

# Making Acquisition Measurable

## *FY 2010 National Defense Authorization Act (NDAA) Section 804 Principles*

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# Motivation

- **Department of Defense (DoD) was directed by Congress to design a new IT acquisition process**
  - Direction references Chapter 6 of the March 2009 Defense Science Board (DSB) Task Force Report on Policies and Procedures for the Acquisition of IT
  - The mandate targets four principles:
    - ✦ Early and continual user involvement
    - ✦ Multiple, rapidly executed increments or releases of capability
    - ✦ Early, successive prototyping to support an evolutionary acquisition
    - ✦ Modular, open systems approach (MOSA)
- **How will programs measure, monitor, and report adoption of the principles in the new process?**
  - Need a foundation for improving how acquisition performance is managed
    - ✦ According to the House Armed Services Committee Panel on Defense Acquisition Reform, a critical area of weakness is the lack of a formalized performance management methodology

*\*2010 National Defense Authorization Act (NDAA) Section 804, "Implementation of New Acquisition Process for IT Systems"*

# Objective

- **Help programs effectively measure, monitor, and report progress in achieving IT acquisition outcomes**

- **Desired impact:**

- ✦ Increased agility
- ✦ Reduced cost growth
- ✦ Increased meaningful deliveries

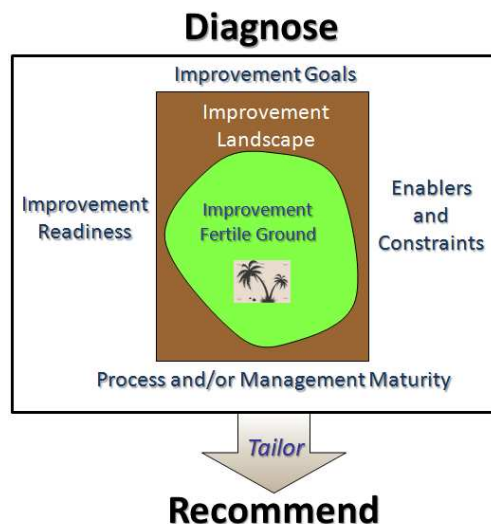


Flexibility

and



Speed



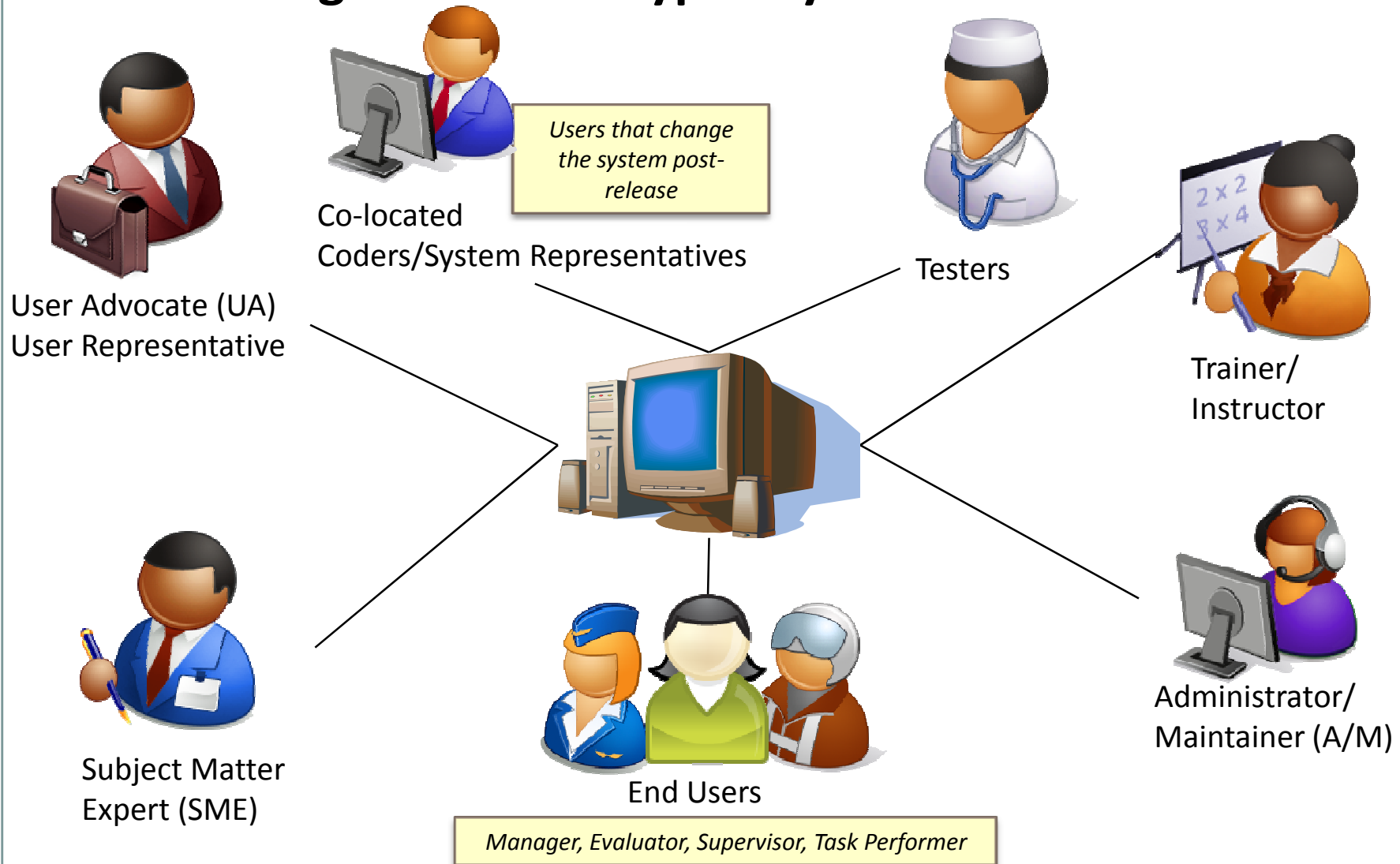
- **Propose a diagnostic to help IT programs manage performance**
- **Accommodate tailoring**

# Engaging with Users

- **Our focus was on Early and Continual User Involvement (UI)**
  - We first interviewed users across Federal government programs
- **What we heard from users during our interviews:**
  - “We liked it when they came to us, showed us a new capability and then returned with changes that we had suggested”
  - Developers should not be involved too early in the process
  - “The program office should come out and see the pain that we experience using the system; they would understand the requirement better”
  - “Users should also talk amongst themselves”
  - User representatives in the program office should come from the users’ organization
  - “Consistency in interactions on a cadence that is predictable is important to obtaining desired capabilities”

# Different Types of Users Targeted

- We identified a number of different types of users with whom Program Offices typically must interact



# Proposed User Engagement Program

- Based on our investigations, we recommend key elements of a “User Engagement Program”

Effective and Efficient User Engagement



## Fundamental Leading Indicators:

- Are users engaging?
- Are the right users engaging with the right PMO reps?
- Are the right engagement approaches applied?
- Are the right events and issues driving the need to engage?
- Are user engagement feedback loops closed effectively and in a timely manner?
- Is the user engagement process enabled (resources, championship)?



## Engagement Program



User Involvement Risk Reduction  
 Functionality Risk Reduction  
 Data/Information Verification

