

Whole Methods

Empirical SE is concerned with validating whole methods, not parts of methods.

The important whole methods in SE, e.g., waterfall, spiral, agile, etc. cover the full lifecycle of a software system development, which can last years and involve dozens of people and produce 100s of thousands lines of code.

Way beyond the ability to capture realistically in a controlled experiment

There ARE some SE whole methods that ARE experiment sized:

Brainstorming for /Requirements
 \Solutions

Artifact Inspection (brainstorming for defects in the artifact)

Each of these REAL-LIFE methods involve 1-2-hour meetings
of groups of 3-6 people
EXACTLY controlled-experiment sized