

O-DA 2.0 is an abbreviation for 'Open Dependability Architecture 2.0', which is an extension of O-DA 1.0 that was once announced by the Japanese Open Group community.

O-DA 1.0 defined the concept of 'Dependability Architecture' to express the dependency between components such as implemented function and design element and requirement for the quality assurance in system design and construction.

In O-DA 1.0, we focused on the development of special systems such as rockets that require complex and ultra-high quality, but in O-DA 2.0, we enhanced the concept to the overall IT system design and construction in general enterprises. One purpose of O-DA 2.0 is to improve system quality by referencing it when enterprise architects of enterprises and vendors design their own systems.

O-DA 2.0 is challenging the following themes and is in the process of drafting a paper.

- Expands the target to overall IT systems → Corresponds to conditions such as various project scales/construction methodologies/construction environments. (cloud, etc.)

- Define methods that can be referenced and used while proceeding with the ongoing project.

- Focus on the end user's CX (Pain / Pleasure) and verify that if it is correctly reflected in the system specifications.