

Strategies for the Information Economy

Delivering fundamental change

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CONTEXT The Government of Victoria





VICTORIA THE STATE

- 4.6 million people
- 25% of Australian population
- 75% of Victorians live in Melbourne
- 3% of land mass
- 27% of National GDP





AUSTRALIA...THREE-TIERS OF GOVERNMENT

Federal

 Defence, Immigration, Foreign Affairs, Social Security, Telecommunications, Taxation

State

 Justice system (Courts and Police), Education (Schools and Universities) Health system (Hospitals), Infrastructure and Investment (roads, transport, business), Natural Resources

Local

 building regulation, sanitation, community health and recreation, animal and pest control





STRATEGY FOUNDATIONS

Thinking Behind the Strategy



TRANSFORMING THE ECONOMY AND SOCIETY

- Fundamental change
- Information
 Communications
 Technology (ICT) is
 creating new:
 - activities
 - products
 - services
 - customers
 - channels
 - competitors
 - processes
 - communities and society
 - intermediaries
 - business, consumer and community networks

E-commerce

changes how people and businesses interact

Internet

changes how people and communities interact

change how societies and economies operate



CHARACTERISTICS OF FUNDAMENTAL CHANGE

- rapidly becomes all pervasive
- becomes commodity and costs fall quickly
- innovation explodes
- full ramifications are consistently underestimated
- brings high benefits to both business and citizens
- ...HOWEVER... private investment is often too little from society's point of view, especially in the early stages
- ...THEREFORE...Government has a role to prevent any negative economic and social effects that the change brings





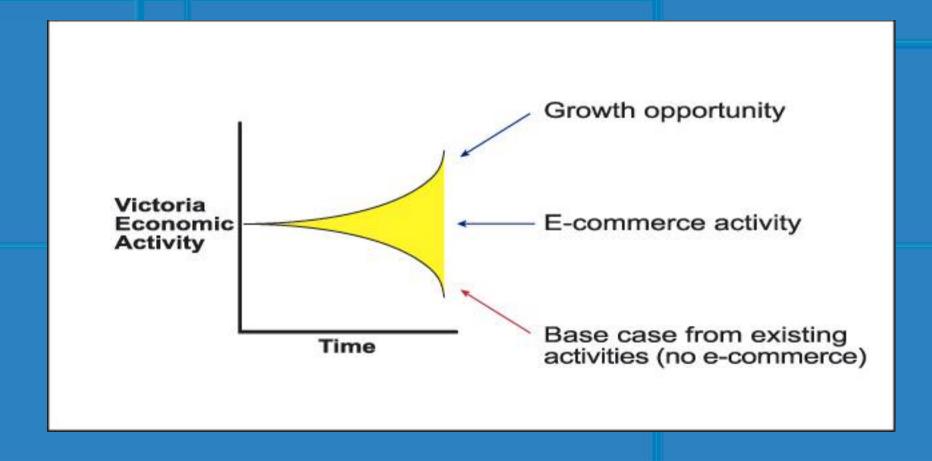






THE ECONOMIC STAKES FOR VICTORIA

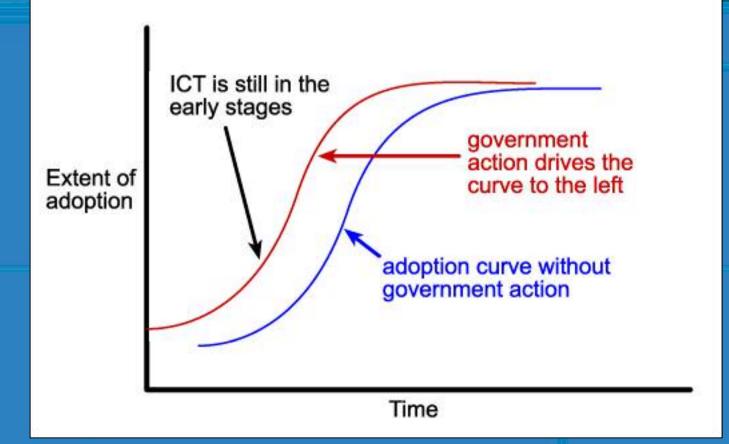
- Information economy late 90's = 12% of world economic activity
- In Australia, growing 300% faster than economy
- E-commerce = 2.7% growth in GDP