Goals, Impact & Value Expectations



User Representation



Commitments & Relationship Mgt



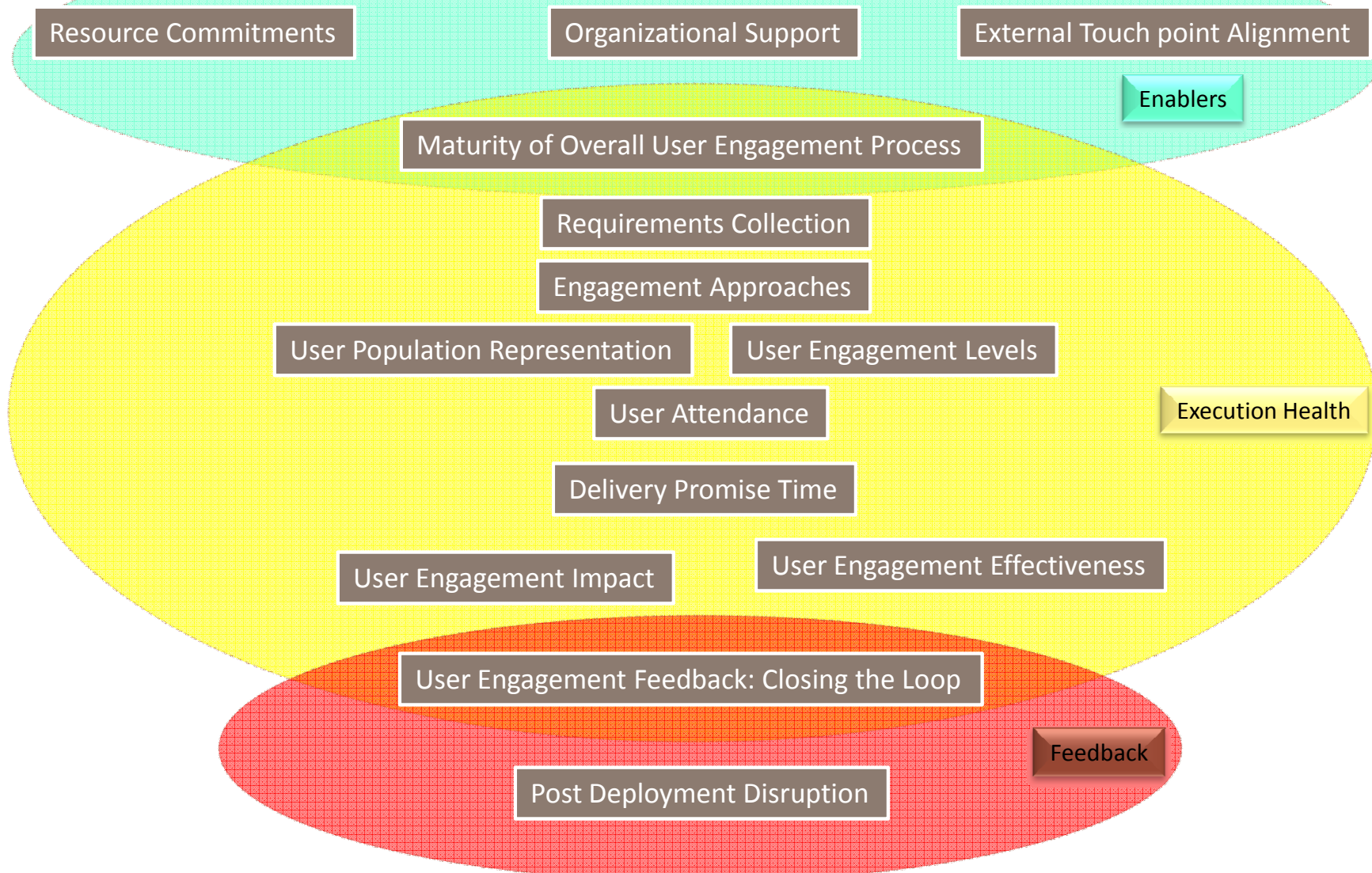
Engagement & Communication Methods



Processes & Plans Alignment and Tracking

# Proposed User Engagement Metrics Categories

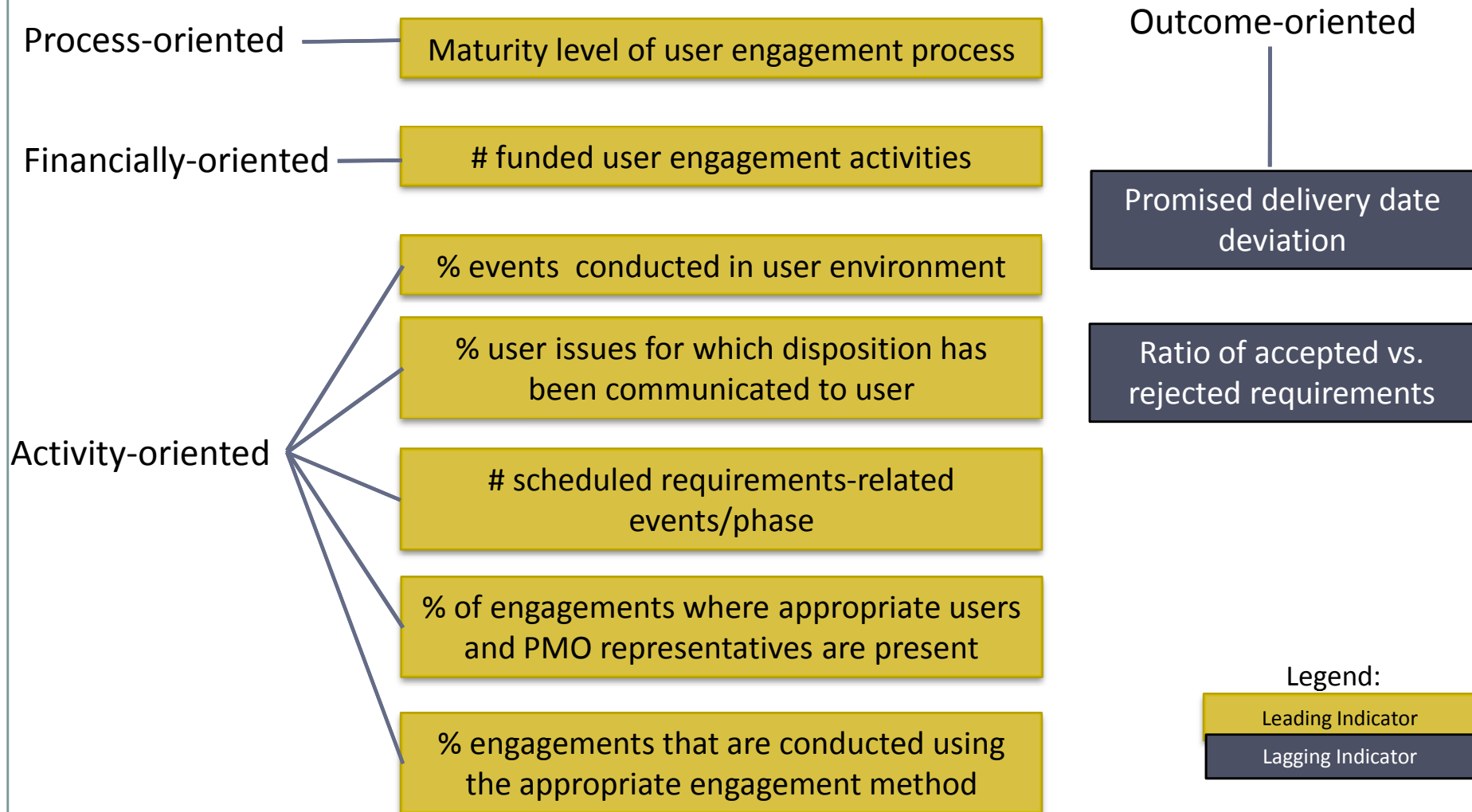
- Proposed metrics categories fall into three key measurement areas: **enablers, execution health, and feedback**





# Proposed High Priority User Engagement Metrics

- The most meaningful metrics for assessing current user engagement progress and impact will vary, but we suggest that Program Offices consider the following process-, financial-, activity-, and outcome-oriented metrics



# About Metrics Derivation

- **Not everything that can be measured necessarily should be measured**
- **It is easy to identify metrics; it is much harder to identify the value of those metrics in demonstrating improvement progress and impact**
- **Context must be provided for metrics recommendations:**
  - Why this metric?
  - Method to measure and units of measure
  - Interdependencies and strength of interdependencies
  - Importance of metric to characterization of outcome achievement
  - Level of confidence that metric effectively communicates progress toward achievement of outcomes
  - Key perspectives of health characterized by the metric

# Applying Metrics Derivation Lessons

- For example,

% of engagements where appropriate users and PMO representatives are present

- Why this metric?

