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Minnesota
Office of
Technology

Beacon to Our Future

Developing a Master Plan for Information Technology in Minnesota

Presented to the Minnesota Senate Ad Hoc Committee
on Information Technology
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Beacon to Our Future

Developing a Master Plan for Information Technology in Minnesota

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The Strategic Vision

The pathway of progress has been marked by milestones in science and technology. Gutenberg's creation of the printing press in the 15th century laid the foundation for universal literacy. Alexander Graham Bell revolutionized the 19th century with the invention of the telephone. And, ushering us out of the industrial age and into the knowledge age was Howard Aiken with the invention of the first general-purpose computer. As we conclude the passage of this century and welcome the next, we greet a nexus. This nexus is a convergence from the knowledge age into the digital age. Imagine a time where geographical boundaries do not define a government; where currency as we know it becomes obsolete, and a signature on a loan becomes an encrypted code. That is the digital age. That time is tomorrow. How Minnesota and its citizenry plan this time and optimize this digital future, will define our successes as a community of learners, leaders and workers. The development of a plan to guide this future is critical to our success and happiness.

As part of its mission, the Office of Technology is charged with "providing leadership and direction for information and communications technology policy in Minnesota." The office is committed to the development of a technically literate citizenry. Our citizens will be good thinkers, creative, always learning, with skills to compete internationally. The following pages will take the reader on a journey that will unfurl a process, allowing Minnesota to chart the course for Minnesotans. Stakeholder audiences will have an opportunity to determine where they are, where they want to go, and how they want to journey through the digital age.

The state of Minnesota is undergoing a vast organizational transformation, moving from a traditional government structure to an outcome-oriented organization that is focused on customer needs, continuous quality improvement, and partnerships. Information and communication systems are critical to the operation of a state government and all aspects of the state's public and private sector activity. An additional aspect of this planning process will include government employees and elected officials planning for systems integration and service delivery needs upon which the taxpayers of this state depend. The Office of Technology is committed to partnership planning with other branches and units of the government "to ensure sufficient access to and efficient delivery of government services" to all of its citizens. Our government will be responsive, effective and close to the people.

Charting the Course

As we plan this expedition, we want to let those joining the voyage have a voice in selecting the destination. The Minnesota Office of Technology will provide the leadership for the course, by unfurling a process to allow the citizens of the state to determine the route followed.

When someone plans a journey, it is generally formulated around the trip's objectives. Is the purpose of the trip academic, so that the end result is a paper to be written upon return? If so, research activities including discussions with residents, visits to local sites and researching

local writings and documents become part of the plan. The end point will govern what the traveler will see and do while on the trip. In much the same manner, if the goal is to return home rested and relaxed, a chaise lounge on a sun-drenched beach will become a part of the itinerary.

Beginning the Voyage

Sectors representing specialized interests will be invited to participate in informal, facilitated roundtables. Each roundtable will be hosted by a sponsoring organization with the full involvement and cooperation of the Office of Technology. The purpose of these gatherings will be to collect information from the participants to form the basis of the Master Plan. Without this information, it will be impossible to chart the course or determine which projects are critical components of the Master Plan. Knowledge of this information helps to establish a technology baseline.

To ensure a comprehensive result, all sectors should be involved in the planning process. The stakeholders will be comprised of governmental units, educational organizations, communities, the private sector, as well as public and private non-profits groups. The outcomes may include an acquisition of lifelong learning that embrace a pride in technical literacy or, fostering electronic commerce to ensure our long range economic success.

Occasionally, the benefits of planning defy measurement. These are the intangibles that are the result of efforts to navigate around obstacles. Taken alone, no single effort will ensure a successful journey, but taken as a whole, it contributes to achievement of overall objectives of the journey. The implementation of the Master Plan will also produce some of the same benefits as a voyage. Some will be measured, like the number of classrooms with access to the Internet. Some of the results will be determinable; that is the result will be observable, but not directly measurable. For example, the state may possess a systems architecture, a framework for describing IT components, that is operational across many organizations, both public and non-public. This can be observed, but not directly measured. It is therefore determinable. The systems architecture may also be one that is scaleable and portable. Just as a mid-course correction may be required while on a navigational journey, a process will be developed that allows the flexibility for mid-course corrections and program enhancements.

The Destination

Notwithstanding the benefits associated with a Master Plan, one still needs to view each accomplishment with an eye toward the final product. These enhancements will arrive in the form of value, choice and quality.

Minnesotans demand value from technology investments. Value is the worth of a service or product. Price is an element of a product's value, but it is not the only element. Each individual may assign a different value to a service offering, but it must convey value to the purchaser.

Choice provides consumers alternatives between services, prices, terms, and conditions for which the products and services are offered. A meaningful choice between products and providers is central to a sustainable, market oriented environment.

