control of public affairs and increased accountability from managers and decision makers. As a result, in many circumstances, the government in place has gained the necessary public support to carry out their political vision [8].

In the private sector, software development has

project tend to be considerably different.

As a result, each organization is likely to identify a different running sequence that returns the highest *NPV*. This leads to a conflict of interest that has to be dealt with before the project can be run. The IFM should be extended to deal with this kind of conflict, if it wishes to keep up to date with the changing world in which we live. By advocating the maximization of the *NPV* of a series of interconnected subprojects, the IFM seems to send the message that making money as rapidly as one can is always the best strategy. As this seems not to be the case in all circumstances, by blindly using the IFM one may not be taking the best course of action.

It is the case that the value of software projects should not be established individually, but in the context of the whole corporate strategy [62]. The IFM should be extended to allow a stronger alignment between corporate strategy and software development. According to Denne and Cleland-Huand software projects bring value to an organization in one or more of the following areas: (a) competitive differentiation, (b) revenue generation, (c) cost savings, (d) brand projection and (e) enhanced customer loyalty [21]. It should be noted that the calculation of the *NPV* generated by a project should take into account all these different dimensions.

However, this is more easily done in some areas than in others. Brand projection and customer loyalty seem to present some difficulties in this respect. As a result, it might be the case that when using the IFM one should be able to take into account more than one performance indicator to select the best running sequence. This may include the use of indicators of non-financial nature.

## 6. CONCLUSIONS

By analysing software development from a strictly financial point of view, the IFM has

made it easier to bring the vision of those who fund software projects into focus. This has allowed developers, managers and investors to share a common view of how software should be developed. Moreover, the ideas and concepts upon which the IFM is based are not difficult to comprehend and use. Therefore, not surprisingly, the IFM has gathered support from both academics and industry professionals around the world. As a result, a considerable number of articles and reports have been published that refer to the IFM one way or another<sup>1</sup>.

However, there are many circumstances in which the original IFM [21,16] fails to yield consistent results. Hence, many interesting proposals have been presented to extend and refine the method. This article reviews the ideas upon which the IFM is built. Moreover, it discusses its merits and pitfalls with the goal of making its supporters conscious of their existence. Furthermore, it points to future research directions. This aims to motivate research and development to further refine the IFM, increasing the number of situations in which it can be used successfully.

## REFERENCES

1. A M Söderberg, S. Krishna, and P Bjørn. Global Software Development: Commitment, Trust and Cultural Sensitivity in Strategic Partnerships, *Journal of International Management*, 19(4):347–361, 2013.
2. D Díaz. Global Market System for Software Development, *Technical report, HELVETAS Swiss Intercooperation*, Zurich, Switzerland, December 2014.
3. K E Kushida. The Politics of Commoditization in Global ICT Industries: A Political Economy Explanation of the Rise of Apple, Google, and Industry Disruptors, *Journal of Industry, Competition and Trade*, 15(1):49–67, 2015.
4. E Murphy-Hill, D Y Lee, G C Murphy and J McGrenere. How Do Users Discover New Tools in Software Development and Beyond?, *Computer Supported Cooperative Work*, 24(5):389–422, 2015.

---

<sup>1</sup>A search in Google and Google Scholar supports this assertion.