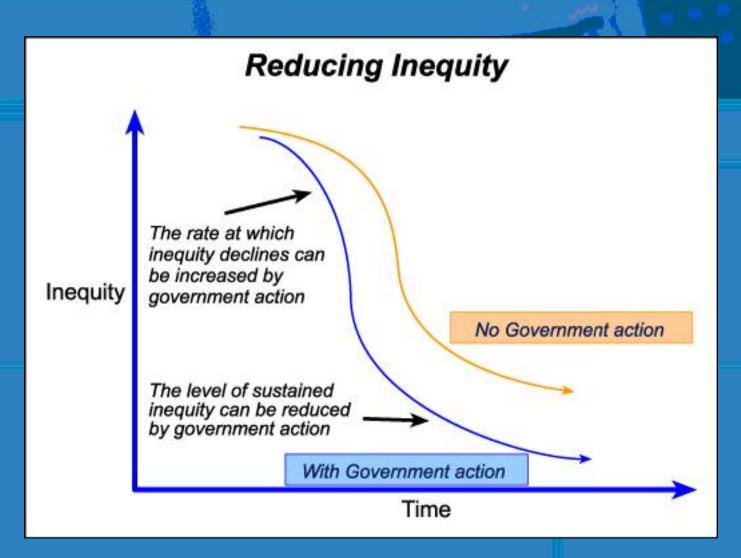
IMPACT OF GOVERNMENT INTERVENTION

Adoption curve for new technology





IMPACT OF GOVERNMENT INTERVENTION





VISION FOR VICTORIA

Informed and inclusive society

Globally competitive & entrepreneurial industries

Accessible and responsive Government for all citizens

Underpinning regulatory environment & infrastructure





THE GOVERNMENT'S STRATEGY What we are Doing



THERE IS NO SINGLE STRATEGY FOR GOVERNMENT ACTION

... rather, a diverse mix of complimentary strategies





THE 6 STRATEGIES of the VICTORIAN GOVERNMENT (Since 1996)



Strategy 1: BUILDING A LEARNING SOCIETY

- 150,000 PCs in schools
 - » Student to Teacher Ratio = 4:65 to 1
- Broadband networking of all government schools
- 37,000 laptops for teachers
- IT apprenticeship scheme ('Go for IT')
- ICT Skills Strategy



Strategy 2: GROWING INDUSTRIES OF THE FUTURE

- 1500 new ICT jobs from investments in past year
- Trade Fairs and Missions
- Computer games industry strategy ('Game Plan')
- Computer chip industry strategy ('Chipskills')
- ICT Sector Plan under way





Strategy 3: BOOSTING eCOMMERCE

- Info Privacy Act & Electronic Transactions Act
- All (78) Local Gov'ts signed up to online strategy
- Tourism Online
- eCommerce strategy now developed



Strategy 4: CONNECTING COMMUNITIES

- 50,000 'disadvantaged' citizens trained (Skillsnet)
- Free internet in libraries (since 1996)
 - 950 public access terminals
 - "Virtual library" including email for all
- Community collaboration pilots
- New 'Digital Divide' strategy just delivered





Strategy 5: IMPROVING INFRASTRUCTURE AND ACCESS

- 146 schools opened to public out of hours
- Televillages two pilots established
- Review of Statewide telecommunications underway

