

Defense Information Systems Agency

Department of Defense

Test and Evaluation for Agile Information Technologies

Steve Hutchison DISA T&E

ag·ile [aj-uh I, -ahyl] - adjective 1.quick and well-coordinated in movement

Dictionary.com Based on the Random House Dictionary, © Random House, Inc. 2010.



Agile software development refers to a group of <u>software development methodologies</u> based on <u>iterative development</u>, where requirements and solutions evolve through collaboration between self-organizing <u>cross-functional</u> <u>teams</u>. The term was coined in the year 2001 when the <u>Agile Manifesto</u> was formulated.

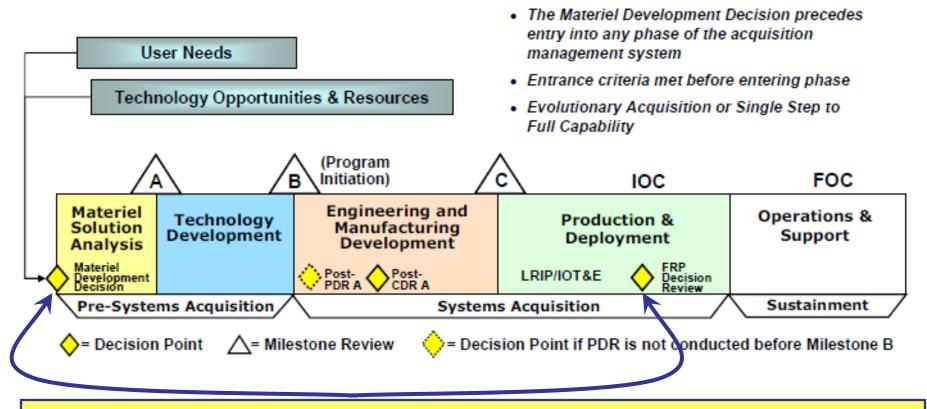
Wikipedia®



Acquisition in the DoD

DoDI 5000.02 (2 Dec 2008)

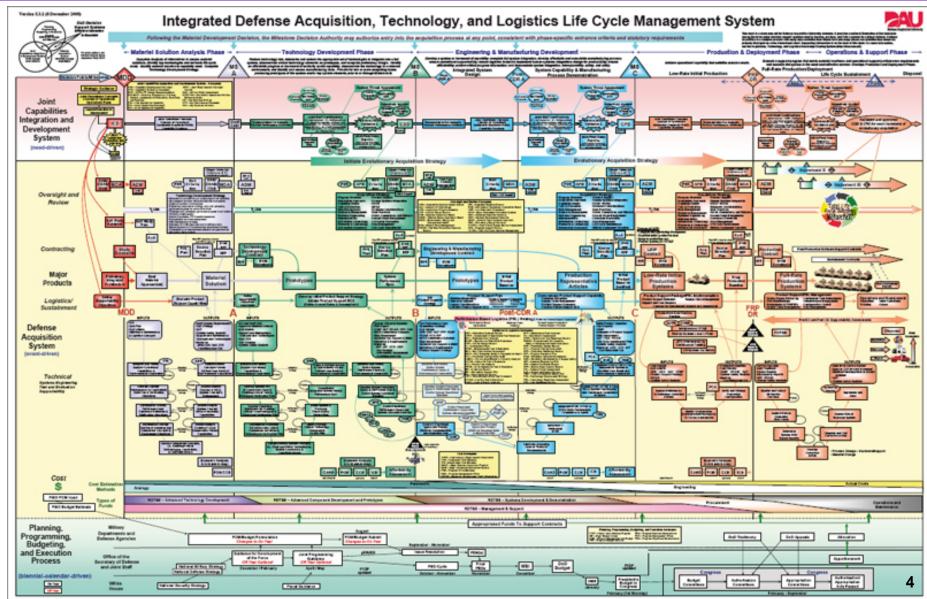
Figure 1. The Defense Acquisition Management System.



This model works very well when there is a looooong time between user needs definition and production. For <u>IT systems</u>, we typically want very short time between user need definition and product delivery.



