

How to manage your own research lab?

Insights based on
*Facts and Fallacies of Software
Engineering*
(Robert L. Glass)

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Provide a nice environment! (Fact 4)

Consider quality over quantity! The outcome is better research.



Less students in
less crowded lab
space



Promote creative
thinking and
interactive research
(students helping
each other)

Anticipate the Learning-curve anxiety! (Fact 6)



It is your job to come up with convincing arguments for your students to appreciate and learn the right tools, e.g., programming and version control

Show them how these tools have helped you throughout your career in getting more transparent and organized.



First teach your students how to read code (Fallacy 10)

You may want to first teach your students (e.g., in weekly lab meetings) how to read progressively better and cleaner code before encouraging them to write their own routines and functions.