Quality is a critical component to choice in products and services. Minnesotans expect and deserve at the wholesale and retail level a high and continually improving quality when making a selection.

Developing the Plan

The Process

The statewide plan for information technology will be the "blueprint for action" leading Minnesota into the digital age, and affecting numerous "stakeholders" inside and outside of government. Each stakeholder has a special interest and will be affected differently by the plan, depending on their business functions and uses of technology. For the plan to be relevant, vital, feasible and attainable, all stakeholder groups need to have a voice in its development and content. A process for developing the final plan will include the following activities:

1) **Identify stakeholders**

   This activity ensures affected stakeholders have been identified for participation in facilitated, structured forums to carry forward steps two through six listed below. Stakeholder groups include such entities as government (state; local), education (K-12; higher education), libraries, health care, the arts, citizens and various other segments of the public and private sectors. Participation ensures that input is obtained from a representative sampling of a variety of special interest groups. Stakeholders will be key players in determining what is in the scope of the plan, as well as ultimately helping to realize its promise.

   The Office of Technology will provide the structure for the format of each forum to ensure consistency across all stakeholder groups in soliciting useful and usable information.

2) **Define plan parameters**

   a) Define desired benefits and outcomes

      Statewide information technology plans will focus on achieving benefits and outcomes for stakeholders, such as technical literacy, electronic access to information for all citizens, or electronic commerce capabilities. Therefore a key activity in the process of determining scope is to define benefits and outcomes for the state as a whole, and for its various stakeholder groups.

   b) Define desired goals and objectives

      Goals and objectives provide a foundation for realizing benefits and outcomes without being tied directly to specific results. They are enablers that can support multiple outcomes. Examples of goals and objectives include "interoperability"

between computers, reusing common data, or providing common customer access to government information. Defining technology goals and objectives is another key activity in determining the scope of the plan.

c) Determine plan boundaries (scope)

The statewide information technology plan parameters also describe what is included and excluded in its scope. The scope defines which benefits, outcomes, goals and objectives are applicable, or not applicable, for each stakeholder. The scope also includes stakeholder roles in attaining results from the plan, thereby laying groundwork for implementation.

d) Other

Plan parameters also identify other factors that may affect its success, such as risks, opportunities, constraints, issues and assumptions.

3) Assess capabilities

a) Baseline

The Master Plan depends on a baseline which consists of capabilities in technology, management, legal and regulatory areas for implementation. The first step towards acquiring these capabilities is to establish what is already in place (the baseline). One component of this baseline is an initial systems inventory for state government. The Office of Technology has developed this inventory and reported it to the legislature. Another component of the baseline should describe the state's ability to access and share data between public and private IT systems and government systems in a digital age. Key to digital age baselines is a legal structure that acknowledges data access, data sharing and records management. Once all components of this baseline are established, projects and programs that support the overall goals and objectives can be advanced.

b) Unmet needs

Technological capabilities that are needed, but not met by the existing baseline, will be identified as "unmet needs" within the plan. Specific actions for implementing the plan can then be prioritized based on existing capabilities and the ability to acquire those that are lacking.

4) Identify strategies

Strategies for attaining plan results are defined as projects, programs, ideas and plans that are directed at achieving specific results. A "project" is a *time-dependent* effort that consists of resources, a specified set of results (products, services, etc.) and a definite time span with beginning and ending dates. A "program" is an *ongoing* effort, consisting of resources and results that may be either tangible or intangible and does not have an end date. Ideas and plans are less formal and not as committed as projects and programs, but have the potential to become more formal and committed.

a) Existing

Strategies that already exist in support of the plan's scope will be identified along with the entities responsible for their success.

b) Needed

Strategy gaps will be identified so that when existing or planned strategies do not address all needs or are not achievable, alternative plans can be developed to meet the desired benefit or outcome.

Refer to "Preliminary Sampling of IT Projects and Programs" for examples of some of the known projects and programs that are currently underway.

5) Writing the plan

The Office of Technology will take the lead in drafting the final plan based on the information provided by each of the facilitated forums. Each stakeholder group will have an opportunity to review and respond to the drafted section of the plan to ensure that content is consistent with the intent prior to the final publication.

6) Implement strategies

Stakeholders share responsibility for implementation of the Master Plan either through oversight or by conducting and managing the actual work on the projects and programs. Strategies will be reviewed annually to determine if a goal or objective has been maximized or if additional efforts are needed in the future.

Proposed Benefits and Outcomes

When he created the Office of Technology, Governor Arne H. Carlson stated, "We are committed to putting Minnesota at the forefront of technology to secure our place in the global economy of the next century." This statement can be translated into several desired benefits and outcomes. Listed below are illustrations of benefits and outcomes grouped by the contribution made to education and economic enhancement, IT investment management or standards. The final determination of outcomes and benefits will result from stakeholder input.

