

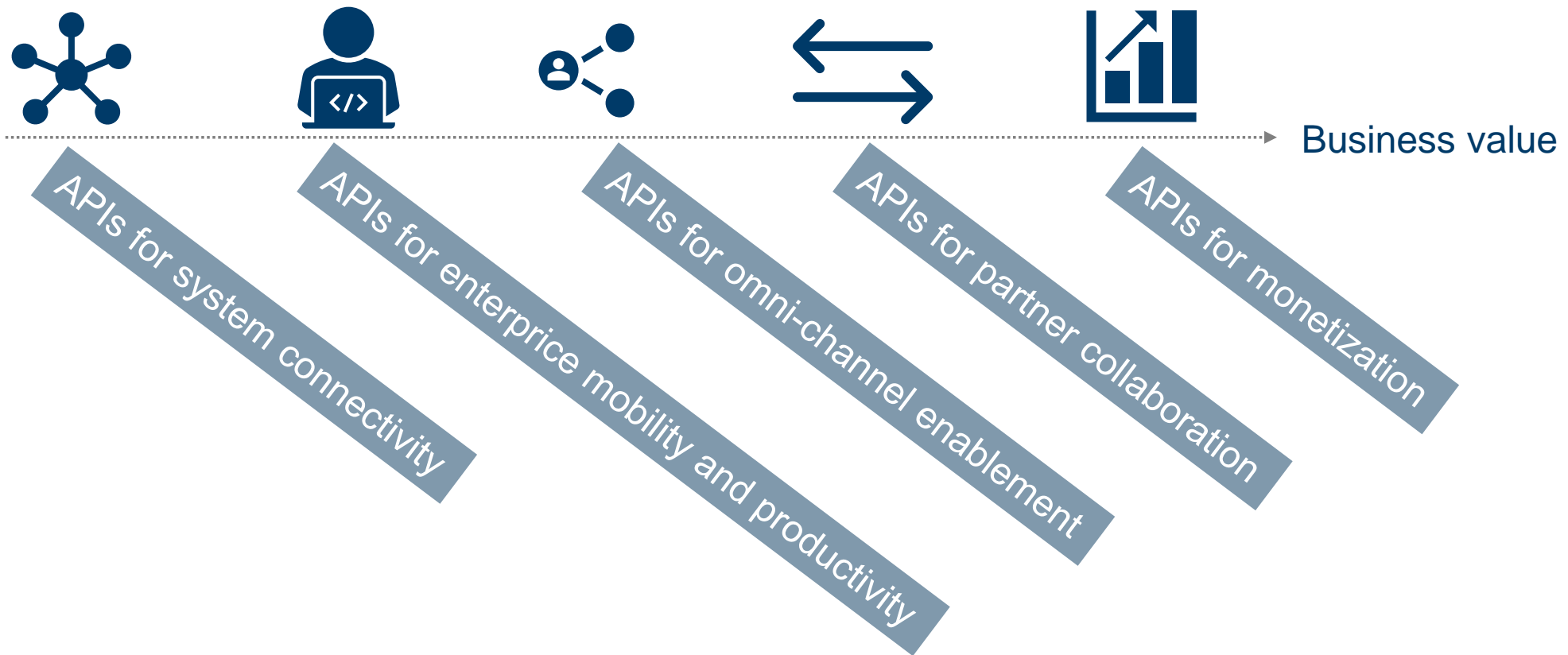
# Identification and Evaluation of Incentive Mechanisms for Opening Internal Systems via Partner APIs

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- Motivation
- Problem statement
- Research Questions
- Approach
- Results
- Summary and Outlook

# Motivation – the API value chain



# Problem Statement

From a development team to an API product team:

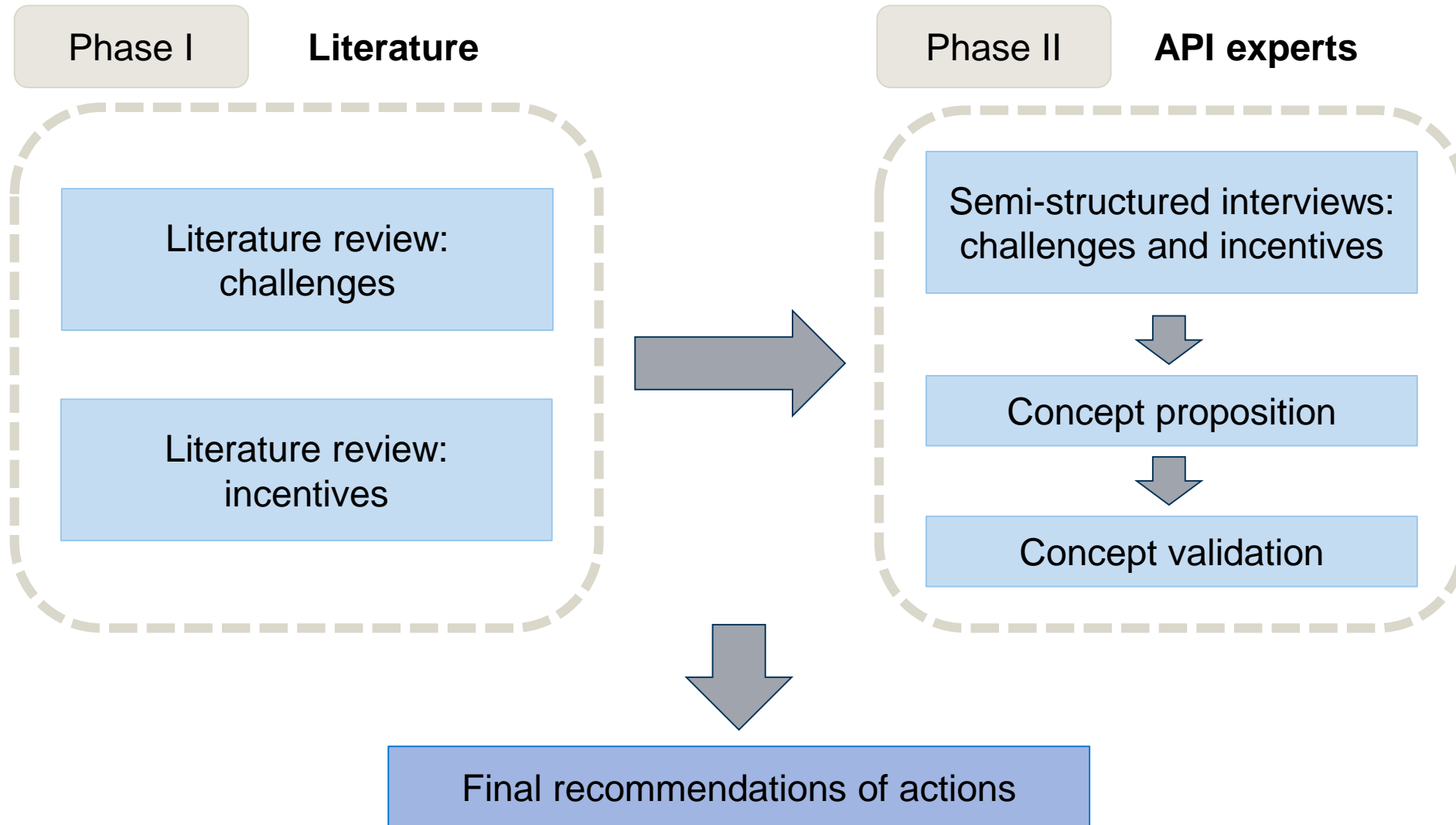


**1** What are the challenges for providing partner APIs in internal solutions?

**2** What are existing incentive mechanisms in literature motivating teams to provide partner APIs?

**3** What are incentives for providing APIs or API platforms in a large IT organization?

**4** What are recommendations for incentivizing developers and architects to provide partner APIs?



## Interview phase:

- Exploratory interviews with 5 experts
- Semi-structured interviews with 21 professionals

Table 1. Participants in the exploratory interviews

| Role                               | Industry          | ID  |
|------------------------------------|-------------------|-----|
| Senior Software Architect          | IT and Technology | A12 |
| Engineer                           | IT and Technology | A13 |
| Principal Key Expert               | IT and Technology | A14 |
| Head of Digital Service Management | IT and Technology | UM2 |
| Head of Global Process Ownership   | IT and Technology | UM3 |

