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23 May 2011

National Vision for better Future

# e-Government Transformation

GCC eServices Delivery Standards and Recent Developments

Conference: '17<sup>th</sup> GCC eGovernment and eServices Conferences'

May 21-25, 2011 | Burj Al Arab Hotel | Dubai, United Arab Emirates

# Agenda

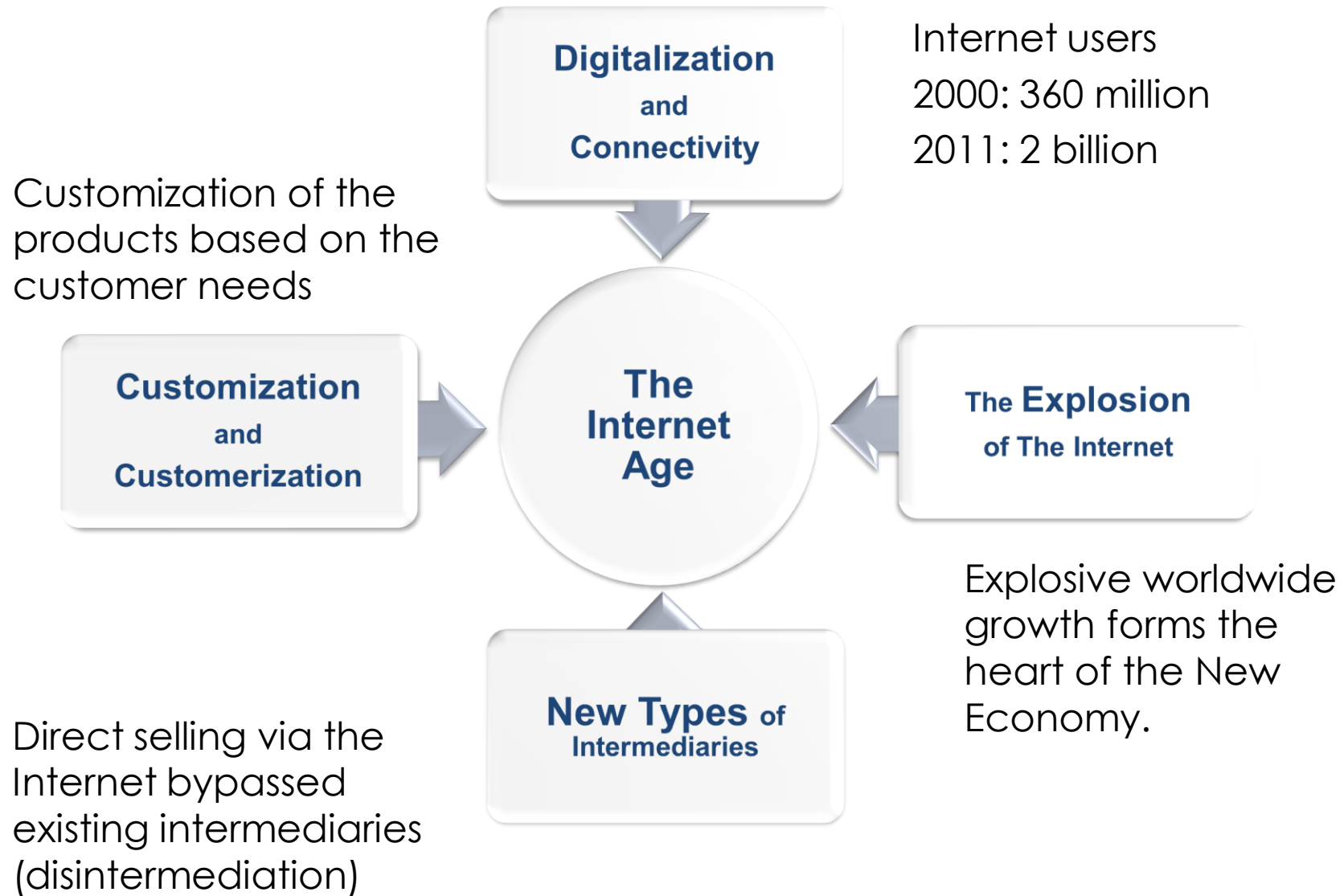
- **Introduction: e-Government and Information Technology**
- **Recent Developments in GCC countries**
- **UAE Electronic Identity Working Model**
- **Supporting National Economy**
- **Reflections**



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- Introduction
  - Recent Developments in GCC countries
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# Forces Shaping the Digital Age ...



# eGovernment

- **e-Government** is a **process** that attempts to **align IT and business needs** to develop an infrastructure of systems and information flow that will support business goals, objectives, and processes for **governance in the digital age.**





“Information technology, and the **ability to use** it and **adapt** it, is the critical factor in **generating and accessing wealth, power, and knowledge** in our time....”