Education and Economic Enhancements

Technological literacy as lifelong learning

The knowledge and skills needed for employment and global competitiveness are continually changing and requiring updating. Minnesota can become a leader in achieving technical literacy by creating competency standards in K-12 and higher education. Graduating teachers must employ multimedia technologies as teaching tools and for management support. Building technical literacy throughout a lifetime will enable Minnesota residents to maximize their quality of life socially, educationally and professionally.

Skilled, trained, technology-ready workforce

Government and industry are experiencing unprecedented shortages of skilled technology workers. By improving the availability of skilled workers, organizations will be better positioned to compete in the global economy and workers will experience a higher standard of living. Since technical literacy is a byproduct of a technology-ready workforce, a skilled workforce also means a greater number of people will be able to thrive in the digital age.

Connectivity means access

Information may be the wealth indicator of the digital age, bringing with it opportunities for individuals and organizations to thrive. "Access", consisting of both connectivity and capability, enables the acquisition of knowledge and opportunities. Access to information is critical to surviving and thriving in the digital age. The worldwide information base is becoming predominantly electronic. Thus individuals and organizations need to be electronically connected in order to continue to have opportunities, acquire knowledge and conduct business in the future.

Electronic commerce enabled

Electronic commerce offers opportunities to capitalize on local, national and global electronic markets, while offering the convenience of doing so from any location, at any time of day. To successfully compete in this global economy, Minnesota businesses and citizens need electronic commerce capabilities. Government agencies need the same capacity to improve delivery of government information and services to citizens.

IT Investment Management

During the eight years of the Carlson Administration, over $2 billion was appropriated for technology. Investments in hardware, software, and training will be ongoing as government works to improve service delivery. The ability of government to use its technology resources effectively and to provide citizens with optimal value depends on attention to IT investment management in the following areas:

Business benefits realized

Information technology exists to support business goals and to achieve business outcomes, as outlined in an organization's strategic business plan. However, the information processing industry has paid little attention to identifying and measuring business benefits. Instead "benefits" have historically been defined in terms of technological improvements (e.g., greater processing speed and improved turnaround time) rather than improved service delivery. There can be a legitimate correlation between business outcomes and technology performance. However, it is easy to fall prey to technology driven solutions, with the result being that the "means justify the means". A reaffirmed commitment to defining business outcomes during IT project initiation should lead to better decisions about which efforts to undertake, and may prevent marginal projects.

Consistent measurements

State government and the private sector have expressed an increasing interest in measuring IT investments. Greater emphasis is being placed on ensuring that investments are worthwhile, and on making better decisions about funding future IT projects. Measurements are used to assess progress towards efficiency and quality goals by comparing data from actual efforts to benchmarks from past efforts or industry averages. While the industry as a whole is concerned with measuring IT, government faces the additional challenge of how to consistently measure – and make comparisons - across autonomous agencies of varying sizes and complexities. Funding decisions are often made without being able to compare the relative quality of efforts or adequately evaluate a project's likelihood of success.

Improved government

The State of Minnesota must ensure that technology planning and management make efficient use of public resources, providing value to citizens through government products, information and service delivery. Effectively managed technology is central to efficient government administration and effective service delivery. The State needs a foundation of excellence in information resource management that takes into account the increasingly complex issues of data privacy, security and intellectual property rights. Improving information and communication technologies will allow citizens to transact business with government in a variety of ways, without requiring in-person contact during office hours. Policy shifts and rapid changes in information and communication technology will continue to transform the delivery of public services, public management and communications.

Product success and project success

"Quality " of information technology means data, applications and technology that provide positive benefits to an organization, satisfy its internal and external customers, and which are well-managed, free of defects. Achieving quality can usually be equated with "*product* success". Processes for developing and managing high quality information resources are also important to help ensure quality is achieved by doing the right work, and doing the work right.

"*Project* success" means projects are completed on schedule and within budget. This is especially important considering the investment costs of IT project development and deployment. Proper planning and careful project scope definitions help ensure that schedules and budgets are met while still delivering desired business benefits.

Document business information and history

Business process information documents an organization's knowledge about how it conducts its work. Continuous process improvement depends on the existence of such a knowledge base, in order to repeat past successes and avoid past failures.