Table 2. Participants in the semi-structured interviews

| Role   | Experience | Industry          | ID  |
|--|------------|-------------------|-----|
| Enterprise Architect                                 | 14 years   | Banking           | A1  |
| Software Architect                                   | 14 years   | IT and Technology | A10 |
| Software Architect                                   | 6 years    | IT and Technology | A2  |
| Software Architect                                   | 4 years    | IT and Technology | A3  |
| Software Architect                                   | 5 years    | IT and Technology | A4  |
| Software Architect                                   | > 5 years  | IT and Technology | A5  |
| Software Architect                                   | 2 years    | IT and Technology | A6  |
| Software Architect                                   | 1 year     | IT and Technology | A7  |
| Principal Key Expert for AI for Software Engineering |            |                   |     |
|  | 13 years   | IT and Technology | A8  |
| Senior Principle Engineer                            | 9 years    | IT and Technology | A9  |
| Data Scientist                                       | 3.5 years  | IT and Technology | D1  |
| Developer  | 8 years    | IT and Technology | D2  |
| Lead Customer Engineer                               | 1 year     | Tech company      | D3  |
| Senior Software Engineer                             | 5 years    | IT and Technology | D4  |
| Software Engineer                                    | 1.3 years  | IT and Technology | D5  |
| Software Engineer                                    | 3 years    | IT and Technology | D6  |
| Software Engineer                                    | 2 years    | IT and Technology | D7  |
| Software Engineer                                    | 4 years    | IT and Technology | D8  |
| Product Owner  | 1 year     | IT and Technology | P1  |
| Team Lead  | 10 months  | IT and Technology | P2  |
| Director Software Engineering                        | 4 years    | Mobility          | UM1 |

## *Similarities between results of literature review and interview results*

|                             |   |
|-----------------------------|---|
| <b>Developers education</b> | API design and implementation on-hands experience                     |
| <b>Usability</b>            | provide interface with high level of usability                        |
| <b>Documentation</b>        | automatically create high quality documentation out of implementation |
| <b>Management</b>           | important for high customer satisfaction                              |
| <b>API platform</b>         | establishment is important to ensure visibility                       |
| <b>Monitoring</b>           | lack of tools; correct analysis of monitoring data                    |

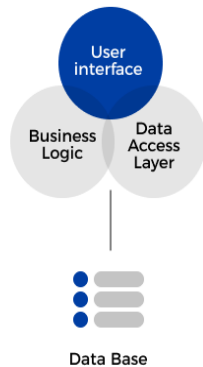


# Challenges in API development and maintenance (continued)

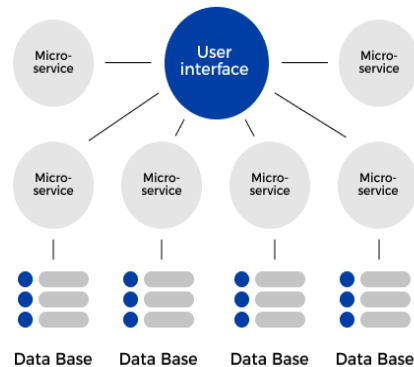
*Differences between results of literature review and interview results*

| Topic                | Literature review                      | Industry practice                           |
|----------------------|--|---|
| <b>API platform</b>  | continuous value delivery              | too small developer community               |
| <b>API strategy</b>  | intentionally provide assests via APIs | question the need of an API                 |
| <b>Documentation</b> | discoverable                           | understandable                              |
| <b>Deployment</b>    | lack of dedicated platform             | access obstacles (e.g. for cloud platforms) |
| <b>Security</b>      | finding the right technology           | organisational challenges                   |
| <b>Deprecation</b>   | strategy to be established             | project specific                            |

## MONOLITHIC ARCHITECTURE



## MICROSERVICE ARCHITECTURE



1. Multinational IT organization (main industry partner):
  - Migrating from monolith to microservice-based architecture
  - API Gateway
  - API Developer Portal
2. Multinational technology company
3. Finance
4. Mobility

Source: <https://divante.com/blog/monolithic-architecture-vs-microservices/>

## API Platform

- Platform centered to one department
- APIs related to IoT topics
- Existing incentives for external developers




## API Gateway

- Designed to ease app developers
- Collects engineering and simulation, operations and monitoring and maintenance data

## API Developer Portal

- Platform aimed to all divisions
- Paused due to lack of funding
- Goal: bring transparency

# Existing incentive mechanisms – literature review

| Industry status    |  Project-bound establishment |  Need identified   |  Missing |
|--------------------|---|---|---|
| Project Management | Creating awareness [1]  | Visible success; meeting targets; bottom-up initiatives and top-down commitment [1], [2], [3]<br>Innovation; Shift mindset towards IT value [4] | Marketing strategy; [1]   |
| Recognition        | Recognition by senior management [2]  | Receiving gratitude - from peers or management; ownership culture; [2], [5]   | Challenges with prizes, badges, gifts [1]   |
| Technical          |   | Resources; [2]<br>Guidelines; [6]<br>Easy software integration into platform; sample code; quality tech support; [1]                            |   |
| Self-development   |   | Community and collaboration; Exchanging knowledge; Creating new forms of cooperation [1], [5]   | Developer programs available on premise; Free downloads for self-development; [1]           |

