

The Software Talent Shortage Impact on the Software Industry

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The Stanford University Computer Industry Project

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- Professor William F. Miller
 - Professor of Computer Science and Public & Private Management
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 - Fifteen year's experience in banking and corporate finance
 - Expert on software startup financing and management
 - Research on the worldwide software labor supply
- Avron Barr
 - ✤ Edited the Handbook of Artificial Intelligence with E. A. Feigenbaum
 - Consultant for 15 years on corporate use of advanced technologies
 - Expert on software technology & knowledge management systems

A Serious Shortage of Talent WILL Reshape the SW Industry

- The ITAA (1997) reports 190,000 open positions, excluding government and non-profit orgs.
- ◆ Gartner estimates a shortage of 500,000 people.
- The fundamental cause of the shortage is the inexorable rise in demand for SW of all types.
- The rise in demand was masked for years by massive downsizing in MIS, aerospace/defense and large computer firms, and the simultaneous growth of Indian software services exports.
- Software publishers are the last to feel the pinch.

The Software Labor Pool — The Best are Significantly Better



"Not All Programmers Are Created Equal," G. Edward Bryan, IEEE, 1994

Software Labor Shortages: Who's Getting the Top Talent?

- Software start-ups & boutique services firms
- Software publishers
- R & D (corporate & university)
- VARs, consulting firms, systems integrators
- Software intensive industries (IBM, AT&T...)
- Aerospace systems firms
- Incidental embedded SW (GM, Boeing...)
- Corporate IS, application development
- DoD
- Federal, state & local government

STANFORD STANFORD COMPUTER IN DUSTRY PROJECT

- This shortage is global, not local to Silicon Valley or to the US.
- It is not limited to Year 2000, Java, SAP or any other technical specialty.
- The shortage is not likely to be very sensitive to future economic cycles because it is driven by demand for software across all industries.

Reasons for the Talent Shortage: STANFORD STANFORD SUpply vs. Demand

Demand for SW of all sorts is growing.
Productivity of developers is constant.

SW development is still a tedious process.
Tools have not kept up with complexity.

Global supply of programmers is limited.

Interest in computing careers has declined.
This is not the job for everyone.

The Shortage is Driven by the Growing Demand for Software

- Publishing: applications, tools, games, ...
 \$106B, growing at 15%
- Enterprise information systems
 - **\$1Tr, growing worldwide at 10%**
 - Competitive weapon, not just "productivity"
 - Infrastructure in developing countries
- Embedded code in products of all types
 Cellular phones, airbags, Tamagotchi
 Creators are not counted as "programmers"

The Supply of Software Talent Has Natural Limitations

 Talented people have many alternatives Still not recovered from layoffs in early '90s Not an attractive career, especially in IS The Dilbert Syndrome, low prestige Time pressure, working conditions Good work not recognized, errors brutalized Schools have a limited capacity Competent teachers have better alternatives

The Supply of Software Talent (continued)

 Productivity of developers is constant SW development is still a tedious process Tools have not kept up with complexity Offshore outsourcing is small potatoes Indian SW services exports totaled \$1B in '96 Demographics are working against us The first generation is retiring Women & minorities are not entering the field

COMPUTER IN DUSTRY PROJECT CS Graduates in the US 1986-1994



Source: Science and Engineering Indicators, 1996, 1997 Note: Associate Degrees includes Math and CS

EE Graduates in the US 1986-1994



Source: Science and Engineering Indicators, 1996, 1997

Full-Time CS Students MS & Ph.D., Fall, 1996



Source: Engineering Workforce Commission, 1996

Supply and Demand in the US: A Back-of-the-Envelope Tally

<u>Demand</u>

2 million SW people in the US, 15% growth in demand
10,000 retiree replacements (increasing rapidly after 2000)

- 310,000 new jobs this year
- 415,000 new jobs in 2000

<u>Supply</u>

46,000 CS graduates (all levels)
31,000 EE grads
- 8,000 foreign students who go home
20,000 MIS graduates
30,000 permanent immigrants (0% growth)

- 119,000 new people this year, max
- 184,000 new people in 2000 (with 20% growth in graduates)

The Talent Shortage Will Have Serious Consequences

- Slower technology adoption & evolution
 - Your customers must integrate new offerings
 - Their best talent is now working for you
- Project delays
 - Key people leaving, hiring delays
 - ***** Bringing less qualified people up to speed
- Predatory recruiting practices
- Escalating wages

Customers are Already Having A Hard Time with Their Projects

The technology pit



From **Forbes**, December 30, 1996. Sources: Computer Economics, Inc.; based on a survey of 300 managers; The Standish Group International, Inc.; based on a survey of 365 companies

There Is No Quick Solution

 Education and re-training of SW people Attracting more bright, young engineers Increasing the capacity of training programs Tapping talent pool in other countries There will not soon be another India New technologies for SW development * E.g., component-based software assembly Conclusion: a ten year drought, at least Things will get worse before they get better



- 1. Rethink the way we satisfy the demand for software products and applications
 - SAP and the off-the-shelf movement
 - Assembly of software components: investment in architecture & infrastructure
 - Synchronize with customer adoption, needs
 - Help them avoid "build and scrap" cycles
- 2. Rethink skills and job classifications
- 3. Rethink the way we train the labor force



- Industry-funded training programs
 - * In addition to partnerships with schools
 - Certification of some types of professionals
 - Project management as important as coding
 - Making this international would be smart
- Maximize productivity of current workforce
 - Retraining and retooling
- Lobby for research on
 - Skills needs for the future
 - SW development technologies