

ABF IT Strategy Summary

December 2018



Purpose

This presentation is a summary of the ABF Technology Strategy – 2018

The strategy document reviewed the current state of technology in bridge in Australia and made a number of recommendations which are presented here

For details of the alternatives and why these recommendations are being made, refer to the main strategy document

WHY
ARE
WE
HERE?



What We Have Now



Face-to-face (Club or Congress)



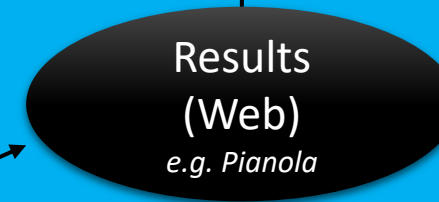
Club game or Event



Hand Records



Director Scoring
What the director uses



Results

Vugraphs for major events

Online

Plenty of space over here



What We Have Now

The current systems are loosely connected components, generally built as labours of love to address gaps, or in some cases as commercial products sold worldwide e.g. Bridgemates.

Strengths

- Very committed people
- Non-commercial approach
- World leading outcomes
- Highly diverse solutions

Challenges

- Very dependent upon individuals
- Fragmented technologies
- No strategy for online bridge
- Based upon older technologies
- Incomplete solution



Current Risks



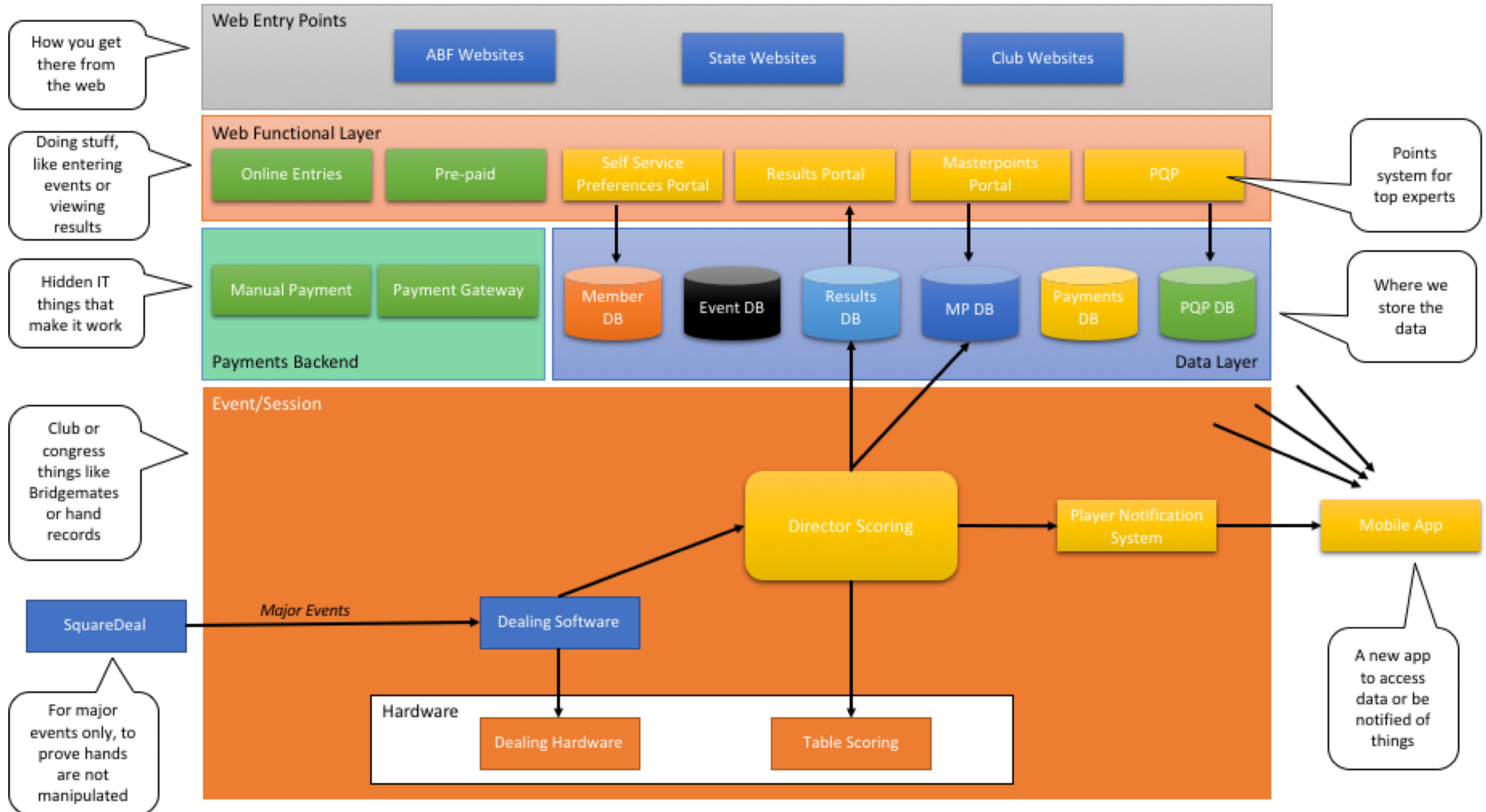
Risk	Description	Impact	Likelihood	Mitigation
Unsupported scoring software	The scoring software that is used currently is no longer supported and an alternative has to be found	Severe	Probable	Develop new software before this becomes an issue (within 5 years)
Data loss	Personal information is hacked	Significant	Low	Not currently an issue, as we hold very little personal information, however this may become a problem later
Payment gateway breach	A failure with technology causes credit card details to be exposed	Significant	Low	The gateways are supported by others and we hold no credit card details
Innovation drives existing players away	A resistance to change causes falling membership numbers	Significant	Possible	Manage change carefully and with member involvement
Lack of innovation drives existing players away	A failure to move with the times cause players to leave	Significant	Possible	Investigate new technologies and look for better ways to do things
Lack of innovation fails to attract new players	The lack of technology in bridge turns off new players	Significant	Low	People do not generally take up bridge because of the technology, but especially for teaching technology, if we can make it a good experience, they are more likely to continue to play
Technology projects fail to deliver	Projects are run, but fail to deliver what they should	Severe	Possible	Have robust management of projects and choose partners wisely
Dealing hardware manufacturers go out of business	We find ourselves unable to replace equipment	Severe	Minor	There are multiple manufacturers
Players move to online bridge and away from clubs	Membership drops as people move to playing more online	Significant	Low	This seems unlikely and at least they would still be playing bridge. Moving into using online bridge as a channel for the ABF will mitigate this
Clubs move away from the ABF	Clubs chose to reduce cost by not being members of the ABF	Severe	Possible	Ensure the ABF stays viable for clubs by offering better technology



