



Agile in Government
June 2-4, 2014

Presentation Abstract

Title: How OODA & MDMP War Fighting Stacks up Against Agile Software Development - They are not that different - Reflections of a Crew Dog / Scrum Master

Abstract Text: The focus of this presentation is building trust and commitment to facilitate organizational change using Agile / Scrum methodologies within DOD and Federal projects.

This presentation is specifically targeted to Federal and DOD audience that have used the Military Decision Making process (MDMP) and the OODA Loop in their military careers.

There are various Adaptive, Analytical and Intuitive Methods of Decision-making within Federal and Military organizations, 2 of particular note are the OODA - Observe, Orient, Decide, Act – loop and the Military Decision Making Process (MDMP)

OODA - Observe, Orient, Decide, Act – loop which is a more detailed refinement of Scrum's Inspect and Adapt cycle. OODA was created as a method for fighting dogfights. The focus being to provide an adaptive method that lets you out-think your opponent and win in the air and on the battle field.

Military Decision Making Process also maps to Agile. The focus of The MDMP process is to quickly develop a flexible, tactically sound, and fully integrated synchronized plans that increases the likelihood of mission success. Agile and MDMP have many things in common but have different terms to define them. Agile is the react to contact and make adjustments as you go software development. It is lean quick and nimble.

By showing how OODA maps very tightly to Scrum and MDMP maps to Agile in general. This presentation will provide a bridge for military decision makers that are unfamiliar with Agile / Scrum to see that it is the same tool set they have been using for their entire career only using different terms. This illustration will reduce perceived risk and facilitate organizational transformation in doing so.

Category Topic: Culture and Organizational Change: Roles, Responsibilities for effective oversight/Empowering teams and trust

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