Government has the unique responsibility of holding information in trust for its citizens. As such, laws and policies dictate requirements for retaining government records and documenting government activities. Government information also provides continuity to the institutionalized portion of its business. This information is

especially valuable when administration changes result in a turnover of a management team or when major changes occur in government structures. (e.g., welfare reform)

Standards Define Architecture

A statewide architecture is a framework for describing the components of information technology to provide a context for successfully meeting business needs. An architecture is composed of facets such as data, applications, technology and the business functions that drive information technology needs. These components must set a standard that everyone can follow which will enable the development of statewide efforts. Architecture goals and objectives, like the design of a ship, do not achieve benefits by themselves, but without it, other desired outcomes may not be possible. Architecture is an enabler applicable across a *set* of efforts. Through the use of standards, *statewide* architecture enables statewide efforts that could not be achieved otherwise.

Interoperability across organizations

Interoperability is the capability to operate electronically across systems, regardless of the technologies in place. E-mail is an example of interoperability: people can transmit and receive messages from any computer, generated by any e-mail software package, provided standards are supported on both ends. Interoperability is a standards framework that is vendor and product neutral, achieved when the technologies support standards and protocols that enable electronic interactions.

Interoperability standards, by themselves, do not achieve business benefits. However, benefits can be realized as a result of using interoperability standards to provide other services, such as EMail. With EMail, customers can communicate with organizations at their own leisure, thus EMail can help assist in service delivery and improve customer service. For government, improved customer service equates to better citizen value.

Scalability

Scalability is the ability to "scale" a solution by making it either larger or smaller, to fit a different environment. It can be technological, as in software with mainframe and PC versions, or methodological, as with processes for developing software. For example, many software development methodologies can be customized so large complex projects follow a detailed rigorous path, while smaller projects follow a simpler path and are conducted more informally.

Portability (any platform / technology)

Portability is the ability to move a solution from one environment to another "seamlessly" that is, without being noticeable to its users. HTML, which is the language used to create World Wide Web pages, is an example of a portable language that can be used and understood on any computer platform.

Leveraging Resources

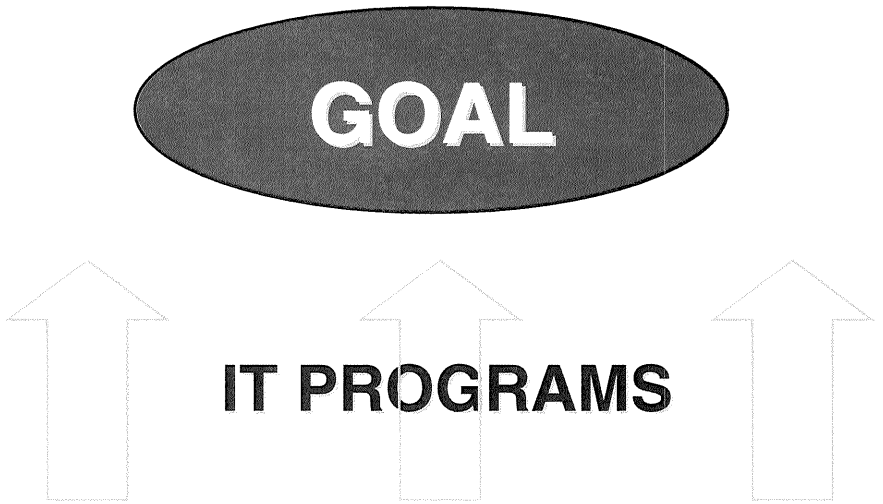
A benefit to the State of Minnesota is its ability to leverage its resources and influence so that it may:

- Reuse its assets such as data, applications, technology and human resources.
- Gain advantage from bulk purchases.
- Combine efforts to achieve a consistent statewide image.
- Establish a base of influence that enhances the quality of living and working in Minnesota.