## Granularity

- Complexity reduction of legacy systems
- Available support from open source community, documentation
- Easy maintenance of systems: deploying new features, tracing errors and calls
- Transparency of usage: easier optimization of the system

## APIs as a direction for new features

- Easily enter an ecosystem
- Fast realization of demands from various businesses
- Actively engage customers with new features

## Transparency

- Better understanding of the business process
- Direct evidence of work pay off through API usage data
- New future directions for teams' development



1. **Platform for data sharing** - data description, data owner, access to data



2. **Communication** - plan efficient communication between stakeholders and developers to get feedback on time. Work together with the business/person with understanding of the domain on the design



3. **Top management initiatives** - create awareness within the organization



4. **Project organization** - organize the people in a project-based team; think domain-driven; think as a player within an ecosystem; encourage ownership culture.



5. **Managed API Gateway** - key point is to enable easy authentication; others are e.g. availability, security, version control



6. **Guidelines** - create best practices and standards to be followed within the organization; keep re-usability in mind in the design phase



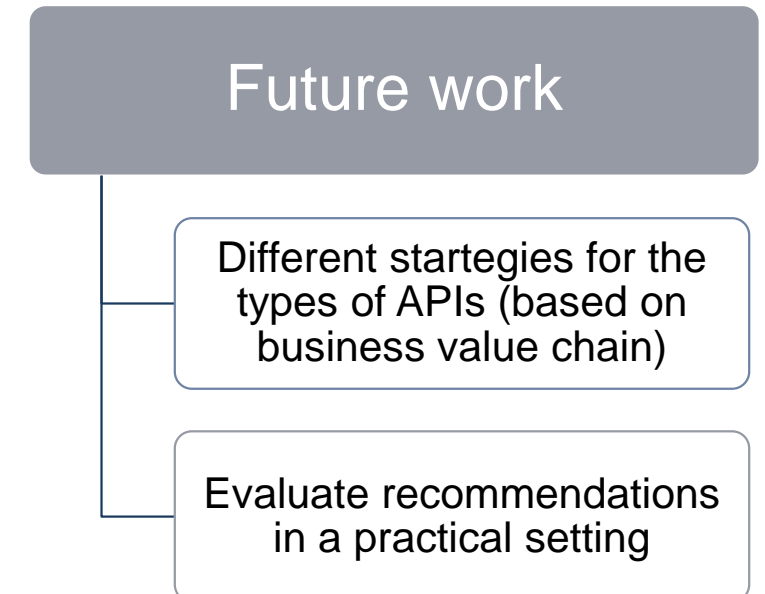
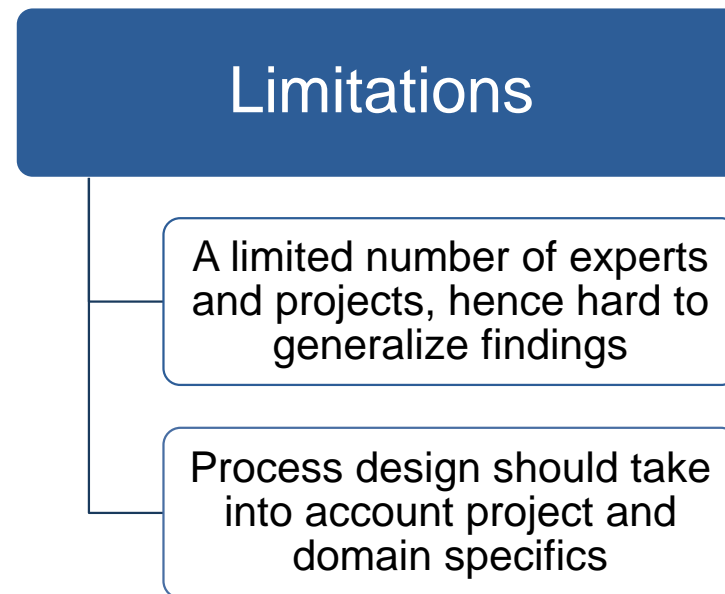
7. **Development tools and environment** - enable developers to publish quickly, securely and in a managed way; provide tools for API development/maintenance



8. **Monetization strategy** - readily designed by the business unit



9. **Speed** - key factor for both developers and customers (enable developers to create APIs fast; self-service for customers with little technical background)







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Data distribution, data latency, data security



Some existing best practices, often team-dependent



Positively evaluated; creating awareness about API platforms



Positively evaluated; experienced teams also need support for new designs



Positively evaluated; important for security



Standardization might not be applicable on a large scale; best practices exist in community



Tools for testing, mocking, module concept development needed



Initial awareness instead of whole strategy; rest is project-based



Positively evaluated; additionally: API user experience design