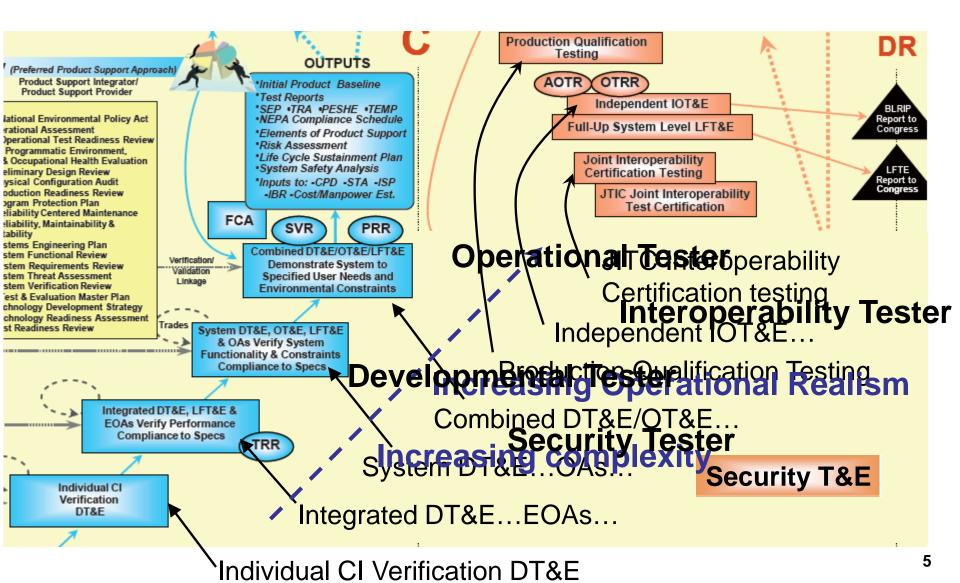
Where's Waldo?



