E-government Life Cycle (Lecture III)

-looks at the way in which new e-government systems are developed.
Innumerable methods for systems development have been created, with a variance here or there, but all of them correspond more or less to four core stages:

- ***analysis of*** what is currently happening, and of whether and why a new e-government system is needed;
- ***design of*** the new e-government system's components;
- ***construction of*** the new e-government system;
- ***implementation of*** the new e-government system.

Any e-government systems project seeks to create a new situation that is different from the current one. The greater the difference between the new and current situations, the greater the degree of change that is required.

Successfully planned e-government systems will therefore be those that require a manageable degree of change.

How to assess degree of change?

- mapping out the realities of the current situation;
- designing a proposal for the new situation;
- assessing the difference between the two, and reacting to that difference.
- The design–reality differences could be assessed on each and every one of the elements listed in the onion-ring model of systems and their environment(discussed yesterday)
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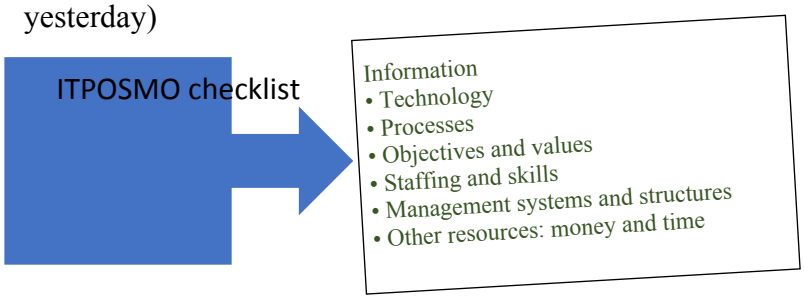

- Integrating these ideas into the four core stages listed above, and then topping and tailing them with assessment and postimplementation activities,
- E-government System lifecycle can be designed in 5 stages as in figure below.
    - Project assessment:
    - Analysis of current reality:
    - Design of the proposed new situation:
    - System construction:
    - Implementation and beyond:

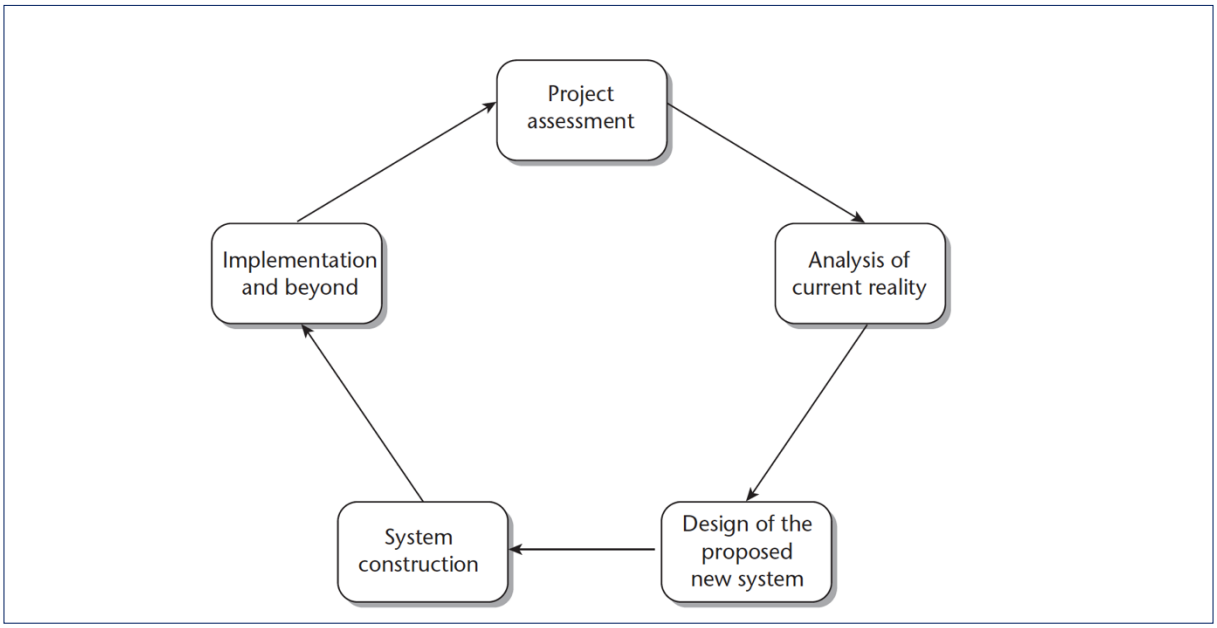

Fig: E-government System Development Cycle

1) Project Assessment:
- Identifying possible e-government projects;(Gathering required information; Who is involved? What is the problem? Why is the project happening? What constraints exist? What will change in the near future?)
- outlining basic project parameters;
- assessing whether or not to proceed with the project (eGovernment projects can be assessed in relation to their feasibility, priority, opportunity costs, and impact)

2) Analysis of Current reality:
- information needs to be gathered about the reality of the current situation.
- Description and analysis of the seven ITPOSMO dimensions as they exist within the current situation of the organization.

3) Design of the proposed new situation:
- Setting objectives for the proposed new e-government system, and then describing in general terms how the seven ITPOSMO dimensions should be different for the new system to meet these objectives.
- Different options for the new system may be evaluated at this point

4) System construction:
- Acquiring any new technology; undertaking detailed design of the new system;
- then building it, testing it and documenting it.

5) Implementation and beyond:
- Training users to use the new system; converting data to new formats;
- introducing the new system; monitoring and evaluating its performance and context;
- then undertaking any necessary system maintenance.

Assessing and mitigating risks (the degree of change between current reality and new proposal design) is identified as a separate activity. It could take place after general design. However, in practice, risk-related techniques are normally undertaken as an integral part of stages 1 to 3:

An issue thrown up during analysis of current reality may alter the basic project parameters and require re-assessment of the project. Alternatively, a problem during system implementation may lead to a realization that current reality needs to be re-analyzed and the e-government proposal redesigned.