Dynamic System Development Method
DSDM

is an agile software development methodology. It is an iterative, incremental approach that is largely based on the Rapid Application Development (RAD) methodology.

The method provides a four-phase framework consisting of:

- Feasibility and business study
- Functional model / prototype iteration
- Design and build iteration
- Implementation

The phases of DSDM

Dynamic Systems Development Method: How it Led to Agile Project Management

The Dynamic Systems Development Method (DSDM) is currently known as an agile development type, with features that are best suited to certain situations.

However, many software developers on the inside will tell you that DSDM preceded agile development in total and should be considered a true precursor, because studying DSDM will lead you into a better understanding of agile development as a whole.

The Development of DSDM

- DSDM was invented circa 1995 as a response to the lack of discipline in the Rapid Application Development methodology
- The DSDM Consortium was looking to create a more advanced version of a RAD framework that also had agile principles, although the term "Agile" was not exactly the formal marker that it is today.

- As agile development techniques developed, DSDM developed alongside it, with the latest version being released in 2007 and known as DSDM Atern.

- DSDM uses the MoSCoW method of prioritization, which breaks a project down into four different types of requirements:

MoSCoW

- Must have (M)
- Should have (S)
- Could have (C)
- Won't have (W)

- DSDM differentiates itself from other types of agile methodologies because of its formalized reporting and tracking requirement. This is actually less common among Agile.

- DSDM is also considered a truer project management process because of its focus on pre-development and post-development rather than only the development process.

How DSDM Moved Process Forward

- When rapid application development was being used to created prototypes in the mid and late 1990s, it was criticized for its lack of mobility.

- Add to this the lack of discipline inherent in the methodology, and you had a process that many companies considered too unproductive to implement.
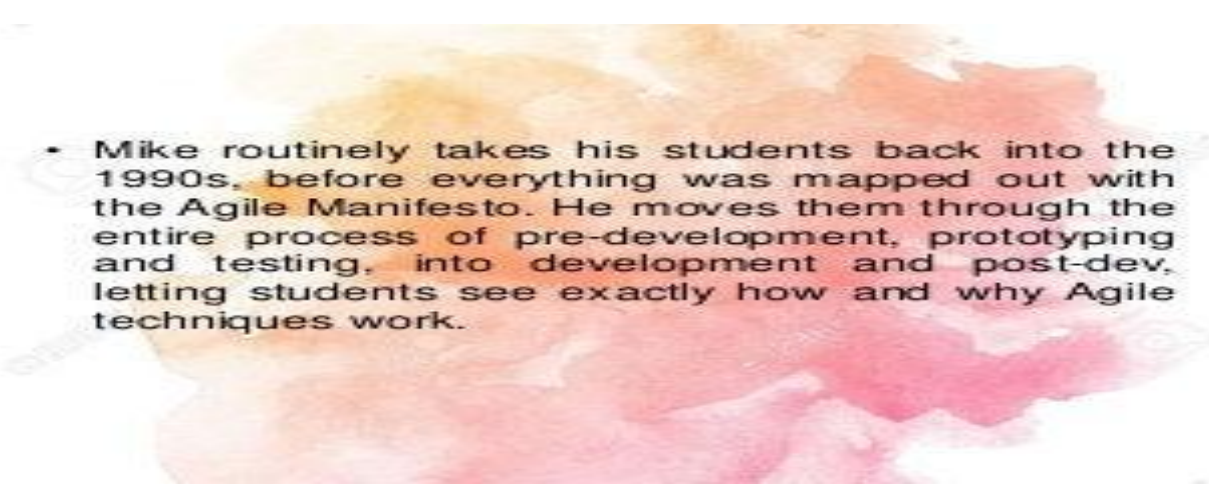
Before the Agile Manifesto

- It may be useful for initiates into the Agile Manifesto to take a look at projects that were implemented using dynamic systems development method before the Manifesto became "law."

- Many things that are taken for granted and automated today had to be worked through by individual and by department in the 1990s and 2000s.

- New agile development initiates who are having trouble with the Manifesto might benefit from being involved in or observing the entire prototyping experience: experience design, testing and analysis.

DSDM Into Agile

- One such developer, Mike Griffiths, is a dedicated Agile practitioner who is perhaps one of the most credentialed in the designation.

- Mike routinely takes his students back into the 1990s, before everything was mapped out with the Agile Manifesto. He moves them through the entire process of pre-development, prototyping and testing, into development and post-dev, letting students see exactly how and why Agile techniques work.