5. C Baden-Fuller and S Haefliger. Business Models and Technological Innovation, *46(6)*:419–426, 2013.
6. R Azim and A Hassan. Impact Analysis of Wireless and Mobile Technology on Business Management Strategies, *Information and Knowledge Management*, 3(2):141–150, 2013.
7. A Cordella and N Tempini. E-government and Organizational Change: Reappraising the Role of ICT and Bureaucracy in Public Service Delivery, *Government Information Quarterly*, 32(3):279–286, 2015.
8. K Parisopoulos, E Tambouris and K Tarabannis. An Investigation of National Policies on Transformational Government (t-Gov) in Europe, *International Journal of Information Technology and Management*, 13(4):305–323, 2014.
9. M Betts, E Horwitt, K S Nash, and S O'Neill. Strategic Guide to Enterprise Mobile Applications, *CIO Magazine*, May 2012.
10. C Ebert. Looking into The Future, *IEEE Software*, pages 92–97, November/December 2015.
11. G Bain and I Barnes. Why is Programming So Hard to Learn?, In *ACM ITiCSE*, pages 356–356, Uppsala, Sweden, June 23-25 2014.
12. The Standish Group. Chaos report. Technical report, The Standish Group, Boston, Massachusetts, USA, 2014. Information retrived from <https://www.projectsmart.co.uk/white-papers/chaos-report.pdf> on January 2015.
13. S Mahmood, M Niazi, and A Hussain. Identifying the Challenges for Managing Component-Based Development in Global Software Development: Preliminary Results, In *IEEE SAI*, pages 933–938, London, United Kingdom, July 28-30 2015.
14. G G Claps, R B Svensson and A Aurum. On the Journey to Continuous Deployment: Technical and Social Challenges along the Way, *Information and Software Technology*, 57:21–31, 2015.
15. K Peffers and B L dos Santos. Research Opportunities in Information Technology Funding and System Justification, *European Journal of Information Systems*, 22(2):131–138, 2013.
16. M Denne and J Cleland-Huang. The Incremental Funding Method, *IEEE Software*, 21(3):39–47, 2004.
17. A J Alencar, J V Doria Jr, E A Schmitz, A L Correa and I M Vital Jr. On the Merits and Pitfalls of the Incremental Funding Method and its Software Project Scheduling Algorithms, *Communications in Computer and Information Science*, 292:493–502, 2012.
18. K Schwalbe. *An Introduction to Project Management*, CreateSpace, Scotts Valley, California, USA, 5<sup>th</sup> Edition, 2015.
19. G Shiffman and J J Jochum. Economic Instruments of Security Policy: Influencing Choices of Leaders, Palgrave Macmillan, New York, NY, USA, 2<sup>nd</sup> Edition, 2011.
20. E F Brigham and J F Houston. Fundamentals of Financial Management, *South-Western College, Cincinnati, Ohio, USA*, 8<sup>th</sup> Edition, 2014.
21. Mark Denne and Jane Cleland-Huang. Software by Numbers: Low-Risk, High-Return Development, *Prentice Hall, Upper Saddle River, New Jersey, USA*, 2003.
22. A J Alencar, C A S Franco, E A Schmitz and A L Correa. A Statistical Approach for the Maximization of the Financial Benefits Yielded by a Large set of MMFs and AEs, *Computing and Informatics*, 32(6):1147–1169, 2013.
23. T Little. Value Creation and Capture: A Model of the Software Development Process, *IEEE Software*, pages 48–53, May/June 2004.
24. C Steindl. From Agile Software Development to Agile Businesses, In *EUROMICRO IEEE Computer Society*, pages 258–265, Porto, Portugal, September 2005.
25. A Szoke. Decision Support for Iteration Scheduling in Agile Environments, In *Product-Focused Software Process Improvement*, volume 32 of *Lecture Notes in Business Information Processing*, Springer,, pages 156–170, 2009.
26. M aipale. Huitale - A Story of a Finnish Lean Startup, In Pekka Abrahamsson and Nilay Oza, editors, *Lecture Notes in Business Information Processing 65*, Springer, pages 111–114, 2010.
27. S Trendon. Agility Across Time and Space: Implementing Agile Methods in Global Software Projects, chapter 4: *Tailoring Agility: Promiscuous Pair Story Authoring and Value Calculation*, Springer, pages 47–70, May 2010.
28. J M Favaro, K R. Favaro and P F Favaro. Value Based Software Reuse Investment, *Annals of Software Engineering*, 5(1):5–52, 1998.
29. S R Faulk, R R Harmon and D M Raffo. Value Based Software Engineering (VBSE): A Value-Driven Approach to Product-Line Engineering, In *SPLC*, pages 205–223, Denver, CO, USA, 2000.