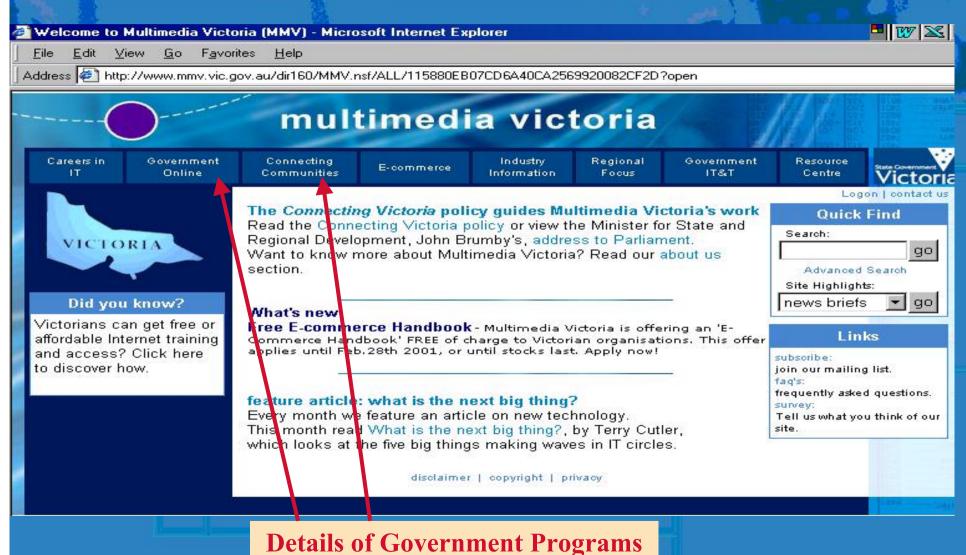


Strategy 6: PROMOTING A NEW STYLE OF GOVERNMENT

- Government Online > 150 services, plus 500,000 pages
- Cross Government "Channels" being delivered
- Facilitate more "joined up" models across Gov't
- Enablers
 - Broadband network linking 3,500 gov't sites
 - Standard Desktop environment across Govt
 - Integrated email & workflow, Lotus Notes Centre
 - Directories across government



MULTIMEDIA VICTORIA WEB SITE (www.mmv.vic.gov.au)





Some elaboration of eGovernment



eGOVERNMENT

- eGovernment components
 - internal government processes (Back Office)
 - service delivery (Front Office)
 - Govt purchasing
 - democratic processes



Front Office -Service Delivery



Democratic Processes

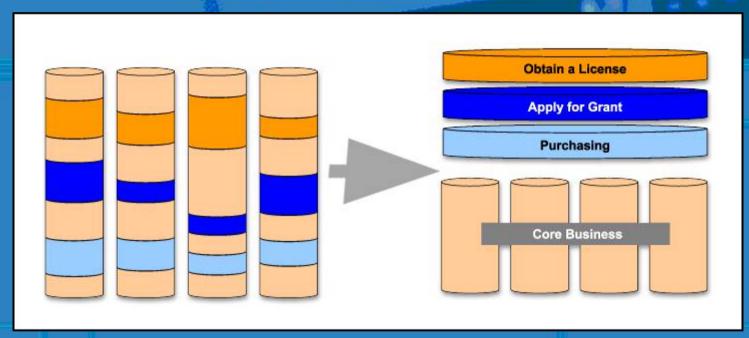


Back Office





CHANGING THE SERVICE DELIVERY MODEL



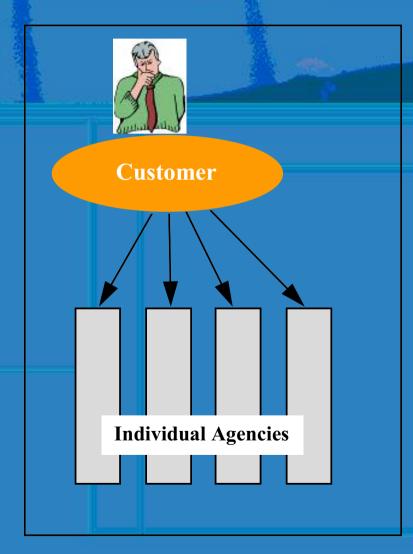
TRADITIONAL DEPARTMENTAL "SILOS"

