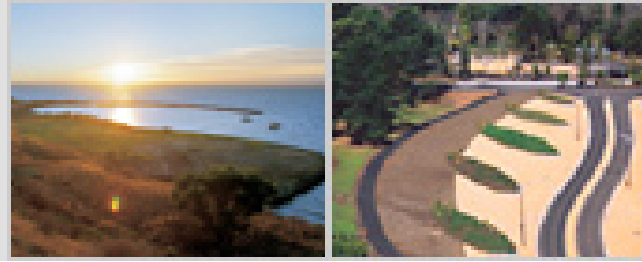


Asset Management and GIS



Industry

- Local Government

Company Facts

- 190,000 residents
- 1,250 square kilometers
- Urban, coastal and rural environment

Challenge

- Diverse data inherited from five former municipalities
- Staging and budgeting
- Limited in-house resource
- Quality Assurance

Return on investment

- Immediate benefits
- Staged, cost effective data capture
- Improved valuation and asset management

Future

- Realistic valuation and infrastructure provision.
- Improve operation of Assets

City of Greater Geelong (CoGG) are undertaking a major GIS / Asset Management project. Consulcad reviewed CoGG's asset management strategy and provided project management and QA services for drainage data capture.

The GIS / Asset Management project was completed in various stages over a 3 year period. A vital early deliverable in Stage 1 of the project was the GeoReferencing of over 20,000 engineering drawings. This allowed CoGG to make this information available to staff and was an early win for the GIS.

The next stage of the project was to budget and design an effective solution for capturing detail drainage information required by engineers and asset managers. A major focus was to deliver on both operational and valuation requirements.

To achieve these goals Consulcad developed a tender process for data capture and provided project management and QA of the successful contractor. COGG are now infilling missing information, using field crews.

The result was a complete picture of the drainage system which is an integrated component of Geelong's asset management solution. This can be used to enhanced town planning, emergency management and maintenance.

A major benefit of this approach was the ability to control timeframes and budgets ensuring benefits were realised early and costs were understood and managed.

Consulcad's role in data capture, tender management and QA has allowed CoGG to deliver this project in a timely and cost effective manner and provided immediate benefits.