Getting things done in Government

a.k.a. Modular Contracting

v1.0

CONNECTICUT

The Federal Government spends over **$86 billion dollars** each year on contracted IT projects.

And spends over **$70 billion dollars** each year on state-contracted IT projects.

Most of these projects cost hundreds of millions of dollars – *way more than it should ever cost* – and take **5–10 years** to build.

Waterfall Process

More development work

Still going...

What year are we in?

And by the time the majority of these contracts are done,

Are we still on track?

the projects are either many years late, tied up in costly legal protests or scrapped all together because the technology is obsolete by the time it is completed.

Waterfall Process

So why do so many large, multi-million dollar government contracts fail to deliver?

It is because they attempt to

build the project all at once.

Usually, with a single company

This is a very common trap to get caught up in!

You are not alone!

Starting a new project can be exciting and terrifying at the same time, because it is your job to get this right.

No pressure, it's cool

Let’s change how we work

We are going to work in a way that is:

Faster — quicker time to market

Cheaper — build less over time

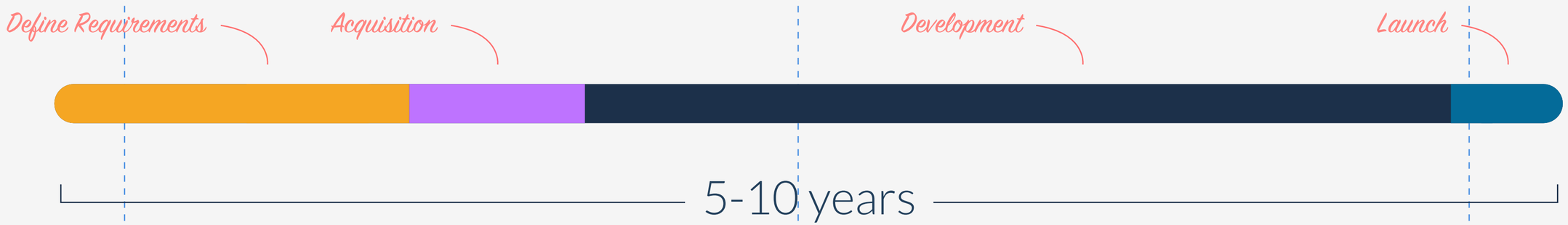
Better — higher quality, fewer bugs

Safer — lower risk of failure

and **more responsive** to actual human needs

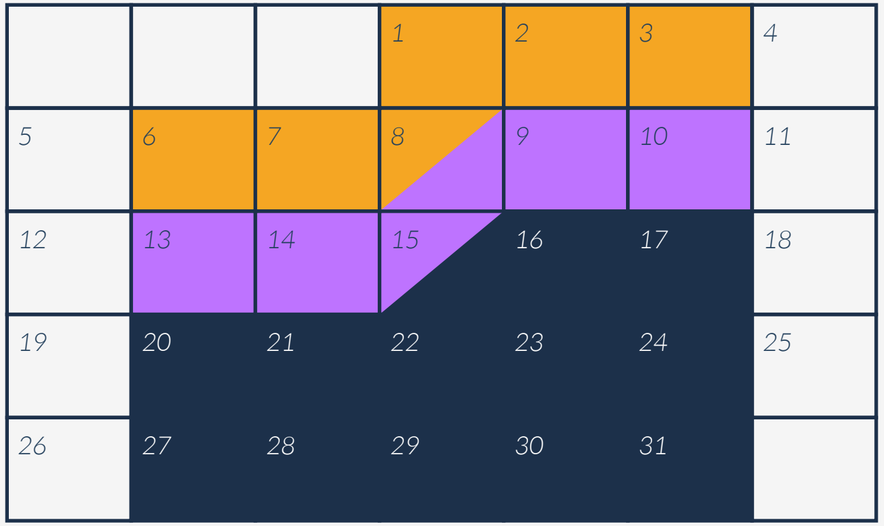
And most importantly, we are going to utilize many of the strengths that we already use to get things done

