

Dynamic System Development Method

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Agenda

- Principles
- Good Project Management?
- Project Structure – People
- Project Structure – Process
- Techniques
- Industry Support
- Questions

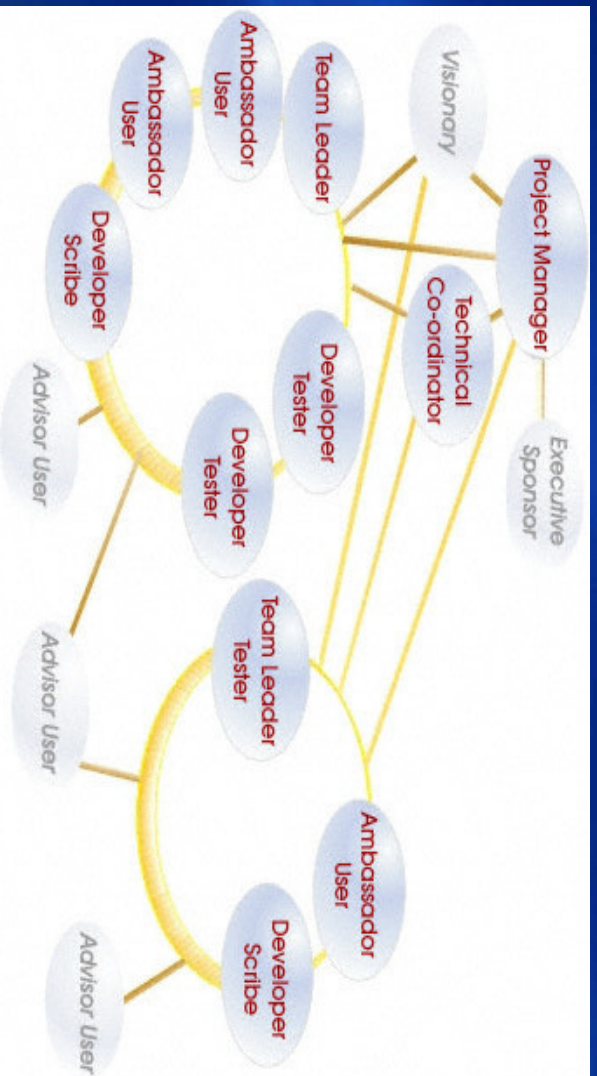
Principles

- Active user Involvement is Imperative
- Teams Must be Empowered to Make Decisions
- Focus on Frequent Delivery
- Fitness for Business is Criterion for Accepted Deliverables
- Iterative and Incremental Development is Mandatory
- All Changes During Development Must Be Reversible
- Requirements are Baselined at High-Level
- Testing is Integrated Throughout the Lifecycle
- Collaborative and Co-operative Approach

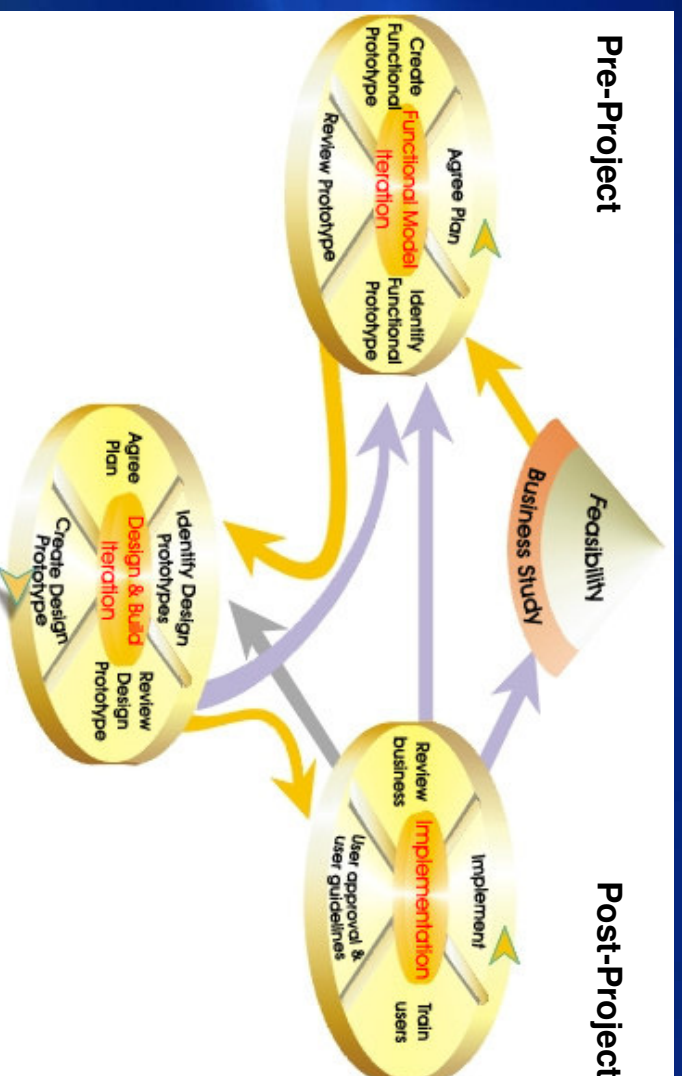
Good Project Management?