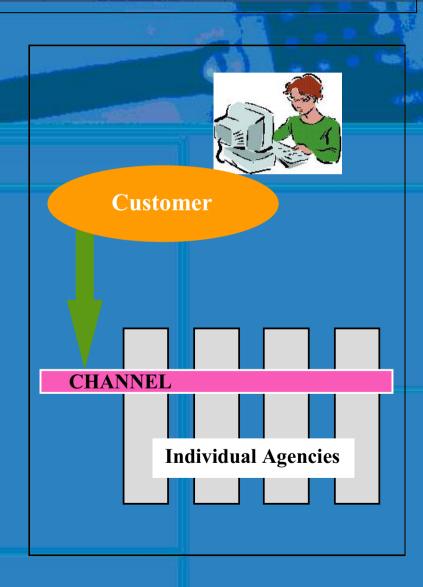
CONCENTRATION
ON
CORE FUNCTIONS





Customer Focussed 'Channels'

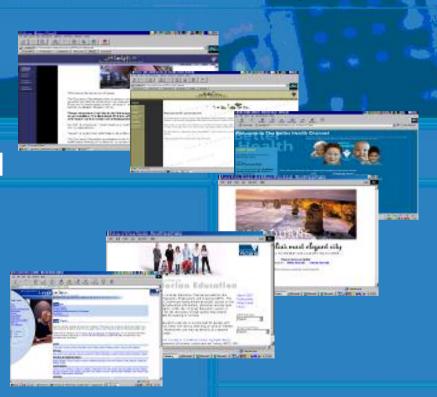






Channels already delivered

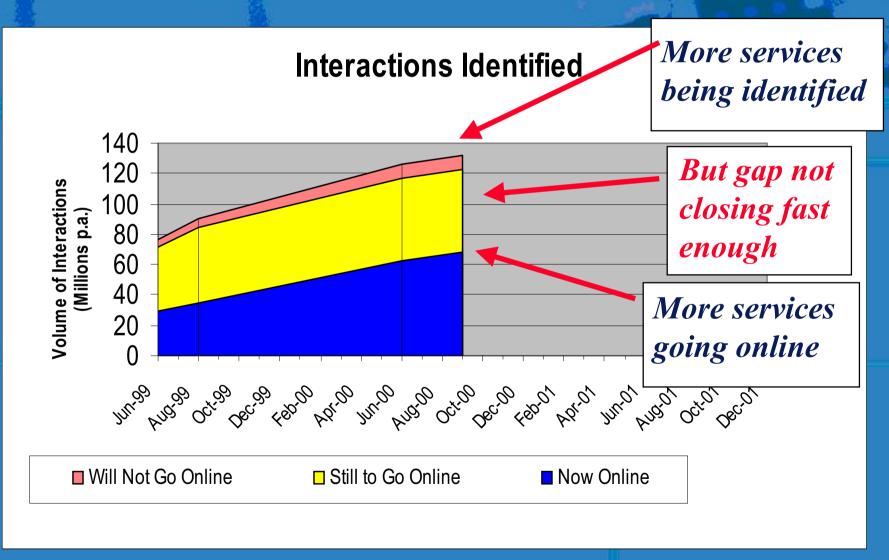
- Business Channel
- Land Channel
- Better Health Channel
- Tourism Channel
- Education Channel
- Legal Channel



Virtual channels (not physical)

