Community College of Rhode Island Systems Analysis and Design
COMP-1230

Case Study Project

Assignment #1

The Gaming Enforcement Unit of the Rhode Island State Police is looking for assistance to address concerns relating to the accessing, reviewing, and managing a large quantity of data relevant to background investigations. Their request is based on the need for improvement to a system that is difficult to manage and very time consuming to work with.

Although the focus of their request is based upon the processes required for background investigations, they have additional needs as well.

- They would like the ability to have a system that allows for multi-user access with security controls based upon the level and role of the user.
- They need the ability to share reports with other agencies. These reports need to be protected restricting their ability to print or share due to the confidential nature of the information.
- They need to process scanned and downloaded documents

In preliminary conversation Sgt. Gerald McKinney expressed an interest in organizing their database and tracking the background investigations done by the unit. He is interested in tracking not only the person being checked, he would also like to be able to track the officers responsible for the background checks to conduct manpower studies.

To help you understand the organization and levels of authorization involved in this process you will need to gain a basic understanding how the Gaming Enforcement Unit functions. To assist you with this and to provide you with more detail concerning the project you will also have the ability to speak and conduct a needs analysis with Sgt. McKinney and members of the Gaming Enforcement Unit.

Activities:

1. **Prepare an organization chart to clarify the functions and staff roles within the Gaming Enforcement Unit of the Rhode Island State Police,**

2. **What suggestions do you have that might help make current process more efficient and effective?**