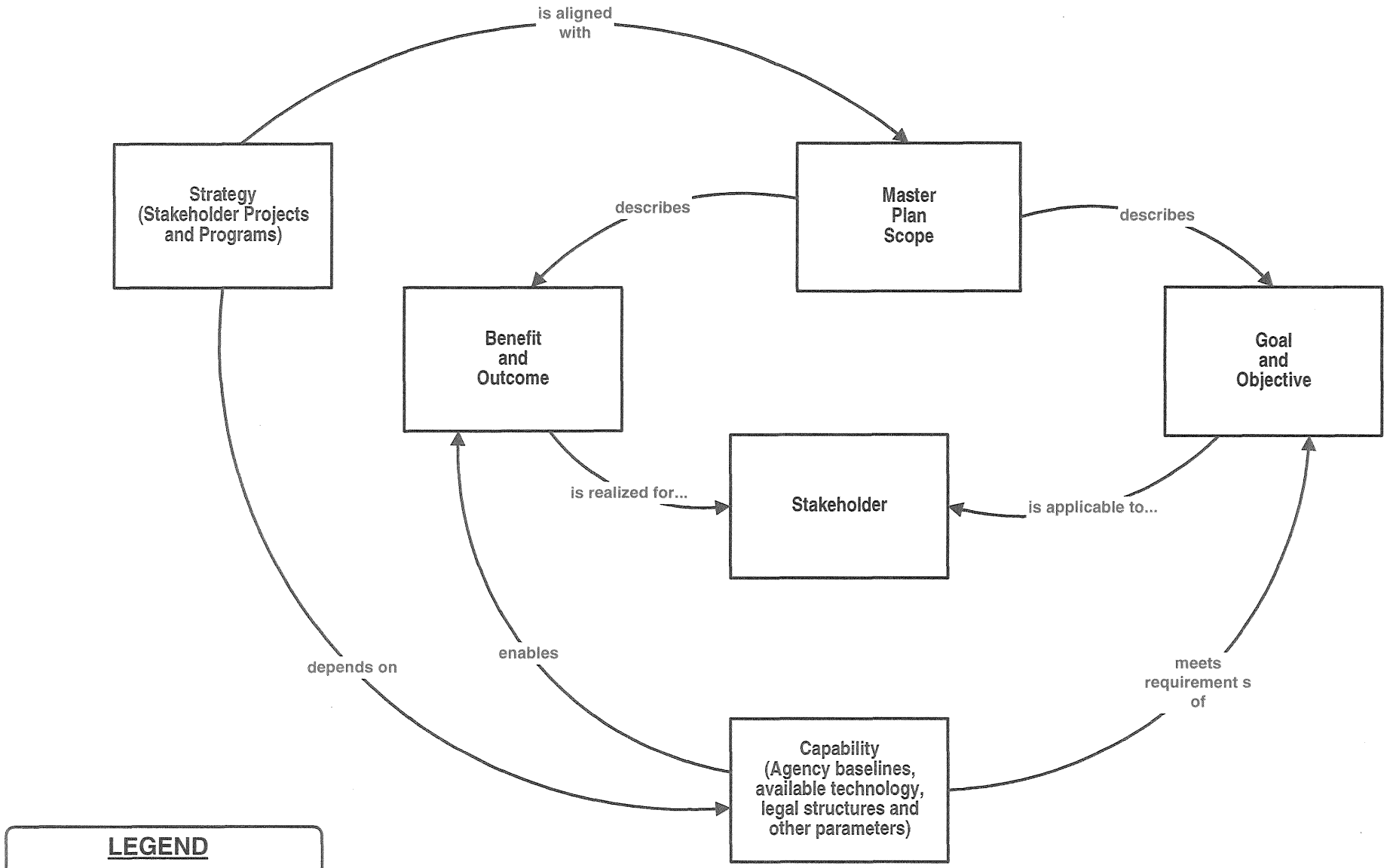
Conclusion

Creation of a master plan is a daunting task, but necessary to guide Minnesota through the digital age. Implementation of the plan will help to ensure that our citizens will be good thinkers, creative, always learning, with skills to compete internationally. The possibilities of where this process will lead are endless. Stakeholder groups are central to the mission of this process. From now through October, we will become engaged with hundreds of stakeholders identifying the strategies that define our collective vision of the future. Watch the Office of Technology web site (www.ot.state.mn.us) for future developments or call the Minnesota Office of Technology at 612-215-3878.

