In the field of software architecture, not only the high-level structure of a software system is important but also the set of design decisions and supporting rationale. This collection of knowledge, architectural knowledge, is important for guiding software development and future evolution of software systems.

This thesis discusses how architects, designers, and developers that are involved in global software development can effectively capture, manage, and use architectural knowledge. The thesis reports on several case studies at various industrial partners of the GRIFFIN research project. The research described in this thesis has resulted in a set of practices for architectural knowledge management that support organizations in overcoming the distance-related challenges in global software development.

Viktor Clerc (1979) was born in Amsterdam, the Netherlands and attended the Sint Nicolaas Lyceum in Amsterdam. He studied Computer Science at the VU University and graduated in 2001. After his study, Viktor started his professional career at one of the industrial partners in the GRIFFIN project. After having worked as a consultant, trainer, auditor, and coach for several years, Viktor discovered a personal drive to pursue research into the area of architectural knowledge management; capturing architectural knowledge appeared to be not so clear-cut, given his experiences in various software product assessments. Being a part-time Ph.D. student, he tried to balance the act between client engagements and his research.