

JOINT APPLICATION DEVELOPMENT

JAD is a requirements-definition and user-interface design methodology that support efficiently and effectively gather requirements.

Main Benefits	It commits top executives to the planning process, shortens the requirements specification phase, helps get the requirements and user interface right the first time, and it can eliminate features of questionable value.
Keys to Success	Having effective leadership of the JAD sessions, full time participation by key end-users, executives, and developers, achieving group synergy during JAD sessions, and setting realistic expectations for the work remaining after the session.
When to Use	JAD can be used on almost any type of project.
Main Risks	The main risks associated with JAD are premature or inaccurate estimates of the remaining work following the sessions and unrealistic expectations of time required to product the finished product.

Overview

In a JAD session end-users, executives, and developers attend intense off-site meetings to work out a system's details. JAD focuses on the business problem rather than technical details. It is most applicable to the development of business systems, but it can be used successfully for shrink-wrap and systems software. It produces its savings by shortening the elapsed time required to gather a system's requirements and by gathering requirements better, thus reducing the number of costly downstream requirements changes.

Interactions with other Best Practices

JAD should be combined with an incremental lifecycle model such as evolutionary delivery, evolutionary prototyping, or staged delivery that delivers part of the software relatively soon after the JAD-design session.

JAD and prototyping appear to be synergistic practices, and the combination can drop creeping requirements below 5 percent (Jones 1994).

Further Reading

August, Judy. *Joint Application Design*. Englewood Cliffs, N.J.: Yourdon Press, 1991.

Martin, James. *Rapid Application Development*. New York: MacMillan Publishing Company, 1991.

McConnell, Steve. *Rapid Development*. Redmond WA: Microsoft Press. 1996.