



I/3 Update

February 2, 2005

Implementation

- What is the status of the I/3 system?** The I/3 budget, finance, procurement and data warehouse components are operational. The finance nightly cycle has been automated, improving I/3 system availability. An ongoing support system, including user groups, is working to define and prioritize needed improvements. I/3 system administration is working to improve customer communication and also works with the user groups to schedule changes to the system.
- What challenges remain?** We continue to monitor the I/3 technical infrastructure to ensure that adequate resources are available. A software upgrade for the Budget/ Finance/ Procurement modules will enable those systems to run more smoothly. Expected benefits are coming slowly, but there is still much potential for improvement.
- How is the Budget module working?** From department entries to presentation of the Governor's Budget, the FY 2006 budget was developed on I/3 and the budget book is now available at the Department of Management (DOM) website. Some challenges occurred, but those should decrease in future years. Work has been completed with the Legislative Services Agency (LSA) to transfer budget information from I/3 to the legislative system.
- How is the Financial module working?** The system is using correct accounting entries and vendor payments. Stability and availability continues to improve. We are continuing to work on simplifying the vendor process and to fine-tune the cost allocation and cost-accounting functions. Overall, fine-tuning continues with vendor assistance.
- What is the I/3 time line?** Green areas in the chart below show components of I/3 predecessor systems; the blue areas reflect I/3.

Fall 03	JUNE 04	Summer 04		Fall 05
Parallel Budget Modules	I/3 Financial	Depts Enter FY06 Budgets in I/3		I/3 HR/Payroll

I/3 Update

The Vendor Self Service Component

6. **What is the Vendor Self Service component?** The Vendor Self Service (VSS) component is a piece of the I/3 Procurement module that will add valuable automation to the state's purchasing systems. Prospective vendors can register online to become eligible vendors. They can also complete forms online, receive notifications when solicitations are issued for commodities they are interested in, review and respond to bids and ask questions. VSS will also tabulate responses to DAS-GSE Purchasing solicitations.

7. **When will the VSS be online?** The current schedule is fall 2005.

8. **What preparation for VSS launch is underway?** Review of the VSS software continues. The VSS website is being designed to include links to current contracts and bid opportunities, and payment history.

9. **What VSS steps will take place during coming months?** Installation of updates and testing will continue. Vendors will participate in the testing process and will have an opportunity to suggest improvements. Testing feedback will be used to evaluate system design. Current vendors will be switched to the new system and trained to use it. A plan for ongoing vendor support will be developed and implemented.

Financing I/3

10. **How much will the state pay to CGI-AMS under the current contract?** We have contracted with CGI-AMS for software, services and five years of software maintenance. The original contract value was \$9,447,678; amendments have increased that amount to \$11,583,786 at this time.

11. **How much has been appropriated for I/3 to date?** These amounts have been appropriated from Tobacco Settlement Funds:

FY	Project	Ongoing
FY03	\$ 4,400,000	
FY04	\$ 6,131,075	
FY05	\$ 3,115,116	\$2,934,168
<i>Total</i>	\$13,646,191	\$2,934,168

12. **What funding is requested for FY 2006?** DAS has requested Pooled Technology Funds. If that request is not funded, an Innovation Fund loan will be requested. Innovation Loan funding would require DAS to increase customer rates for FY 2007 and future years to cover repayment costs of the loan.

Source	Amount
Pooled Technology Request	\$ 2,700,000
Revenue from customer billings	\$ 2,256,773
<i>Total</i>	\$4,956,773