Week12 – Short Paper Assignment – DSDM

SWEN 603 9041

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# Introduction

So far we have gone through many methods like traditional waterfall model, variances of agile method and other methods like Crystal and RUP. Now in this short essay, we ll go through DSDM which stands for Dynamic Systems Development Method. It is a formalization of agile or RAD practices that came into the picture in the mid-1990s. DSDM has been very popular in Europe. It originated in England and currently, there are a lot of sites in the USA that also used this approach.

Like any agile approach, the DSDM also has evolved a lot over the years. People have gained a lot from the experience of using the approach. While the abbreviation has remained the same but the words within the term and the meaning have changed a lot. Let’s break down the acronym of the name DSDM.

* D – The first “D” in the DSDM standards for “dynamic,” which means the ability of this approach to adapt to on-the-fly changes.
* S – In the current time, the “S” means a focus on business “solutions” instead of “systems.” As the agile manifesto goes, the DSDM is focused on the solutions for the customer and business value of the solution.
* D – This D stands for “delivery,” which is a broader concept than “development,” and signifies the importance of product deliverables than the process and formalities.
* M – Finally, the “M” stands for “Model” which reflects the business perspective on the project. Earlier, some of the experts stated the M stands for “Method,”.

As the books specify the definition of DSDM as Dynamic systems development method. However, as the modern versions of the process have evolved, the meaning now is rather a Dynamic solution delivery model.

# DSDM Atern Phases

A picture containing text, map

Description automatically generatedDSDM Atern is an approach that specifies that most of the projects fail because of problems within people than technological issues. While Atern is an agile method, yet it differs a little from the common agile methods, since it incorporates the entire project lifecycle. Whereas the agile processes like scrum are more development-centric. There are seven phases that the Atern process goes through. They are listed below.

1. Pre-project - Initiation of the project, proposal, and charter.
2. Feasibility – Assessment of the viability of the product and the outline business case
3. Foundations – Analysis phase where the requirements are defined well enough so that the scope can be baselined at a high level.
4. Exploration - Iterative development phase.
5. Engineering - Iterative development phase where the solution is engineered to be deployable for release
6. Deployment - For each iteration of the project the solution is deployed to production and made available for the user.
7. Post project - Assesses the accrued benefits.

# DSDM Principles

As DSDM is more of a model than a method, many projects have tried to a different version of it. So it essentially implies the ideas of an exploratory development approach. The DSDM manual stresses that nothing is built perfectly the first time. Then it goes stressing that systems users cannot foresee all the future requirements in the initial stage of the development, and recommends an iterative approach. This approach states that the first step should be accomplished only enough to move to the next step. There are nine principles of DSDM which conform with the principles mentioned in the Agile Manifesto.

1. Active user involvement is imperative. – This is very much in-line with the fourth principle of the agile manifesto which says “Business people and developers must work together daily throughout the project.”
2. DSDM teams must be empowered to make decisions. – The formal processes may slow down the communications between the business users and the project team, that may impact the delivery of the product. To avoid any delays in the delivery the project team must be given the power to make decisions.
3. The focus is on frequent delivery of products. – Basic agile principle stresses on iterative development and frequent releases. This gives room for the users to play around the system and give their valuable feedback, which can be implemented in the subsequent release.
4. Fitness for business purposes is the essential criterion for acceptance of deliverables.
5. Iterative and incremental development is necessary to converge on an accurate business solution. – As explained in #3, iterative development lets the users validate the system and ensure the right system is being built and meets their expectations. It also gives a lot of confidence to the project team about the product they are building.
6. All changes during development are reversible. – In the agile method, the changes are welcome. So if anything does not meet the business requirements, it can be entirely scrapped or reversed to create a completely new system that satisfies the acceptance criteria.
7. Requirements are baselined at a high level. – Unlike traditional methods, the requirements are not detailed out in DSDM. It is deliberately kept vague so that it can be negotiated later between the development team and the stakeholders. This also gives a great chance for the developers to demonstrate their creativity.
8. Testing is integrated throughout the life cycle. – Each phase of the development is driven by some degree of testing.
9. A collaborative and cooperative approach between all stakeholders is essential. – Constant collaboration with stakeholders is facilitated to attain the confidence of the product under construction and to get the proper guidance from them on the product behavior.

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