- Collection of current best practices ?
 - Yes, by intention.
- Project Management?
 - No, just a framework!

Project Structure - People



Project Structure - Process

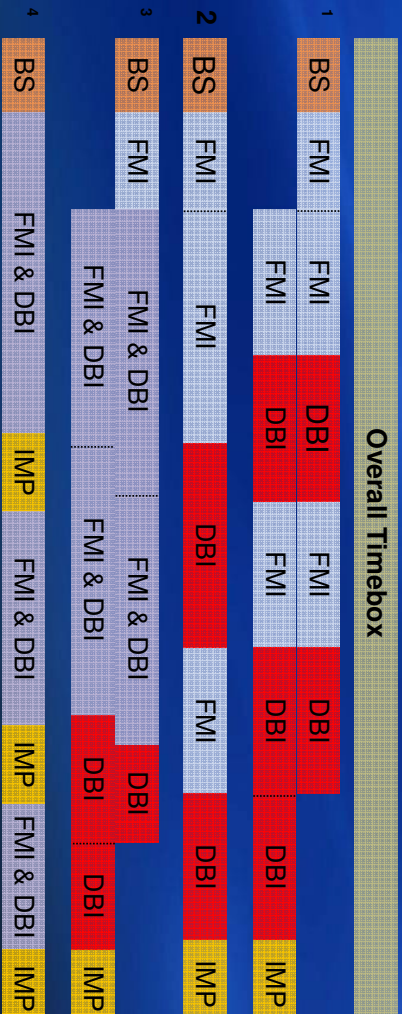


Techniques

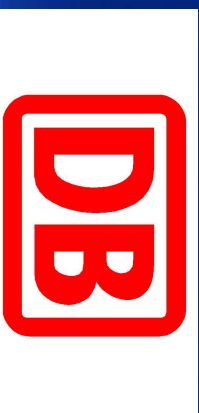
- Prototyping
- Facilitated Workshop
- Timeboxing

MosCoW:

- Must
- Could
- Should
- Want



Industry Support



Questions



Call To Action - Backup

- Visit the DSDM Consortium at

<http://www.dsdm.org>

Facilitated Workshop - Backup

- Facilitator
- Fewer but better people
- Short agenda to not scare people

DSDM	FS	BS	FMI	DBI	Implementation
Type of works hop	Information Business Technical	Information Business	Information Acceptance	IS design Technical	None

Key Success Factors

- Acceptance of the DSDM philosophy before starting work
- The decision making powers of users and developers inside the development team.
- The commitment of senior user management to provide significant end-user involvement.
- Incremental delivery.
- Easy access by developers to end-users.
- The stability of the team.
- The development team skills
- The size of the development team.
- A supportive commercial relationship.
- The development technology

Note: We can be successful without all of the above!