Plan Framework



Plan Component Relationships

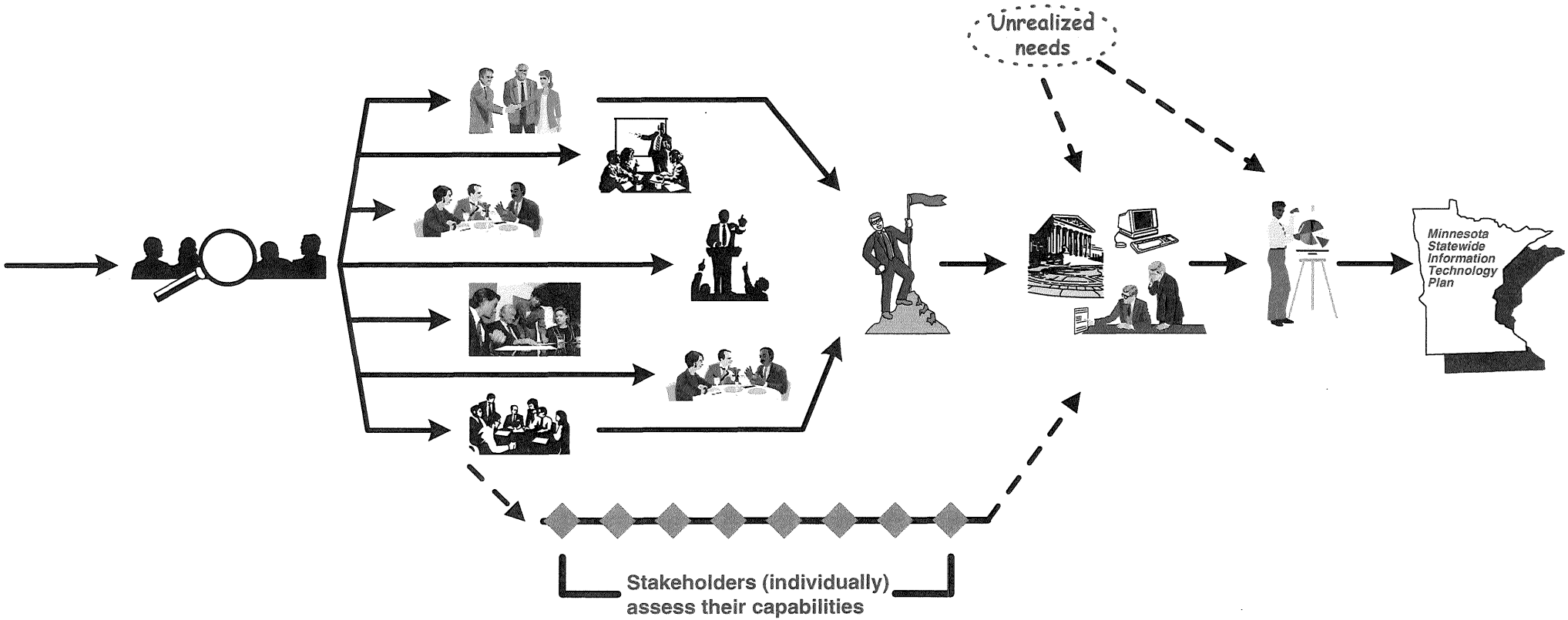


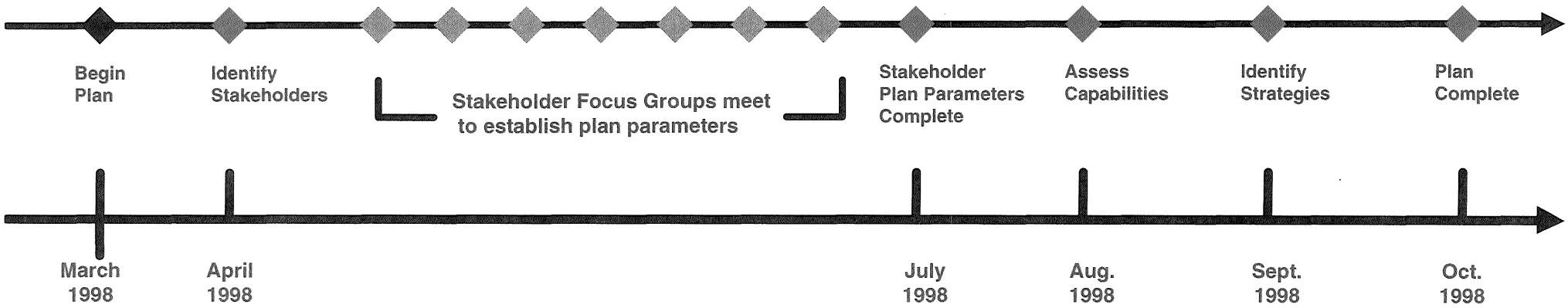
LEGEND

Key Component of Master Plan	Supports Master Plan

NOTE:
Benefits, outcomes, goals and objectives will vary by stakeholders.

Plan Timeline





Preliminary Sampling of IT Strategies (Projects and Programs) **

	Strategies (Projects and Programs)	Description	Type	Responsible Orgs	Collaborating Orgs	1998 / 1999 Special Appropriations
1	800 MHz Public Safety Network	Region-wide infrastructure communication system for law enforcement and emergency medical services.		DPS		$9,900,000
2	ACT (Alliance of Commerce Technologies)	Facilitate collaborative development of electronic commerce.	Project	OT	Private industry	$0
3	Agency Collaborations	Actively seeking opportunities for resource sharing and coordinated systems development.	Program	OT	IPC	$0
4	Boards and Councils Study (technology related)	Legislatively mandated study by OT on possible consolidation of boards and councils (due December 1997).	Project (DONE)	OT		$0
5	Capital budget	OT is obligated to ensure that all agencies proposing capital budget expenditures prepare a plan for cost-effective technology investments and telecommuting plans.	Program	OT	DOF / Admin	$0
6	Computer Recycling Program	$6 million public-private recycling partnership to provide multimedia computers for schools. The program will reduce the ratio of students per multimedia computer from 22 to 7 over three years, making Minnesota the national leader.	Program	CFL / Corrections	OT	$6,000,000
7	Connecting Minnesota	ROW fiber optic backbone		DOT / Admin	ICS / UCS, Stone Webster	$0
8	Criminal Justice Information Systems	$11.5 million for a new network to improve information and telecommunications capabilities in the public safety and criminal justice systems.		Criminal Justice Policy Group	Criminal Justice Task Force	$11,546,000
9	Curriculum Library	$4 million for a K-12 curriculum network designed to help students, teachers and parents meet Minnesota's graduation standards.		CFL	OT	$4,000,000
10	Data Practices	Task Force established to review statutory provisions to address data privacy issues associated with technology changes.	Program	Admin / MN Planning	OT / IPC	$0
11	Digital Authentication	Statutory framework established for digital authentication and electronic signatures to enable secure electronic commerce in Minnesota.	Project	SOS	OT	$50,000
12	Education and Training	Provide IRM education and training to state agency personnel.	Program	OT		$0
13	Electronic Government Services	An effort to define government's opportunities for delivery of services electronically.	Project	OT	IPC	$0

