DCLG Discovery Day Session 4 Design Principles and Service Manual

    I. Ollie Lewis B&HCC
- A. Using GDS Design Principles and Scrum
    1. Parking
    2. Revenues
    3. Social Care
    4. Libraries
    5. Informs design principles and also approach to presenting content

    II. GDS
Anjum Shabbir
- A. Lots of overarching principles available that feed down to the detail
    1. 20 plus 6 key design principles that Central Govt must adhere to
- B. 25 Exemplar projects applying principles - much learning and feedback through blogs, videos etc.
- C. Digital by Default Service Standards

    III. Adoption of SCRUM can be difficult to implement
- A. Socitm Insight
DSDM v Prince2 research and report coming
- B. Need support in getting buy-in to taking the approach
- C. Need support from Procurement, Finance to make work
- D. Service Design Principles can be limited by existing IT systems in place.
    1. Need to work together to identify suitable systems
- E. Strong value in identifying initial business problem and solution

    IV. Knowledge building in Agile
- A. GDS have used Agile Coaches - body of resources accredited on Digital Services framework
- B. Need to make the learning even more widely available

    V. Need dialogue on the practical re-use of built assets
- A. "Local.Gov.UK" principle v shared components and transaction engine
    1. Strong appetite to share assets
    2. No appetite to have a single local.gov.uk website
    3. local.gov.uk is actually DCLG website but name being used to describe concept

    VI. Have principles been applied to the Intranet and how does this fit?
- A. GDS have applied this to the Visa application process that goes right through
- B. Principles remain true in both areas.
GDS use Google

    VII. How to get principles adopted in brown field environments
- A. Part of CG bid for money

    VIII. Shared business cases really valuable, particularly for user need
- A. Components to construct the argument
- B. Socitm Insight
Better With Less / GDS Exemplar Blogs