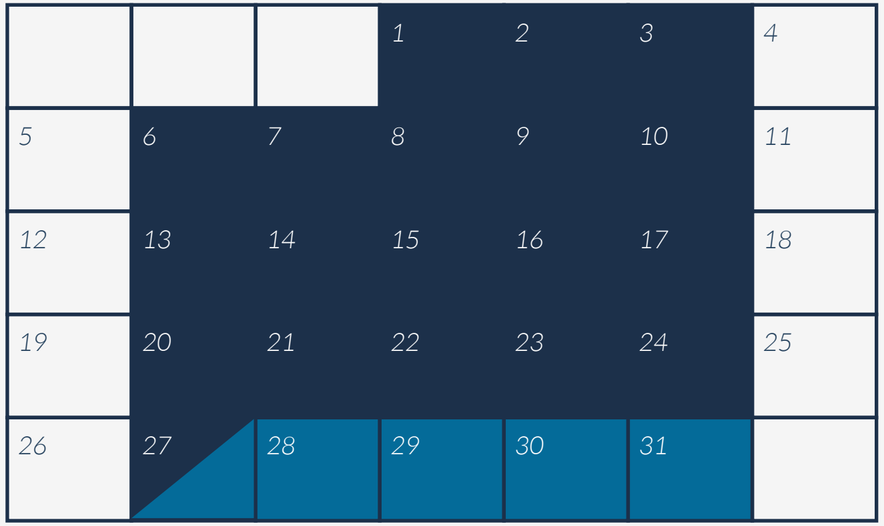
We are going to take everything we know about getting things done in government…



Waterfall Process

...and break it up into smaller modules
that are **faster**, **cheaper**, **better**, and have
a **lower risk of failure**.