- ✦ Our investigations-to-date strongly suggest that key outcomes associated with acceptance of requirements and adherence with delivery schedules are strongly influenced by the % of engagements where the right users and PMO reps are present

- Method to measure and units of measure

$$\left( \frac{\text{\# of engagements during the specified timeframe in which the most appropriate users and PMO reps are present}}{\text{\# of user engagements during the specified timeframe}} \right) \times 100$$

- Interdependencies and strength of interdependencies

- ✦ On a scale of weak to strong influence, this metric is strongly influenced by “maturity level of user engagement process”
- ✦ Moderately influenced by “% events conducted in user environment”

- Importance of metric to characterization of outcome achievement

- ✦ On a scale of slightly to very important, this metric is moderately important to achievement of key outcomes associated with acceptance of requirements and adherence with delivery schedules

- Level of confidence that metric effectively communicates progress toward achievement of outcomes

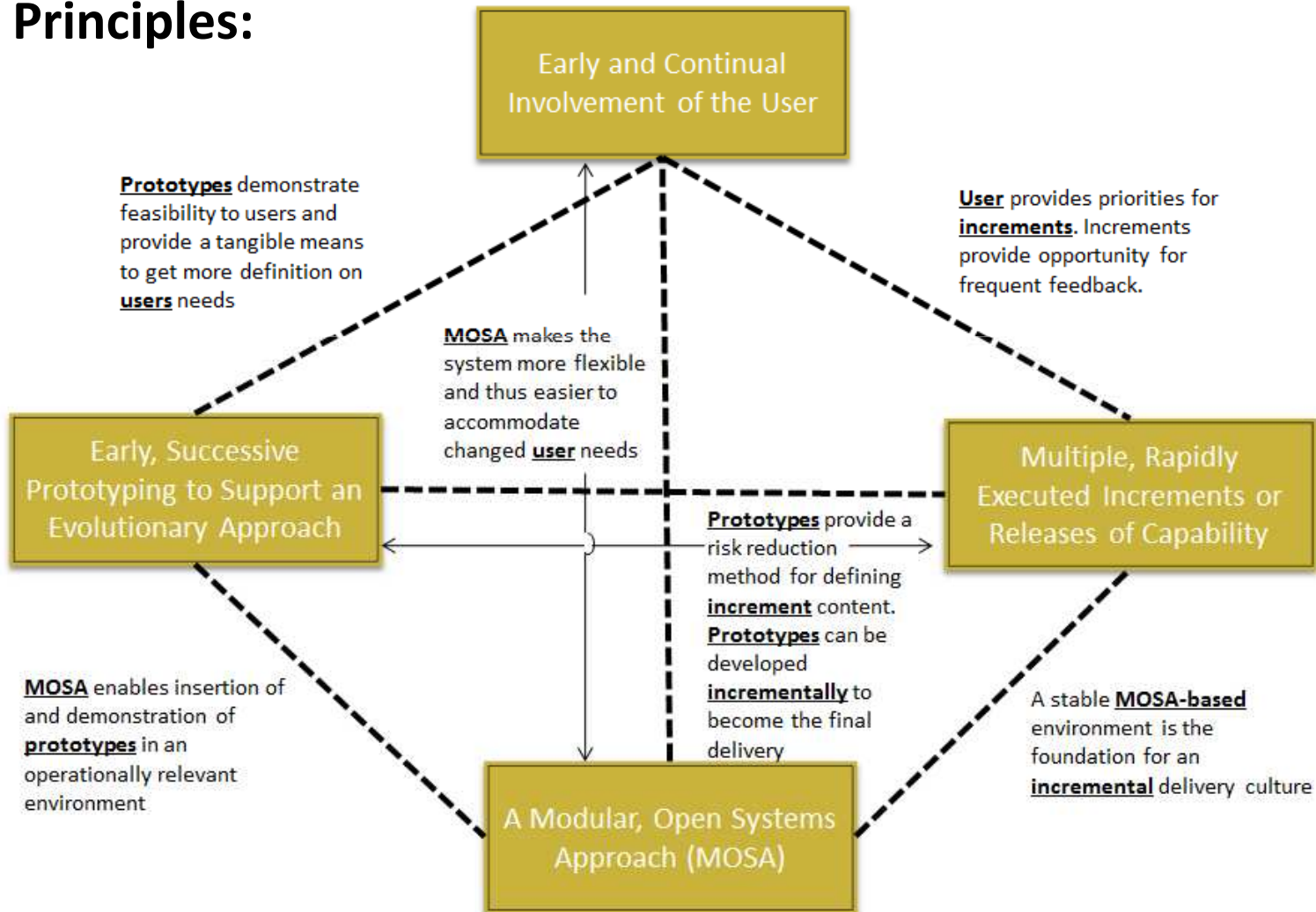
- ✦ On a scale of 1 to 100, with 100 meaning extremely confident, we are 75% confident that this metric communicates progress toward achievement of outcomes

