Software Procurement Has Failed Us Completely, But No More

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Rhode Island Unified Health Infrastructure Project

64 software bugs, complex union rules and a \$15.8 million mistake: Why S.F. can't pay its teachers on time

Software flaw hid signs of \$576

Software state unemployment fraud

Audit: Troubled Rhode Island
system has cost \$400M so far
tes \$170 million project

Software Failure, Supply (computer system it promised Blamed for School's Inability to Turn

Off Lights for Over a Year

Software Procurement Has Failed Us Completely

Of all government software development contracts over \$6M, only 13% are successful (cost, schedule, performance).

46% of systems developed across \$37 billion dollars worth of DoD spending failed to meet real needs even though they met written, contractual specifications. A study of 400 projects found that only 10% of waterfall-developed code was ever actually deployed. Only 2% was ever used.

The World Bank's Government Procurement Benchmark for the average US Government procurement action is 260 days just to award contracts that will fail.





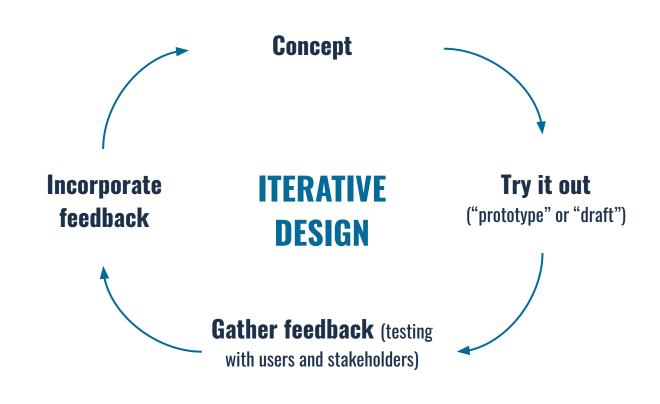
"Deloitte presented much too rosy of a picture to us," Gov. Raimond said. "I sat in meetings with Deloitte and questioned them and they gave us dashboards that showed us everything was green and ready to go, and the fact of the matter was it wasn't."



But No More

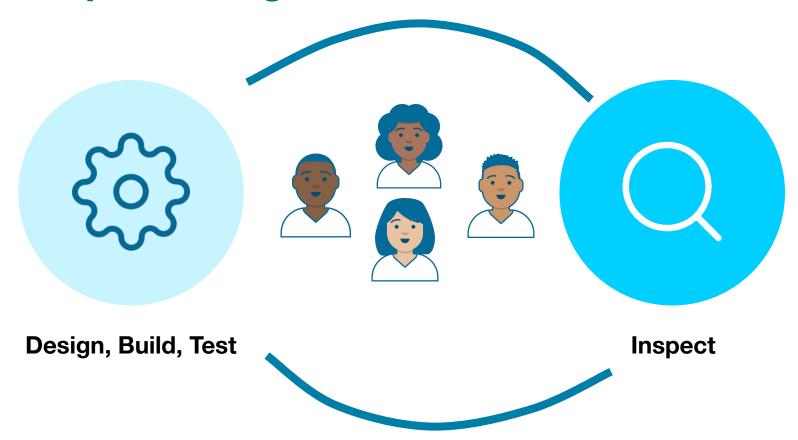
- 1. User-centered design
- 2. Agile software development
- 3. Product ownership
- 4. DevOps
- 5. Building out of loosely coupled parts
- 6. Modular contracting

User-centered design

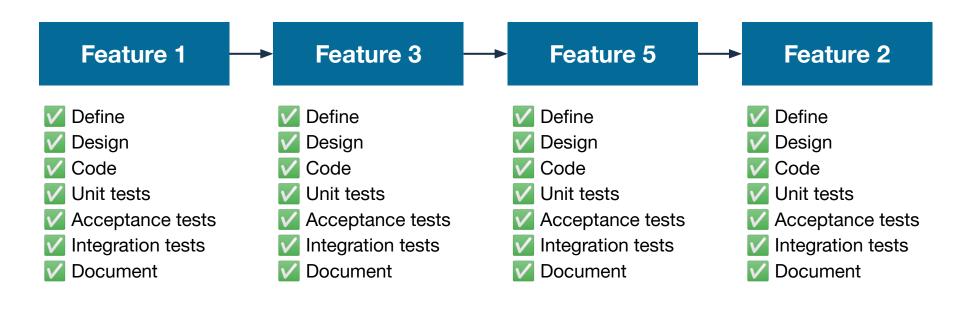


Agile software development

The premise of Agile

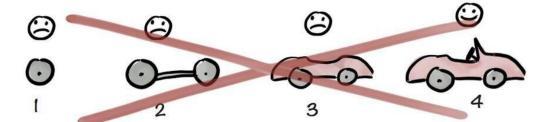


Agile development model

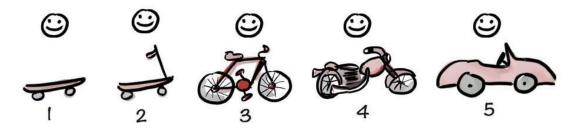


Constantly delivering value

Not like this....



