

Dynamic systems development method

Dynamic systems development method (DSDM) is an agile project delivery framework, initially used as a software development method.

Snippet from [Wikipedia: **Dynamic systems development method**](#)

Dynamic systems development method (DSDM) is an agile project delivery framework, initially used as a software development method. First released in 1994, DSDM originally sought to provide some discipline to the rapid application development (RAD) method. In later versions the DSDM Agile Project Framework was revised and became a generic approach to project management and solution delivery rather than being focused specifically on software development and code creation and could be used for non-IT projects. The DSDM Agile Project Framework covers a wide range of activities across the whole project lifecycle and includes strong foundations and governance, which set it apart from some other Agile methods. The DSDM Agile Project Framework is an iterative and incremental approach that embraces principles of Agile development, including continuous user/customer involvement.

DSDM fixes cost, quality and time at the outset and uses the MoSCoW prioritisation of scope into *musts*, *shoulds*, *coulds* and *will not haves* to adjust the project deliverable to meet the stated time constraint. DSDM is one of a number of Agile methods for developing software and non-IT solutions, and it forms a part of the Agile Alliance.

In 2014, DSDM released the latest version of the method in the 'DSDM Agile Project Framework'. At the same time the new DSDM manual recognised the need to operate alongside other frameworks for service delivery (esp. ITIL) PRINCE2, Managing Successful Programmes, and PMI. The previous version (DSDM 4.2) had only contained guidance on how to use DSDM with Extreme Programming.

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