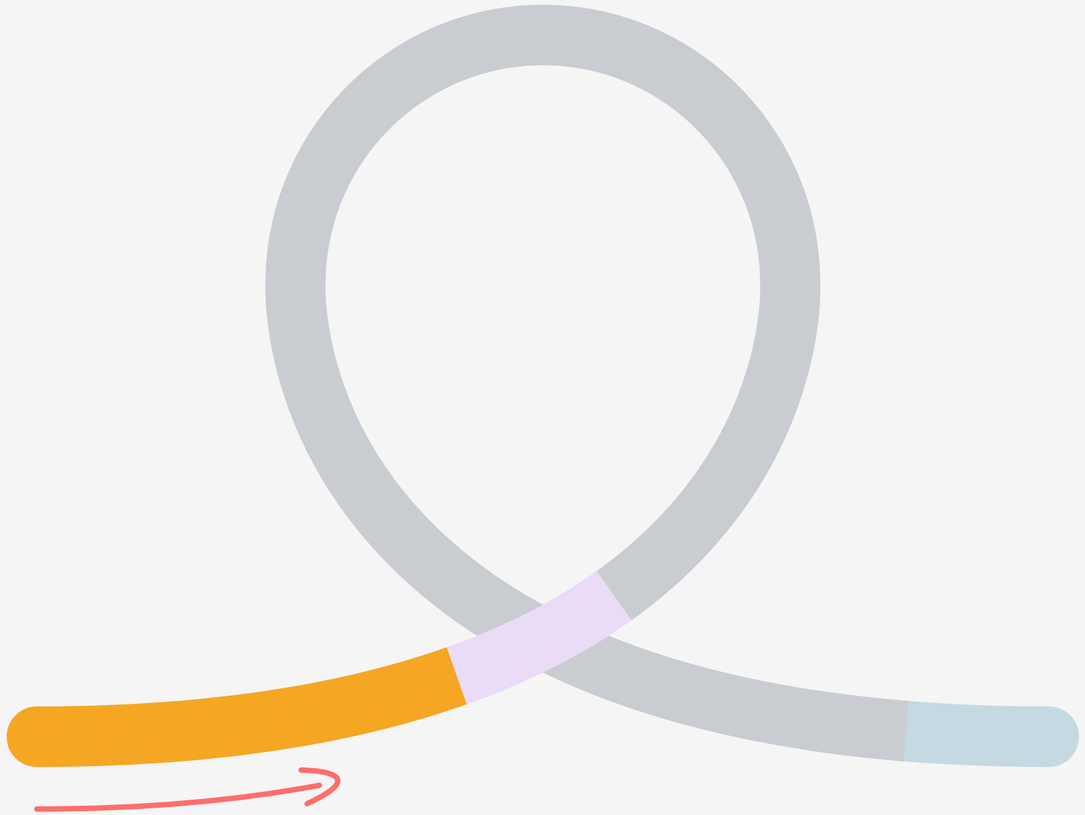




Each module would take **a few months*** to complete

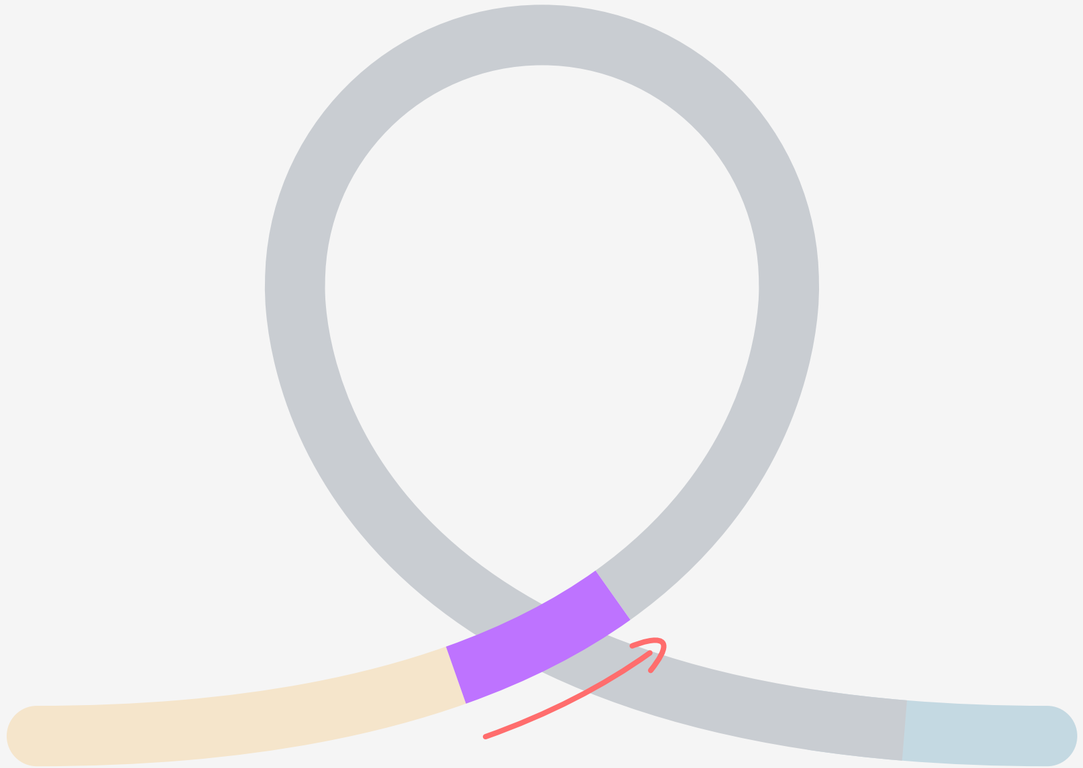
*more or less

So why is working on many, smaller projects **faster**, **cheaper**, **better** and and **less likely to fail**?