for a sign ray of the day, and a sign of the sign of t

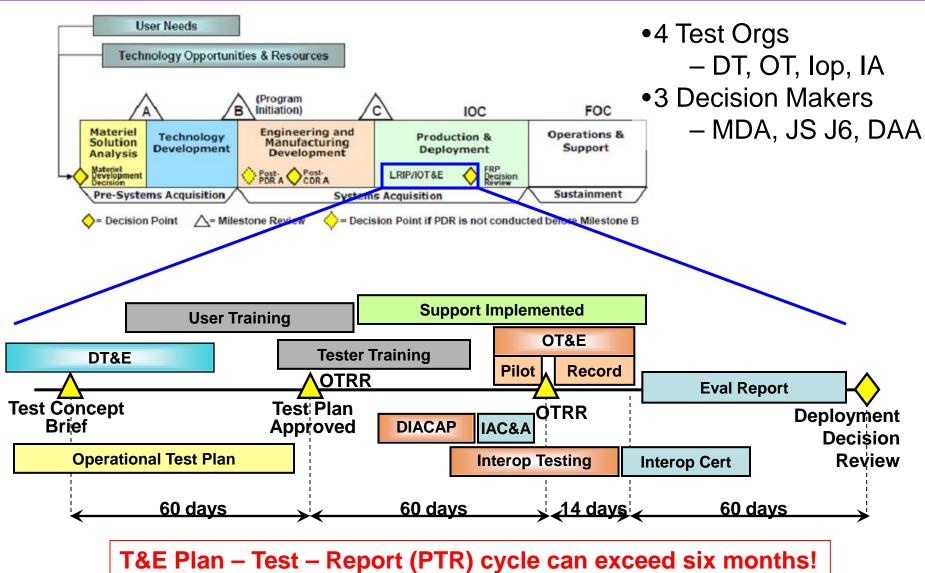


T&E in Acquisition Lifecycle



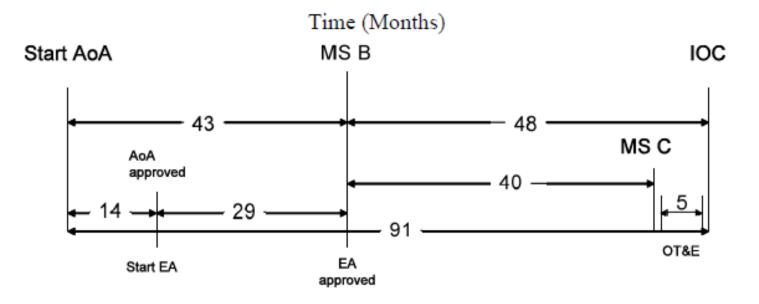


T&E in the DoD





The Problem



"An analysis of 32 major automated information system acquisitions... the average time to deliver an initial program capability is 91 months... "

Defense Science Board: DoD Policies and Procedures for the Acquisition of Information Technology, March 2009



H.R.2647 National Defense Authorization Act for Fiscal Year 2010

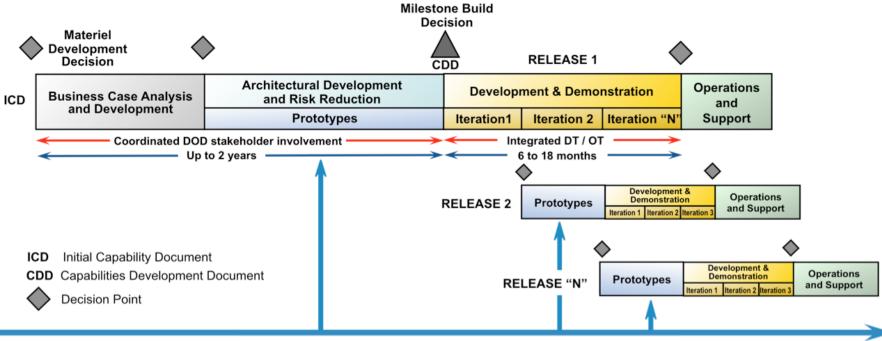
SEC. 804. IMPLEMENTATION OF NEW ACQUISITION PROCESS FOR INFORMATION TECHNOLOGY SYSTEMS

(a) New Acquisition Process Required- The Secretary of Defense shall develop and implement a new acquisition process for information technology systems. ...

(b) Report to Congress- Not later than 270 days

- Based on March 09 DSB report on Acquisition of IT
- Designed to include:
 - Early and continual involvement of the user;
 - Multiple, rapidly executed increments or releases of capability;
 - Early, successive prototyping to support an evolutionary approach;
 - A modular, open-systems approach

DISA A Combat Support Agency DSB-Proposed IT Acquisition Model



Continuous Technology/Requirements Development & Maturation

Defense Science Board: DoD Policies and Procedures for the Acquisition of Information Technology, March 2009