30. H Erdogmus. Comparative Evaluation of Software Development Strategies based on Net Present Value, In *EDSER/ICSE*, pages 10–15, Los Angeles, CA, USA, May 1999.
31. M C Fernandes, A J Alencar, E A Schmitz, M F da Silva and R P Fernandes. Acknowledging the Effect of the Depreciation of Tangible and Intangible Benefits upon the Evaluation of e-gov Projects, *Journal of Software*, 10(7):842–868, 2015.
32. S Gylterud, S M Jodal, J Knutsen, E B Ottesen and R B Taraldset. MMF Planner. Information retrieved from <https://github.com/jodal/mmfplanner> on January 2016.
33. P Kruchten. The (missing) Value of Software Architecture, Philippe Kruchten’s Weblog at Kruchten Engineering Services, December 2013.
34. J Zambujal-Oliveira and C Serradas. Approaches and Processes for Managing the Economics of Information Systems, *chapter 7: Valuation of Technology-Based Companies: The Case of Activision Blizzard*, pages 108–122. IGI Global, 2014.
35. J Cleland-Huang and M Denne. Financially Informed Requirements Prioritization, In *ICSE, IEEE*, pages 710–711, St. Louis, Missouri, USA, May 15–21, 2005.
36. A J Alencar, E A Schmitz, E P de Abreu, M C Fernandes and A L Ferreira. Maximizing the Business Value of Software Projects - a Branch and Bound Approach, In *ICEIS, Springer*, pages 162–169, Barcelona, Spain, June 12–16, 2008.
37. M J Brusco and S Stahl. Branch and Bound Applications in Combinatorial Data Analysis, *Springer*, New York, NY, USA, 2010.
38. A Kolmogoroff. Confidence Limits for an Unknown Distribution Function, *The Annals of Mathematical Statistics*, 12(4):461–463, 1941.
39. R Bellman. Dynamic Programming, *Dover Publications*, 2013.
40. D Tselios, P Ipsilandis and V C Gerogiannis. A Dynamic Programming Approach for Solving the IFM Based Project Scheduling Problem, In *SEAA, IEEE*, pages 127–134, Funchal, Madeira, Portugal, August 26–28, 2015.
41. P Ipsilandis, D Tselios and V C Gerogiannis. Consolidation of the IFM with the JSSP through Neural Networks as Model for Software Projects, In *AIMS, CPS*, pages 33–38, Madrid, Spain, November 18–20, 2014.
42. S Nahmias and L Olsen. Production and Operations Analysis, Waveland Press, 7<sup>th</sup> Edition, 2015.
43. W Heisenberg. Über den anschaulichen inhalt der quantentheoretischen kinematik und mechanik (“on the perceptual content of quantum theoretical kinematics and mechanics”), 43(3-4),. *Zeitschrift Fr Physik (“Journal of Physics)*, 43:172–198, 1927.
44. E A Schmitz, A J Alencar, M C Fernandes, and C M de Azevedo. Defining the Implementation Order of Software Projects in Uncertain Environments, In *ICEIS, Springer*, pages 23–29, Barcelona, Spain, June 12–16, 2008.
45. P Brandimarte. Handbook in Monte Carlo Simulation: Applications in Financial Engineering, Risk Management, and Economics. *Wiley*, 2014.
46. J L Devore. Modern Mathematical Statistics with Applications. *Springer*, 2<sup>ns</sup> Edition, 2011.
47. C N Silla Jr and A A Freitas. A Survey of Hierarchical Classification across Different Application Domains, *Data Mining and Knowledge Discovery*, 22(1):31–72, 2011.
48. B P Barbosa, E A Schmitz and A J Alencar. Generating Software-Project Investment Policies in an Uncertain Environment, In *SIEDS, IEEE*, pages 178–183, Charlottesville, VA, USA, April 25, 2008.
49. C R Coombs, D Doherty and I Neaga. Transforming Field and Service Operations: Methodologies for Successful Technology-Driven Business Transformation, Chapter 16: Measuring and Managing the Benefits from IT Projects: A Review and Research Agenda, *Springer*, pages 257–269, 2013.
50. A Khallaf. Information Technology Investments and Nonfinancial Measures: A Research Framework, *Accounting Forum*, 36(2):109–121, 2012.
51. M Scott, W DeLone and W Golden. Measuring e-government Success: A Public Value Approach, *European Journal of Information Systems*, December 2015.
52. T L Saaty and L G Vargas. Models, Methods, Concepts and Applications of the Analytic Hierarchy Process, *Springer*, 2<sup>nd</sup> Edition, 2012.
53. R P Fernandes, A J Alencar, E A Schmitz and A L Correa. Analysing it Investments in the Public Sector: A Project Portfolio Approach, *Journal of Software*, 9(7):1687–1700, 2014.

54. A Charnes, W W Cooper, and E Rhodes. Measuring the Efficiency of Decision Making Units, *European Journal of Operational Research*, 2(6):429–444, 1978.
55. M C Fernandes, A J Alencar, M F da Silva and P S Stefaneas. Evaluation of Agile Software Projects in the Public Sector: A Literature Review. *Journal of Software*, 11(3):1543–1553, 2016.
56. A S Danesh, R Ahmad, M R Saybani and A Tahir. Companies Approaches in Software Release Planning Based on Multiple Case Studies, *Journal of Software*, 7(2):471–478, 2012.
57. S Valsala and A R Nair. Software Release Planning a Model Incorporating Environmental Parameters, *Journal of Theoretical and Applied Information Technology*, 68(1):4–52, 2014.
58. N Kukreja. Decision Theoretic Requirements Prioritization a two-step Approach for Sliding Towards Value Realization, In *ICSE, IEEE*, pages 1465–1467, San Francisco, CA, USA, May 18–26, 2013.
59. S Helal, W Li and R Bose. Mobile Platforms and Development Environments, Morgan and Claypool, 2012.
60. A A AbassHassanein, S A Mazen and E E Hassanein. A Survey on the State of the Art of Enterprise Resource Planning System (ERP). *Software Engineering and Technology*, 6(12):39–46, 2014.
61. M Vieira, E Mattos, E A Schmitz and A J Alencar. Applying Game Theory to the Incremental Funding Method in Software Projects, *Journal of Software*, 9(6):1435–1443, 2014.
62. T Pham, D K Pham and A Pham. From Business Strategy to Information Technology Roadmap: A Practical Guide for Executives and Board Members, *Productivity Press*, 2013.



**A J Alencar** is a researcher with the Federal University of Rio de Janeiro (UFRJ), Brazil. He received his D.Phil in Computer Science from Oxford University, England. His research interests include Economics of Software Engineering, IT Strategy and Risk Analysis.



**J V Doria Jr.** is a system developer and project manager. He holds an MSc. in Informatics from the UFRJ. His research interests include Software Development Methodologies, Project Management and Economics of Software Engineering.



**E A Schmitz** is a Professor of Computer Science with the UFRJ. He holds a Ph.D in Computer Science and Control from the Imperial College, England. His research interests include Software Development tools and Business Process Modeling



**A L Correa** is a former Professor of Computer Science with the Federal University of the State of Rio de Janeiro (UNIRIO). He holds a D.Sc in System Engineering and Computer Science from the UFRJ. His research interests include Reverse Engineering, System Validation and Software Development Modeling tools.