The overall objective of IJHCITP is to provide an informative overview on the importance of human capital within the IT industry. Chasing this goal, this Vol. 1 No. 3 is aimed to draw a little path between disciplines and provide the community with tools to manage people in such projects. There are five articles in this issue.

The first paper is “Analogical Thinking based Instruction Method in IT Professional Education” by Matsuo and Fujimoto. This paper describes a methodology and a system design on the intelligent instruction support for software engineering education, a crucial step to this kind of professionals. To enhance the learners’ understanding, authors designed a novel instructional model based on the analogical thinking theory. The analogical thinking-based instruction consists of the three following concrete teaching methods (1) Analogy dropping method, (2) Self role-play method, and (3) Anthropomorphic thinking method. Results of their intervention are more than promising.

The second article is entitled “Educating IT professionals using effective online, pedagogical, and scheduling techniques”. In this paper, Hsu, Hamilton and Wang present an approach to provide ideas and examples of focused methods and techniques that support the educational outcomes needed by adult students, with a particular focus on IT professionals, relating to new or advanced career placement and the acquisition of useful, practical knowledge. The techniques of employing distance learning, providing modular and practical learning segments, emphasizing adult-oriented learning preferences, engaging users towards learning, and also providing appropriate course schedules and sequencing, are discussed in the context of an actual adult learner program, which attempts to integrate job and career-oriented needs with that of a well-rounded business education.

Third paper is “Team Software Process in GSD Teams: A study of new work practices and models” by Adrián Hernández-López, Ricardo Colomo-Palacios, Ángel García-Crespo and Pedro Soto-Acosta. In this paper, the authors aim to assess the difficulty of using Team Software Process (TSP) in distributed software development environments. The objective of this assessment is twofold; firstly, know the general difficulty for using TSP in these environments, and secondly, know the caveats to be addressed in future software development team building models designed specifically for distributed environments.

The last two papers were selected from best papers from CENTERIS, Conference on ENTERprise Information Systems is held in Ofir, Portugal, between 7 and 9th October 2009. Organised by the Polytechnic Institute of Cávado and Ave and the University of Trás-os-Montes e Alto Douro, CENTERIS’2009 is an international conference that will address the largely multidisciplinary field embraced by the Enterprise Information Systems (EIS), from the social, organizational and technological perspectives. The chairs of the event, Maria Manuela Cruz Cunha, Polytechnic Institute of
Cavado and Ave and João Eduardo Quintela Varajão from University of Trás-os-Montes e Alto Douro selected two papers for publication in IJHCITP.

Thus, the forth article by Campos and Amaral, proposes the voluntary GOTOPS code of the technoethics (ethical problems raised by IT) governance. Given the importance of ethics in IT field, authors present a voluntary code of Technoethical Governance for Sustainable Portuguese Organisations (GOTOPS) that was created and that fully includes ethical problems raised by development and utilization of the IT. This code includes Codes of Ethics/Conduct/Practices fully and includes ethical problems raised by development and utilization of the IT.

Finally, Margarita André Ampuero, María G. Baldoquín de la Peña and Silvia T. Acuña Castillo present a work in which Identification of patterns for the formation of software development projects teams are presented and validated. In their work, a group of patterns that contribute to the formation of software development projects teams are identified through the use of the Delphi method, and of the application of psychological tests and data mining tools. Identified patterns were validated experimentally. This work seems to be the perfect match between psychology and technology, software engineering and management.

To summarize, this issue presents works relative to human capital studies applied to the IT profession from five interesting and grounded articles.

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