

# **Safety and Occupational Health Action Plan Priority Recommendations: Mobile Application for Safety Pocket Guide Implementation Strategy Highlights and Timeline**

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## **SUMMARY**

IRO has the lead in developing Mobile Apps for iPhone, iPad and Android devices. The goal is to make the Reclamation Safety and Health Standards (RSHS) manual (<http://www.usbr.gov/ssle/safety/RSHS-all.pdf>) available in an easy to use, “Quick Reference” format on a mobile device so that it can be immediately referenced by employees and safety personnel. The App should be self-contained and not require any network connectivity. The App will be publicly available.

## **STRATEGY OBJECTIVES**

A Project Manager will be needed for gathering and documenting requirements and coordinating activities. The App Developer will technically develop the App based on functional, technical and security requirements; execute technical testing and distribute the App to production environment.

Safety Professionals and end users will be needed for Requirements gathering and User Testing. Employee’s offices will absorb the cost of these person’s time and travel, if any.

The IRO will utilize its’ Apple Developer Program licensing and their development, testing and security processes to build, test and distribute the iPhone and iPad App to the Apple Store. The IRO will also utilize its’ Google Play Program licensing and their development, testing and security process to build, test and distribute the Android App to the Google Store.

## **PRIORITY RECOMMENDATIONS TO BE ADDRESSED**

### **SOH PROGRAM POCKET GUIDE**

*[Recommendation #40 – Priority 2-3]*

Create a Safety Program Pocket Guide (the Guide) and intranet resources – many of the materials in this report and from other teams can be included in the Guide

### **SOH RECLAMATION SAFETY AND HEALTH STANDARDS (RSHS) POCKET GUIDE**

*[Recommendation #73 – Priority 2-3]*

Improved use of the Yellow Book – break down the Yellow Book into smaller, more manageable “pocket guides” and an electronic application (“app”), that is searchable, for use on specific tasks.

## **ESTIMATED BUDGET AND SCHEDULE**

Project Management (2 days)

16 labor hours @ \$100.00 hourly = \$1,600.00

Major Development Phase - Developer (5 weeks): iPhone – iPad - Android  
Development (iPhone – iPad - Android)

(6 weeks) 240 labor hours @ \$109.00 hourly = \$26,160.00

(iPhone – iPad) Technical/Security Testing

(2 days) 16 labor hours @ \$109.00 hourly = \$1,744.00

(iPhone – iPad) Package App for Loading to App Store

(2 days) 16 labor hours @ \$109.00 hourly = \$1,744.00

(iPhone – iPad) Loading App to Apple Store

(2 days) 16 labor hours @ \$109.00 hourly = \$1,744.00

(iPhone – iPad) Prepare User Test Environment

(1 day) 8 labor hours @ \$109.00 hourly = \$872.00

(Android) Technical/Security Testing

(2 days) 16 labor hours @ \$109.00 hourly = \$1,744.00

(Android) Package App for Loading to App Store

(4 days) 32 labor hours @ \$109.00 hourly = \$3,488.00

(Android) Loading App to Apple Store

(2 days) 16 labor hours @ \$109.00 hourly = \$1,744.00

(Android) Prepare User Test Environment

(1 day) 8 labor hours @ \$109.00 hourly = \$872.00

Regular User Testing (2 weeks)

Regression (fixes to issues discovered in testing)

TBD labor hours @ \$109.00 hourly = TBD

Distribution Phase - Developer (3 day)

24 labor hours @ \$109.00 hourly = \$2,616.00

Grand Total: \$44,328.00