- Key perspectives of health characterized by the metric

- ✦ Key perspectives of health characterized by this metric include effectiveness of user engagements and efficiency associated with obtaining user feedback

# Relationships among Section 804 Principles

- We then explored the relationships between Early and Continual User Involvement and the other three NDAA Section 804 Principles:



# Best Practices Mapped to IT Acquisition *(per DSB Report)*

<i>Best Practices Mapped to New IT Acquisition Lifecycle Phases</i>	Business Case Analysis and Development	Architectural Development and Risk Reduction	Development & Demonstration	Operations & Support
<b>Early and Continual Involvement of the User</b>				
Voice of the customer	✓	✓	✓	✓
Customer relationship management supported by customer communications management	✓	✓	✓	✓
Customer satisfaction enabled by enterprise feedback management	✓	✓	✓	✓
Collaboration management	✓	✓	✓	
User-centered design & Usability			✓	
Customer service				✓
<b>Multiple, Rapidly Executed Increments or Releases of Capability</b>				
Capability Maturity Model Index (CMMI) - Acquisition (AQ)	✓	✓	✓	✓
CMMI-Development			✓	
Incremental iterative development (planning & execution)	✓	✓	✓	
<b>Early, Successive Prototyping to Support an Evolutionary Approach</b>				
Demonstration of applicable technology	✓	✓		
Demonstration of design possibilities		✓	✓	
Demonstration of requirements fulfillment		✓	✓	
<b>MOSA</b>				
Establish Enabling Environment	✓	✓	✓	
Employ Modular Design		✓	✓	
Designate Key Interfaces		✓	✓	
Use Open Standards		✓	✓	
Certify Conformance			✓	