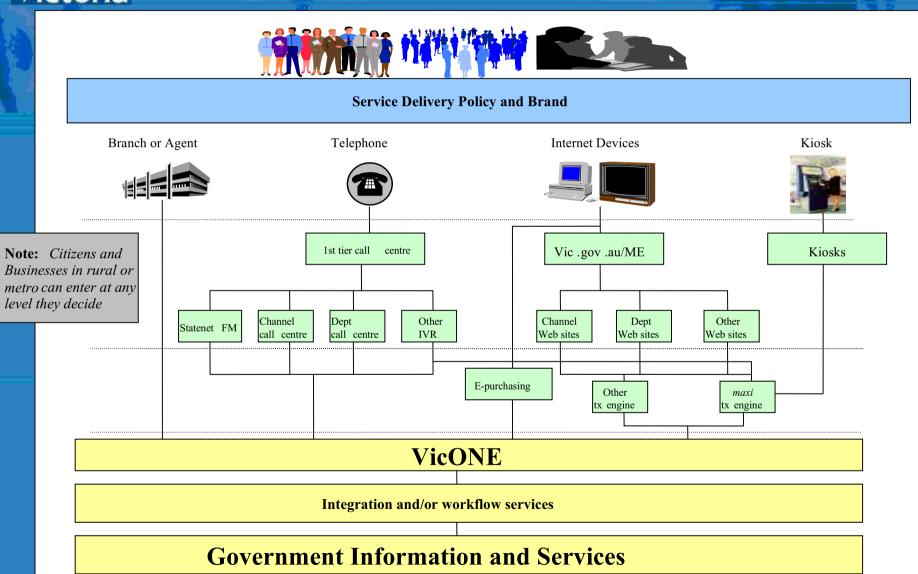


PROGRESS IN MEETING ONLINE GOALS





SERVICE DELIVERY LAYERS





"BACK OFFICE" OPPORTUNITIES

- Exploiting the infrastructure across Govt
 - common processes Cabinet, briefing processes,
 budget processes, Ministerial correspondence, FOI etc
 - service delivery grants systems, business licences etc
 - knowledge management
- "Back-end" and "legacy" system integration



KNOWLEDGE MANAGEMENT EXPERIENCES

- Requires attention and support for linking
 - People, Process, Information and technology to support business outcomes
- Understanding that knowledge resides in people and people think and act differently
- Move from a knowledge hoarding to knowledge sharing culture
- Recognising that cultural change takes time



INTERNAL INDICATORS OF CHANGE

- Improved Collaboration
- Increased innovation
- Inter-linking of services and information to business partners
- A re-use rather that re-invent culture
- Expectations of online service delivery, 24 x
 7, anywhere
- Practical action to deliver joined-up services





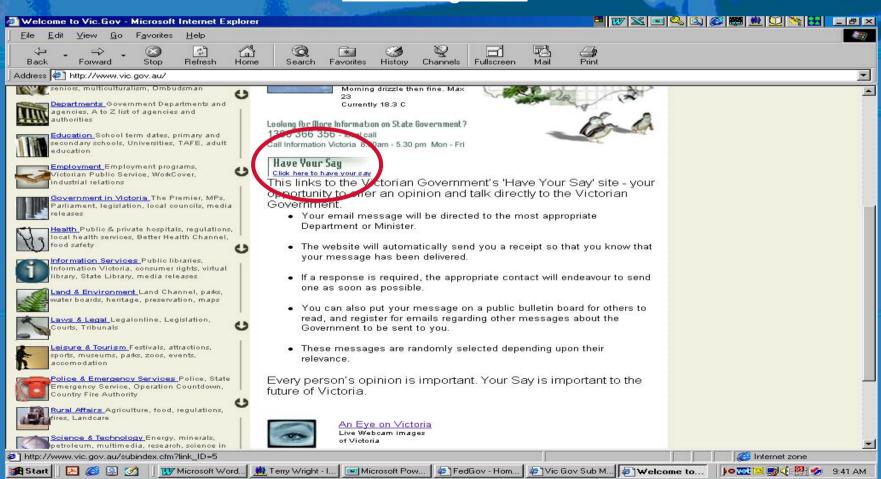
ePURCHASING

- \$1.2 billion per annum spend
- Potential savings of 1% to 5% expenditure
- One example of a Department reduction purchasing cost from \$32 to \$5 for each transaction



DEMOCRATIC PROCESSES - "Have Your Say"

www.vic.gov.au





DEMOCRATIC PROCESSES

Passive One way Two way interaction interactive E-voting

Current Legislation Online Hansard Online E-mail Web-cast trial (budget) Online consultation trial Future Web-cast extension Online consultation ext. Electronic enabled voting Internet voting Parliamentary inquiry





LEADERSHIP RECOGNITION

Acknowledgment since 1995



RECOGNITION

- G8 Online Government Council
 - best practice (1996)
- Intense interest by overseas governments
- Bill Gates global 1998 roadshow and book ('Business @ the Speed of Thought')
- US Office of Government-wide Policy study (1999) Best Practice
- 'Skillsnet' finalist in Bangerman Challenge 1999
- Awards for Maxi
 - Nikkei Large Business System (Japan) 1998
 - Microsoft 'best infrastructure solution 1998





Gracias!

Questions?