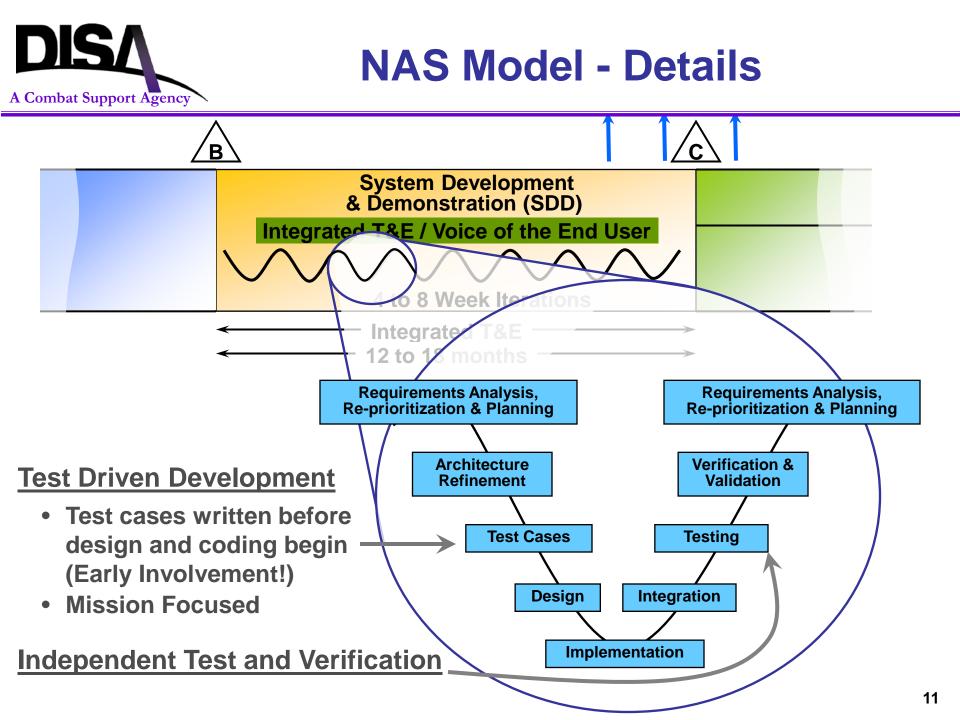


National Academies Proposal

Marketplace Technology Development & Maturation Planning & Analysis Capability Increment N (Optional) System Development & Deployment Demonstration (SDD) Prototyping **Operations and** 4 to 8 Week Iteration **Sustainment** Planning & Capability Capability Analysis Increment 2 (Optional) System Development & Deployment Demonstration (SDD) Prototyping ed T&E / Voice of the **Operations and** 4 to 8 Week Iterations Sustainment Capability Increment 1 ncreasing lanning & Analysi System Development & Deployment Demonstration (SDD) Concept Materie **Operations and** Developm Demonstration Sustainment 4 to 8 Week Iterations Integrated T&E 12 to 18 months

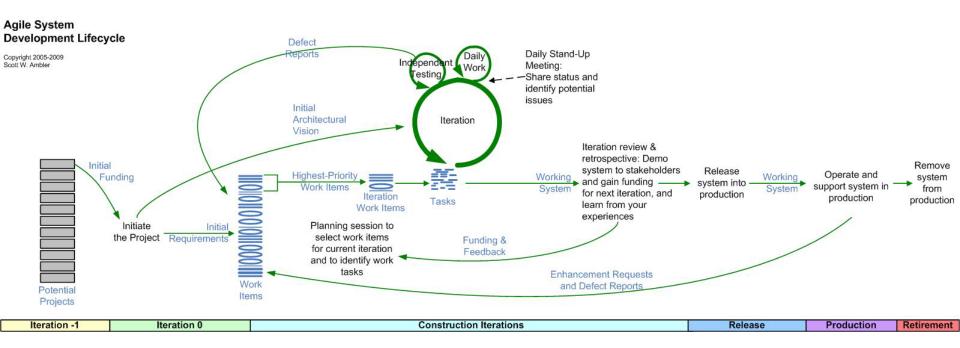
Acquisition Management Approach for Software Development and Commercial off-the-shelf (COTS) software Integration IT programs

National Academy of Sciences: Achieving Effective Acquisition of Information Technology in the Department of Defense, December 2009





