

AGAME

A Game Changer for FAA Central Region Airports Division

Presented to: FEB Innovation Connection
By: Ed Hyatt, FAA Central Region
Airports Division
Date: August 9th, 2016



Federal Aviation
Administration



What is AGAME?

Airports

Grant

Administration

Management &

Engineering Database



What is AGAME?

- A software tool that improves the standardization and efficiency of everything we do.
- Uses Microsoft Access Database with custom visual basic programming.
- Developed by in-house staff (Not IT Professionals).



Why did we develop AGAME?

- Needed a tool that helped standardize the way our staff performed their jobs.
- Wanted to automate correspondence generation to save time.
- Wanted to move toward to a more electronic work environment.



Who Developed AGAME?

AGAME TEAM

- Justin Collier, Airport Civil Engineer
- Jeff Deitering, Airport Planner
- Tim McClaran, Airport Civil Engineer
- Sarah Smith, Fiscal Control Specialist
- Ed Hyatt, Manager of Engineering and Planning

No internal IT support or contract personnel were used for the development of this tool!



What does it do?

- Generates correspondence from templates using information from the database.
- Creates standard file names and folder locations for our files.
- Routes documents electronically throughout office for approval.
- Creates customizable project reports for staff and managers.



What are the benefits?

Improves Efficiency

- Quicker correspondence creation.
- Allows simultaneous users.
- Employee operated & maintained (designed with the end user in mind).
- Facilitates office goal of reducing paper in the office.



What are the benefits? – cont.

Ensures Consistency

- Conveys the same message regardless of who writes the correspondence.
- Creates standard file names and folder locations.
- Provides process roadmap for our work.

Provides Transparency

- Managers can review at the project or program level.
- Availability of data provides for greater project collaboration by staff.



Results

AGAME has transformed how we conduct our business in just a few short months.

- Efficiency gains made from AGAME are already apparent in reduced workload by automating remedial tasks.
- Consistency between Project Managers has greatly increased.
- One of four states has gone completely paperless with other following in the near future.



What is next?

- AGAME is now being implemented nationally.
- Today the AGAME team is in San Francisco installing A Game at a district office.
- Future enhancements for measuring agency performance metrics are under development.
- Users are continually requesting additional features after using the tool.
- Ultimately AGAME will be a blueprint for a web based application to be developed in the future.