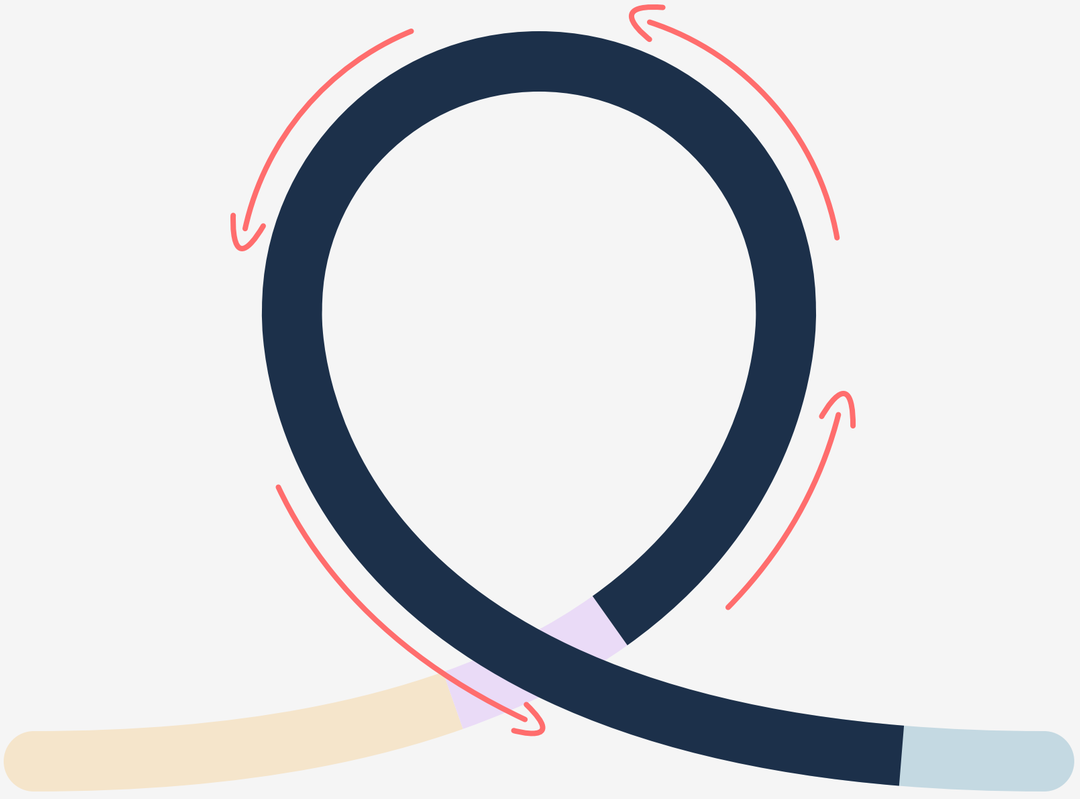


Defining Requirements
takes less time because
we are building smaller,
with fewer features.

It enhances likelihood of
a workable system and
lowers risk of failure.

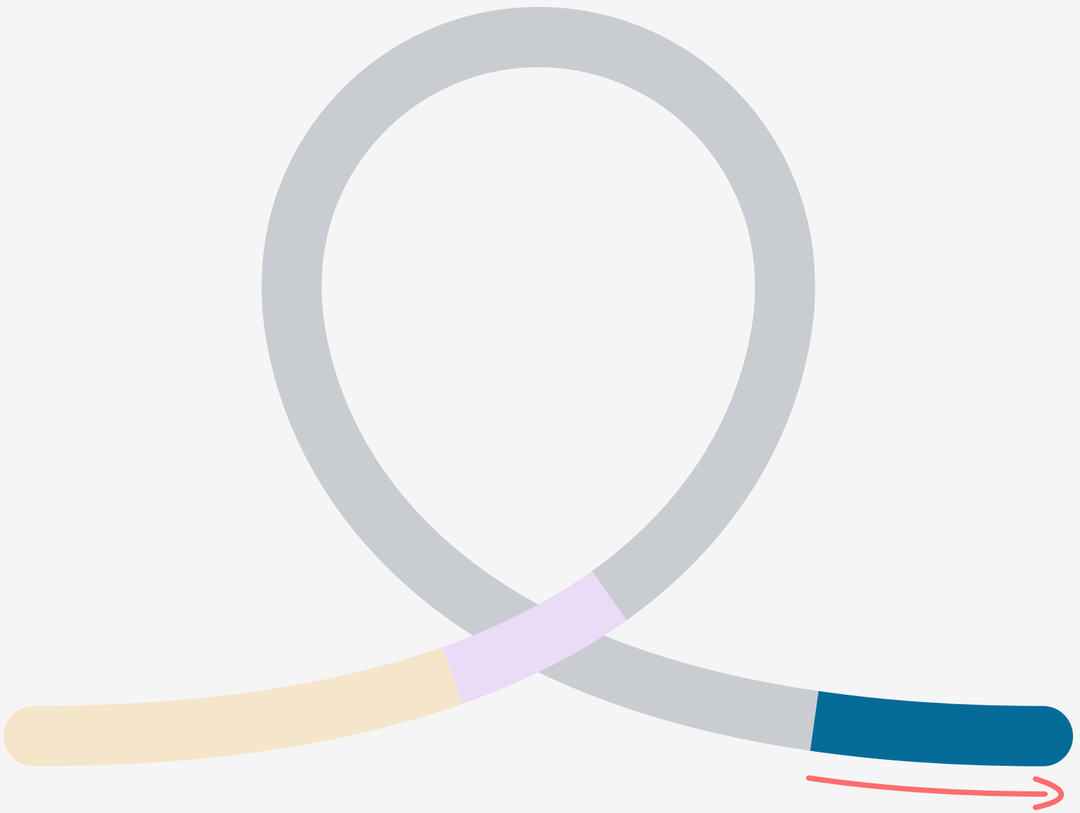


Procurement can happen a lot faster because each RFP will be shorter and we will be able to reuse much of the terms from previous RFPs.



Development is likely to be of a higher quality because managing smaller projects is easier

- we get to address complex technology in an incremental process.
- allows for testing to occur earlier in the development cycle.
- we can leverage a vendor's core competency



Launch — because we are getting our work in front of real users more often and in a shorter amount of time, we'll be able to quickly measure our impact and adapt to any changes in the environment.

The *smaller* we **deliver**,
the *faster* we can **measure** our impact
and **adapt** to any changes in the
environment

and less time and money is spent
working on ineffective, costly and
difficult technology.

Thank you,

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