

Globalization of innovation and markets has dramatically impacted software development. Today, more software projects are run in geographically distributed environments, and global software development is becoming a norm in the software industry. This research deals with the identification of the different types of conflicts which most commonly occur during the global software development in GSD organizations. For this purpose, we have conducted an empirical investigation which will result in a fair evaluation of the research topic. Project explores mechanism which gives a guideline for selection of communication medium sequence based upon the type of conflict. Types of conflicts are the key factor for that mechanism of communication medium sequences. This research provides a vision of the state-of-the-art of change of communication medium sequence w.r.t types of conflicts which will allow us to identify possible new research lines. It deals with the empirical investigation of impact of change of communication medium sequence on conflict resolution. In this report conduction of controlled experiment and its results are discussed in detail, that whether change of communication medium sequence effects the conflict resolution or not. The only conflict discussed in this research is ambiguity. For this experiment five teams are selected comprising of four members of software engineering departments of two universities.