** This is beginning of an effort to identify IT projects and programs that support the er Plan.

Preliminary Sampling of IT Strategies (Projects and Programs) **

	Strategies (Projects and Programs)	Description	Type	Responsible Orgs	Collaborating Orgs	1998 / 1999 Special Appropriations
14	Electronic Medical Records	Facilitate EMR's that are open (rather than proprietary) to assure data sharing capabilities.		Private Industry	OT / Other State agencies	$0
15	Emerging Technologies	Ongoing evaluation of relevant technologies emerging in the marketplace. Exploring impacts and applicability on the public and private sectors.	Program	Industry	OT / IPC / Industry	$0
16	Environmental Information Access	Foundations project, to provide access via Internet to environmental and natural resource information, focused on citizen access.		MN Planning	Governor's Council on Geographic Information	$0
17	E-Rates	Assist consortia applications for federal $$.	Project	METC / CFL	OT; Feds	$0
18	Expenditure Tracking	Legislative responsibility to identify and quantify state technology investments.	Program	OT		$0
19	Guidestar Project	Assist with determining best use / practices for technology (automated transportation information system) (Federal funding)	Project	MnDOT	OT (Board member)	$0
20	Health Care Electronic Commerce	Coordinate development of Health Point		SEAL (U of M)	OT / Industry	$0
21	Information Architecture	Develop and establish a state information architecture to ensure that further state agency development and purchase of information and communications systems, equipment and services is designed to ensure that individual agency information systems complement and do not needlessly duplicate or conflict with the systems of other agencies.		OT		$0
22	Information Resources Plan & Management	Promote and develop IRM capabilities within State government	Program	OT		$0
23	Information Security	Create security policies, standards and guidelines		OT	IPC Security Committee	$0
24	Intellectual Property	Establish information and sales systems that utilize licensing and royalty agreements by state agencies.		OT	IPC	$0
25	International Telecommunications Union (ITU)	$0.5 million to cover state costs for the Fall 1998 ITU plenipotentiary, a United Nations gathering of 184 countries that governs international telecommunications networks and services.		Private sector; City of Mpls.	OT	$500,000

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Preliminary Sampling of IT Strategies (Projects and Programs) **

	Strategies (Projects and Programs)	Description	Type	Responsible Orgs	Collaborating Orgs	1998 / 1999 Special Appropriations
26	Internet Center	$0.5 million to assist local information and telecommunications technology integration efforts by sharing best practices, and providing training and technical assistance to Minnesota's communities. The project involves a collaboration of state, local, federal, higher education and private sector partners. A portion of the funding is set aside for seed grants to communities to promote Internet access.	Project	OT	MTI / St. Cloud State U.	$500,000
27	ISEEK	$2 million for a career planning system to match industry hiring needs with students of all ages. This program will directly link Minnesota's business community with the state's higher education institutions.		CFL / DES; private sector	MnSCU; OT; U of M; Priv. College Council	$2,000,000
28	IT Budget	Recommendations for IT projects to be funded during the next biennium and planning estimates for an additional 2 biennia.	Program	OT	IPC	$0
29	Learning Academy	$2 million partnership of the state, local school districts and private vendors to offer courses in technology applications for teachers, with an emphasis on the integration of technology into the classroom learning process.		CFL	OT	$2,000,000
30	Learning Network of Minnesota	$23 million was allocated to complete and operate the K-12/Library Learning Network. An additional $4 million to enhance the post-secondary network, including the development of a high speed GigaPOP gateway at the U of M.		METC / CFL / HESO	OT	$27,000,000
31	Library Technology Site Grants	$3.5 M in challenge grants for libraries for technology equipment, networks and training.		CFL	OT	$3,500,000
32	Metadata (Statewide project)	An effort to assess state governments data resources and create mechanisms for describing that data in a common format.	Project	IPC	OT	$0
33	MNet Consultation	Partner with Admin on MNet policy.	Program	Admin	OT	$0
34	MnLink	$12 million statewide network to link Minnesota's public, school, academic and private libraries, and the first phase of a new automated library "System X" to replace several library systems.		Higher Ed	OT	$12,000,000
35	MnSCU Electronic Academy	On-line multi-media academic and automated student service initiative.		MnSCU	OT	$10,500,000