# Key Discoveries

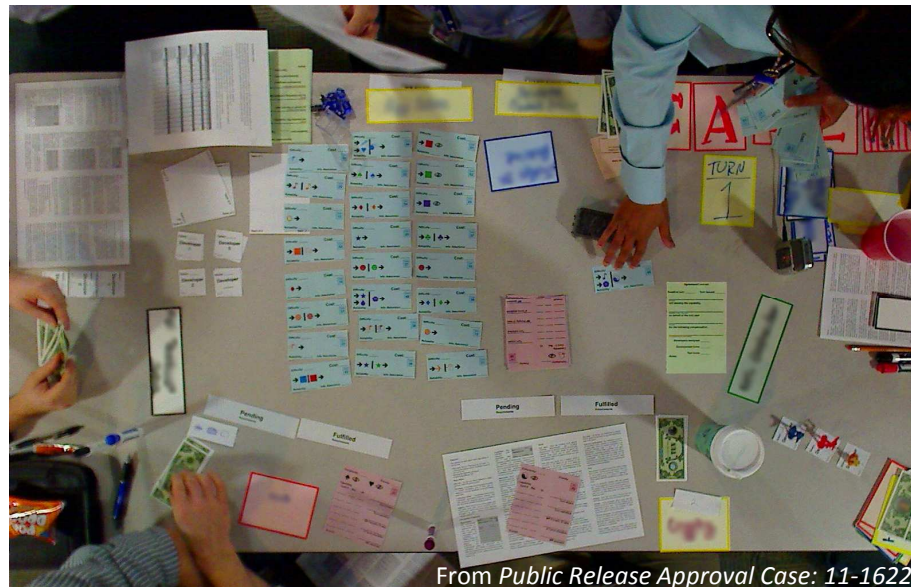
- **Government program application of some DSB-recommended principles (e.g., Multiple, Rapidly Executed Increments or Releases of Capability) is more advanced than for other principles (e.g., Early and Continual Involvement of the User)**
- **Considerable performance data is typically collected; should investigate its effectiveness for IT Acquisition programs**
- **Standardized methods within the DoD for selecting acquisition program metrics and monitoring performance could not be identified**
- **Measuring adoption of the principles will require considering program circumstances**
- **The four DSB-recommended principles within NDAA Section 804 are not necessarily the only important principles**
- **Need to share a common understanding of how the acquisition principles link to desired outcomes**

# Recommendations for Your Program Office

- **Provide additional venues for users to communicate with procurement professionals (acquirers and developers)**
- **Let users know where their system program office is and how to provide good ideas to them**
- **Plan to align in situ capability development sessions with program increment planning to reduce requirements ambiguity**
- **When many systems deploy to a location, conduct a system environment study to determine impacts on user productivity**
- **Formulate an alliance with operating agencies to help alleviate non-performance of systems when deployed**

# Applying What We Learned to Developing A New System

USING HIGH CONTACT USER ENGAGEMENT METHODS, SUCH  
AS GAMING, TO DEVELOP ACQUISITION STRATEGIES FOR  
COMPOSABLE CAPABILITIES ON-DEMAND (CCOD®)



From *Public Release Approval Case: 11-1622*



# What is Composable Capability on Demand (CCOD<sup>®</sup>)



- A set of technical abilities that will enable DoD and civilian users to dynamically assemble and employ elements of the C4ISR enterprise
- Will allow the non-technocenti to adapt their enterprise according to the nature and scale of the mission
- Not a system
  - CCOD consists of resources that can be formed or re-formed as needed
    - ✦ These resources are embedded within a distributed hybrid (fixed and mobile) infrastructure environment, that may not be locally provisioned
- Draws mission information from traditional and nontraditional data sources to enhance situation awareness, collaboration, social networking, and decision support
- Will rely on a composable computational and network infrastructure for mission assurance

# Acquisition for Composable Systems

- **Goal: Engage with various users of a proposed process to acquire and sustain composable systems**
- **Activities** [\*]
  - Proposing acquisition approaches to achieve CCOD<sup>®</sup> objectives
  - Constructing games highlighting particular aspects of proposed CCOD<sup>®</sup> acquisition, and conducting exercises with Subject Matter Experts (SMEs) so that we can assess the value of the games for learning and evaluating acquisition effectiveness
  - Creating an environment to enable CCOD<sup>®</sup> acquisition game play:
    - ✦ Tabletop exercises
    - ✦ Electronic gaming in a distributed and asynchronous fashion
  - The environment may then be extended to experiment with a wide variety of acquisition processes with participation from many different stakeholders

[\*] From MITRE Public Release Approval Case: 11-1622

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