Agile Software Development – an Industry View

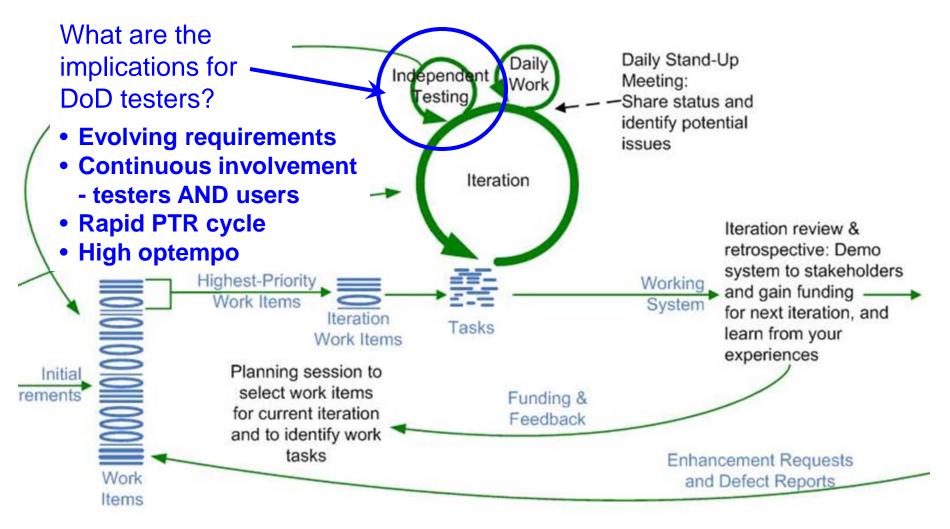


The Agile System Development Lifecycle*

*Scott Ambler, http://www.ambysoft.com/essays/agileLifecycle.html



T&E in the Agile SDLC



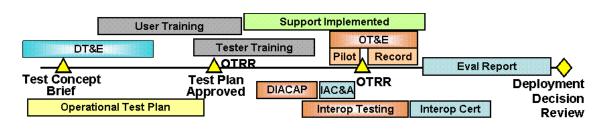
*Scott Ambler, http://www.ambysoft.com/essays/agileLifecycle.html



T&E for Agile IT

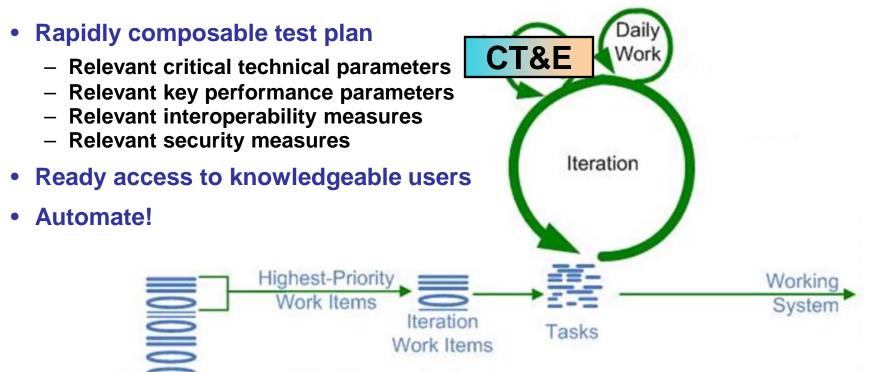


Capability T&E



- Think small!
- Focus on the prioritized requirements of the iteration





*Scott Ambler, http://www.ambysoft.com/essays/agileLifecycle.html 1



- Intent: enable rapid acquisition of enhanced capabilities for the warfighter
 - Share information
 - Improve risk management
 - Eliminate duplication and reduce cost
 - Conduct comprehensive test events, faster
 - Satisfy all decision-makers
 - Better understand capabilities and limitations.
- Test designs are <u>risk-based</u>, <u>mission-focused</u>
 - Replicate the joint mission environment
 - Leverage distributed Live, Virtual, and Constructive T&E capabilities.

One team, one time, one set of conditions



Other Considerations

- Agile requirements process "JCIDS Lite"
- Early User/Beta user involvement
- I-TEMP (Information Technology T&E Master Plan)
 - Not the same as today's TEMP
 - Requirements, Metrics of each iteration not known
 - Resources to test each iteration not known
 - Schedules not fixed
 - Describes CT&E concept, organization roles, resourcing
- Agile TE&C
 - Responsible Test Organization
 - Capability Test Team
- Agile ...
 - Oversight
 - DIACAP
 - Interop Certification
 - Fielding Decision Process.



- New IT Acquisition model is coming
- Should motivate changes to IT T&E
 - Responsive to iterative, incremental development
 - Requirements priorities evolve
 - Lean processes!
 - Test automation essential
 - Voice of the user is critical
- Teamwork!



www.disa.mil

Contact Information:

Dr. Steven Hutchison (703) 882-0926 Defense Information Systems Agency steven.hutchison@disa.mil