Like this!



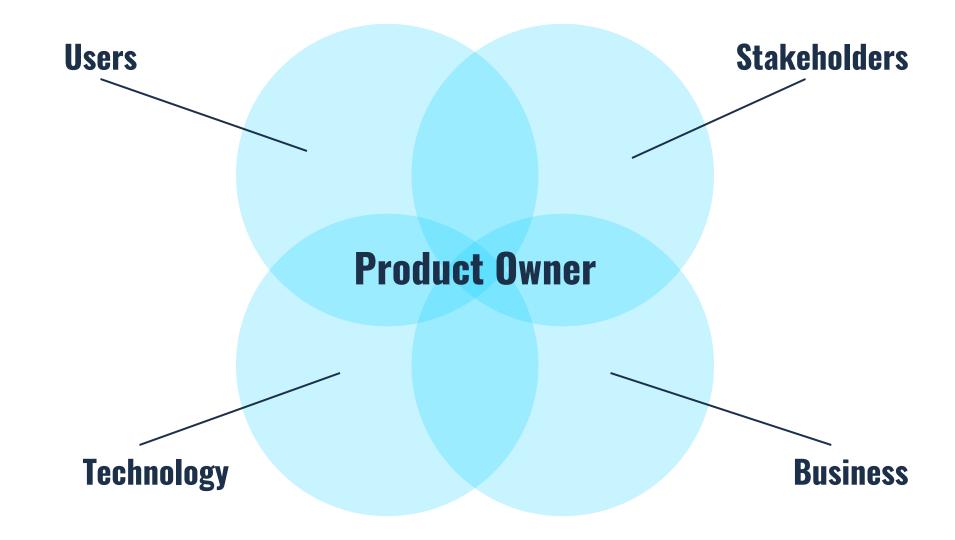
Waterfall control model

	Vendor	Government
Identifying tasks		✓
User research		
Writing code	✓	
Testing	✓	
QA	V	
Deployment	✓	
System integration	V	

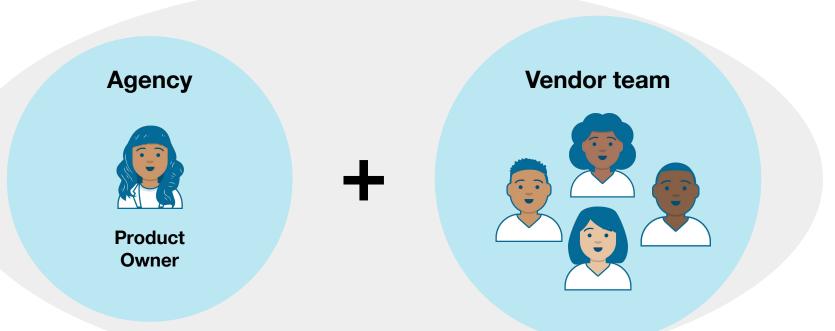
Agile control model

	Vendor	Government
Identifying tasks	V	V
User research	V	V
Writing code	V	
Testing		V
QA		V
Deployment		V
System integration		✓

Product ownership



Government agile team structure



Product team

DevOps

Development

- + Operations
- + Security
- + Automation

People do the things they're good at; computers do the things they're good at

Building out of loosely coupled parts





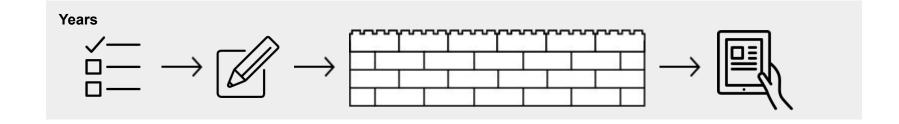
Interoperability standardization yields system-level thinking.

Bespoke monoliths are terrifying.

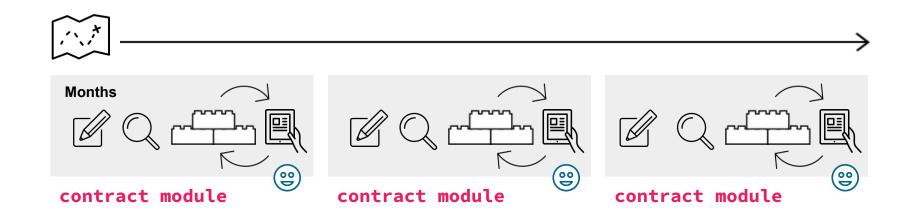
The industrial revolution has come to software.

Modular contracting

Traditional contracting



Modular contracting



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Bringing It All Together

Q&A