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Preliminary Sampling of IT Strategies (Projects and Programs) **

	Strategies (Projects and Programs)	Description	Type	Responsible Orgs	Collaborating Orgs	1998 / 1999 Special Appropriations
36	North Star II	$0.9 million to transition the state's "single window" online access government information system to a more useful transactional and interactive database. North Star II will substantially improve access to state and local government information and services for Minnesota's residents and businesses.	Project	OT		$935,000
37	One-Stop Business Services	$0.5 million for development of the initial on-line components of a comprehensive system to link the separate operations of multiple state agencies to provide a single, coordinated access point for companies doing business with the state.	Project	OT (for $$); DTED (for project)	other agencies	$500,000
38	On-Line Journal Access	Access to online science and technology journals. Also see MnLink.		Minnitex (HESO)		$1,000,000
39	Private Sector Incentives	Facilitate partnerships and policies which promote private sector information and communications investments in Minnesota.	Program	OT	Legislature	$0
40	Process Improvement for IT (State Government)	Strategies and methods for improving systems development, and for establishing continuous process improvement programs, applicable to the development and management of information resources.	Program	OT	IPC	$0
41	Procurement Reform / Practices	1998 legislative initiative to increase agency authority for local purchasing, application of best value criteria and streamline purchasing process with electronic commerce.		Admin	OT	$0
42	School Technology Site Grants	$14 million in challenge grants for K-12 schools to invest in technology equipment, networks and training to help change the learning process. Grants will be tied to measurable learner outcomes, and used to benefit the entire community.		CFL	OT	$14,000,000
43	Standards and Guidelines	Establish standards and guidelines for information and communications systems in state government.	Program	OT	Admin / DPS / PUC	$0
44	Telecommunications Collaboration Project	$1.7 million to aggregate the demand of state agencies for connections to county offices. The project will also promote state participation in local community and regional telecommunications networks to both improve access to advanced services and lower costs to residents and businesses.	Project	Admin / Internet Center / IPC	OT	$1,660,000

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Preliminary Sampling of IT Strategies (Projects and Programs) **

	Strategies (Projects and Programs)	Description	Type	Responsible Orgs	Collaborating Orgs	1998 / 1999 Special Appropriations
45	Telecommuting	Monitor and assess state agency telecommuting plans. Promote telecommuting in state government.	Program	OT		$0
46	Telemedicine Services	Electronic access to health care services.		OT	MDH / BMP	$0
47	Trade Point Minnesota	$1.3 million for a public-private venture designed to benefit small and medium-sized businesses through low-cost international Internet-based electronic trading gateways. The project also involves a SEAL lab and hub at the U of M for secure, authenticated electronic commerce. Minnesota will serve as the North American center of a United Nations global network serving trade, distance learning and telemedicine activities.	Project	OT / U of M	UN; other agencies	$1,300,000
48	Transition to Digital TV (formerly "High Definition TV")	$0.7 million seed money for public television to help fund the development of a statewide digital broadcast system, with emphasis on educational applications and public affairs.	Program	MN Public TV Association	OT / Legislature	$750,000
49	U of M Digital Summit	Conference on technology	DONE	U of M	OT, HTC	$0
50	Virtual U	$1.2 million to develop the common infrastructure for a U of M, MnSCU and private college partnership, which will offer virtual learning opportunities through a single "front door." This project will improve access to higher education for students throughout Minnesota, will facilitate the planning and coordination of cooperative programs, and will open global markets for the state's many colleges and universities.		U of M; MnSCU	OT	$1,160,000
51	Wireless Technology	Facilitate policy on and deployment of wireless technology.		Admin		$0
52	Year 2000 Project	$23 million to convert state computer systems to recognize dates beyond this century.		Admin		$23,000,000

** This is the beginning of an effort to identify IT projects and programs that support the Master Plan.

State Information Planning

Alaska
Arizona
Arkansas
California
Colorado
Connecticut
Delaware
Florida
Georgia
Idaho
Iowa
Kansas
Kentucky
Mississippi
Missouri
Montana
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New York
North Carolina
Ohio
Pennsylvania
Texas
Utah
Vermont
West Virginia
Washington
Wyoming