Top 10 Recommendations

1. The ABF should **build their own technology** covering the entire technology stack with the exception of hardware and should provide this technology to clubs **for free**. The software should be Open Source.
2. The ABF should ensure that the **current developers of technology** are fully involved in the transition and that their contributions are properly acknowledged.
3. The ABF should establish a **helpdesk function for clubs** that covers not only technology problems, but other common club issues such as director rulings and movements.
4. The ABF should identify a **suitable IT partner** to build this technology and implement a program of works to **gradually** move all functionality into their new systems.
5. A **cautious approach** to this migration should be taken to **minimise risk**.
6. Priority should be placed on building an accurate, secure and self-managed **database of ABF member details**.
7. The ABF should provide an **electronic messaging service for congress players** to notify them of the draw and results automatically.
8. The ABF should cautiously explore **new technologies** such as tablets and on-table dealing systems.
9. The ABF should develop a strategy around **online bridge** that encompasses the player experiences that this offers.
10. An **IT Steering Committee** should be formed to oversee the direction of technology and ensure appropriate controls are in place.

What We Will Have



Design Principles

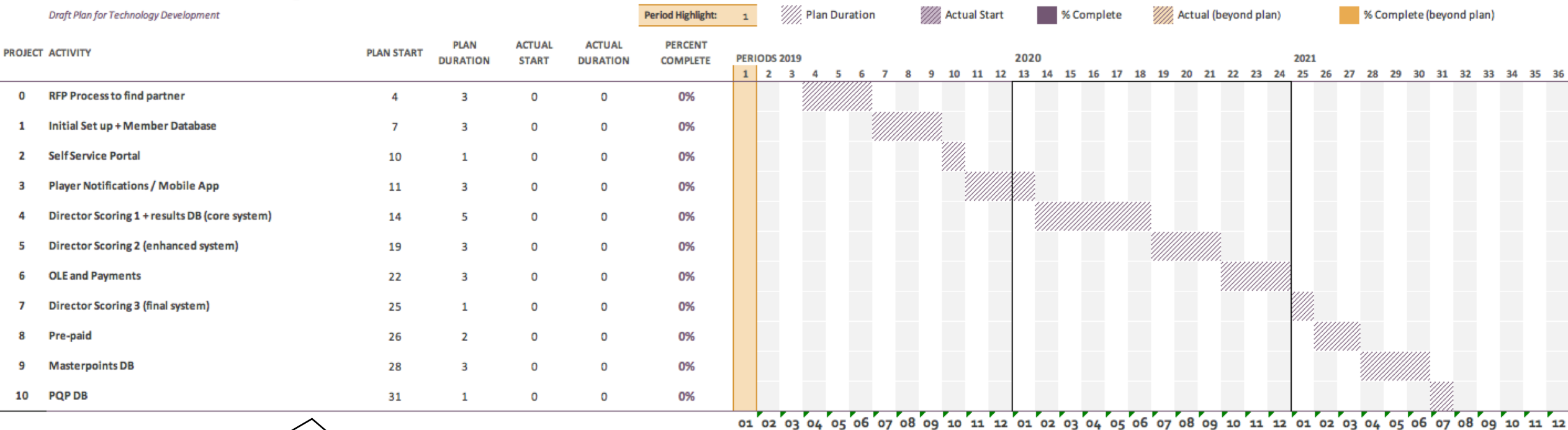


- Web-based system – (almost) nothing to install
- Built gradually over time
- Highly secure – best web security
- Designed with input from the current technology providers
- Single programming language used
- ABF owned
- Project managed by an experienced bridge player
- Disaster recovery in place and tested

Possible Transition Plan (high level draft)

ABF Roadmap 2019 - 2021

Draft Plan for Technology Development



\$150-200k

\$200-300k

\$140-180k

Don't worry if this makes no sense to you, it won't be accurate anyway. It is a chart of how we could deliver this stuff, going to the right is time. It is too early for this to be even close to accurate.

Further Considerations



The main focus is on core technologies, primarily around running and scoring events.

In addition it is recommended that:

- The ABF looks into a strategy for online bridge
- New technologies such as Love Bridge (tablets) and Bridge+More (a dealing machine per table) should be investigated
- End user computing such as laptops, printers and projectors should be considered to provide recommendations and support for directors