

The software engineering discipline contains numerous myths and over-simplifications. Some of them may be harmless, but others may lead to inefficient practices and contribute to a fashion- and myth-based software engineering discipline. In this presentation I give examples of software engineering myths and over-simplifications, discuss how they are created and spread and illustrate how it is possible to base important software engineering decision and practice on available evidence from research, practice and own empirical studies. A move towards evidence-based software engineering requires that software professionals become more critical towards claims, know how to formulate answerable questions, collect and evaluate evidence and use evidence to guide important decisions. This requires training and, not least, a change in mindset. Results on how to do this are presented.

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