**DSDM Atern – tutorial 1**.

During today’s lecture we discussed the DSDM Atern ‘principles’. The following questions ask you to examine some of the principles in greater detail. Try to answer each of the following questions as fully as possible, drawing on your knowledge of the general RAD concepts that we have discussed over the last few weeks.

1. **Principle 1** – **Focus on the Business need**

Explain what is meant by the term ‘Business case’. Why is the business case so

important when delivering a system within a Rapid Application Development

environment?

2. **Principle 2 – Deliver on time**

DSDM Atern states that to ensure a product is delivered on time an Atern team will:

use a timebox approach, focus on business priorities and always hit deadlines.

Explain how following the above should ensure that a product is delivered on time.

Can you think of a reason why a product may still be delivered late?

3. **Principle 4 – Never compromise quality**

DSDM Atern states that the ‘level of quality should be agreed at the start’. Explain

what is meant by this.

How is ‘quality’ built into a DSDM Atern using the techniques that it advocates (i.e.

Prototyping, timeboxing, iterative/incremental development)

4. **Principle 8 – Demonstrate control**

DSDM Atern states that one way of maintaining confidence in the control of the project is to ‘measure progress through focus on delivery rather than completed activities (product-based approach rather than activity-based approach).

Explain the difference between a product-based and activity-based approach.