GS Aw2007 Tutorial E:

Agile Development → Agile Acquisition?

Length:  Half Day

Overview:

How did this tutorial project start? One day I received a message from a colleague: “I am doing a Quality Assurance assessment on the software engineering and development activities of a customer who is using an agile development approach. The emphasis has been on working software, and to date, they have been very successful. Their documentation is very sparse - basically, a Systems Security Plan and a design spec, with GUI designs only. They don’t have a logical component model, a data model, or even interface descriptions. There are lots of white papers written by people in your group about core documentation for large DOD programs, but this customer would never consider creating all of the documents recommended in these papers. My question to you: What essential documentation should be developed for an agile program?” She was right, of course. Since the demise of Acquisition Reform, we in the Software Acquisition and Process Department have been pushing for more documentation and not for less. During the discussions that followed this inquiry I realized that – particularly since there is no simple answer for her question – maybe a tutorial would be more appropriate, where the audience has an opportunity to weigh all the pertinent factors. In this session, we will provide an overview of the concepts and representative implementations of agile software development, and seek answers to the following two questions. First, to what extent do these development methods support agile acquisition? Second, what is Agile Acquisition anyway? We will take a closer look at the current defense acquisition needs on the basis of the 2006 DAPA (Defense Acquisition Performance Assessment) Report, and see if the methods the agile camp’s representatives propose in fact support those acquisition needs. Besides weapons’ acquisition and software development, we will talk about rugby, psychology, culture, just to mention a few stimulating topics. Finally, if you really want to find out the answer to the original question, you must absolutely come...

Instructor: Peter Hantos, The Aerospace Corporation

Biography:

Dr. Peter Hantos is currently Senior Engineering Specialist in the Software Acquisition and Process Department of the Software Engineering Subdivision at The Aerospace Corporation. He has over 30 years of experience as manager, software engineer, professor, and researcher. Prior to joining Aerospace, as Principal Scientist at the Xerox Corporate Engineering Center, he developed corporatwide engineering processes for software-intensive systems. Earlier, as Department Manager, he directed all aspects of quality for several laser-printer product lines. Dr. Hantos has authored over 50 technical publications and presentations. He holds MS and PhD degrees in Electrical Engineering from the Technical University of Budapest, Budapest, Hungary.

Who Should Attend:

The tutorial is introductory in nature, and targeting a broad audience of people in both acquisition and product development environments. There are no formal, topical pre-requisites, just a basic familiarity with the system and software development process; all concepts introduced are discussed methodically, in a bottom-up fashion, in detail. Program office personnel, project managers, executives, process architects, and software engineers can all benefit from the tutorial with, of course, amplifications on slightly different areas of the material.