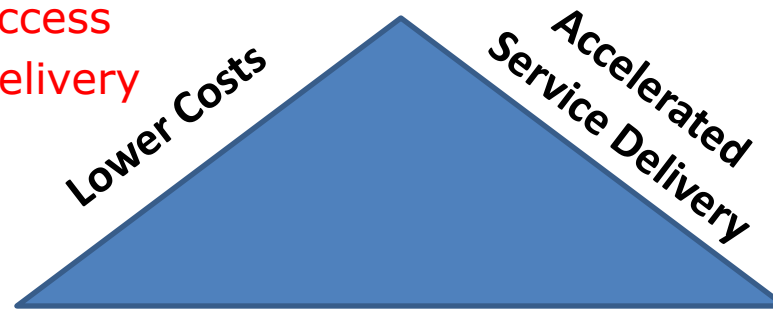
Professor: Manuel Castells



# IT House of Values

**Primary**  
elements of  
e-Government  
Value

- Cost of access
- Cost of delivery



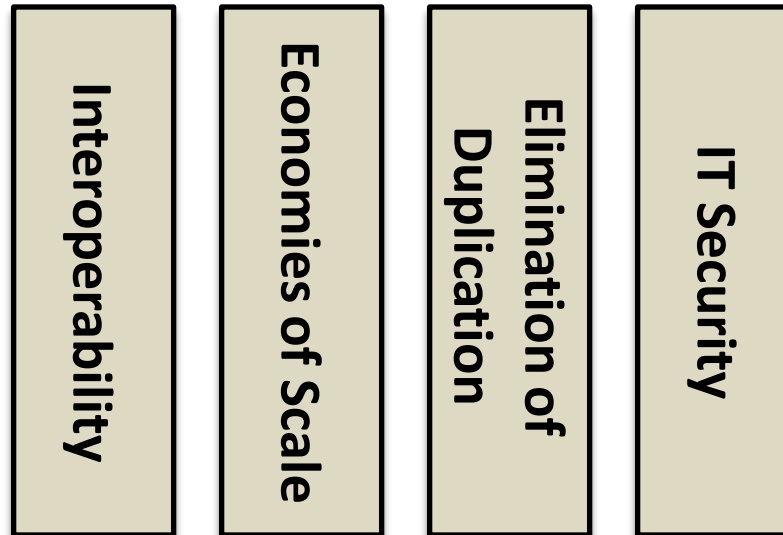
- In service delivery

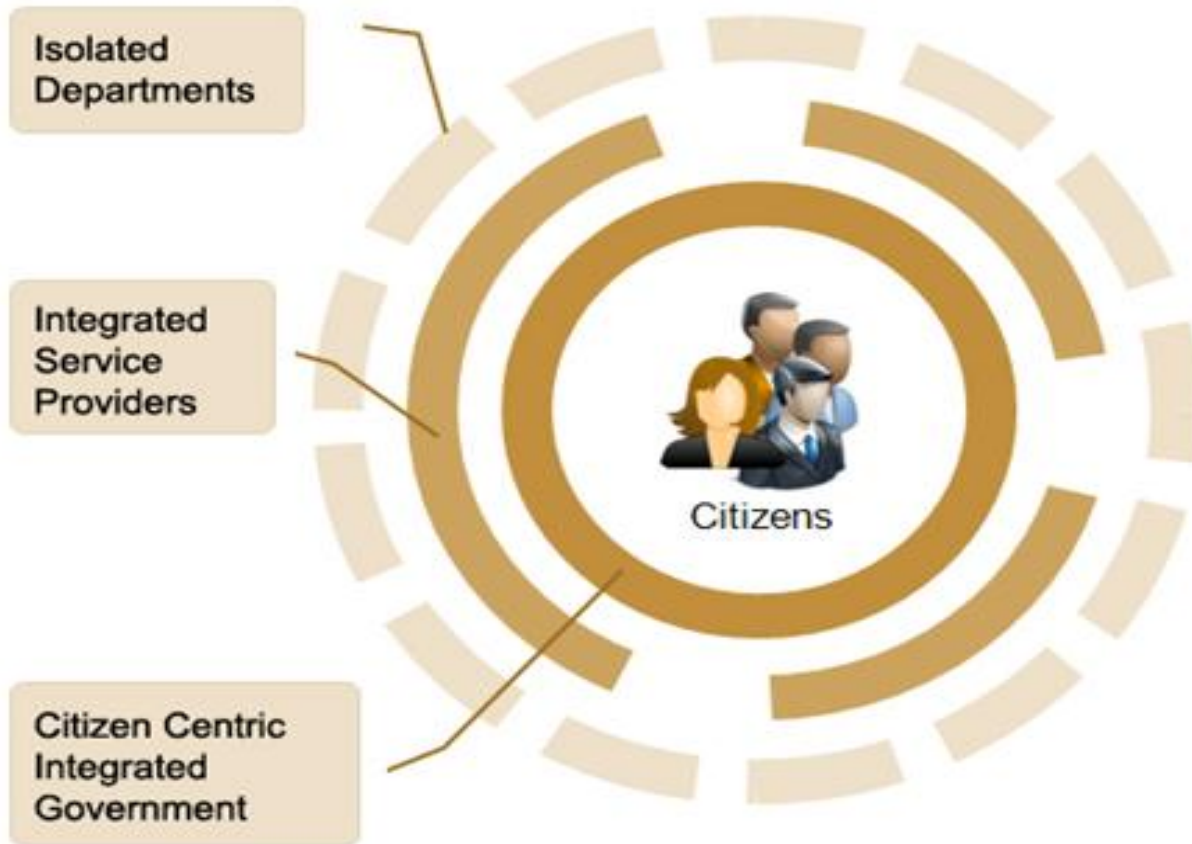
Citizen Convenience

*are enabled by ...*



Focussing on  
these strategic  
focus areas





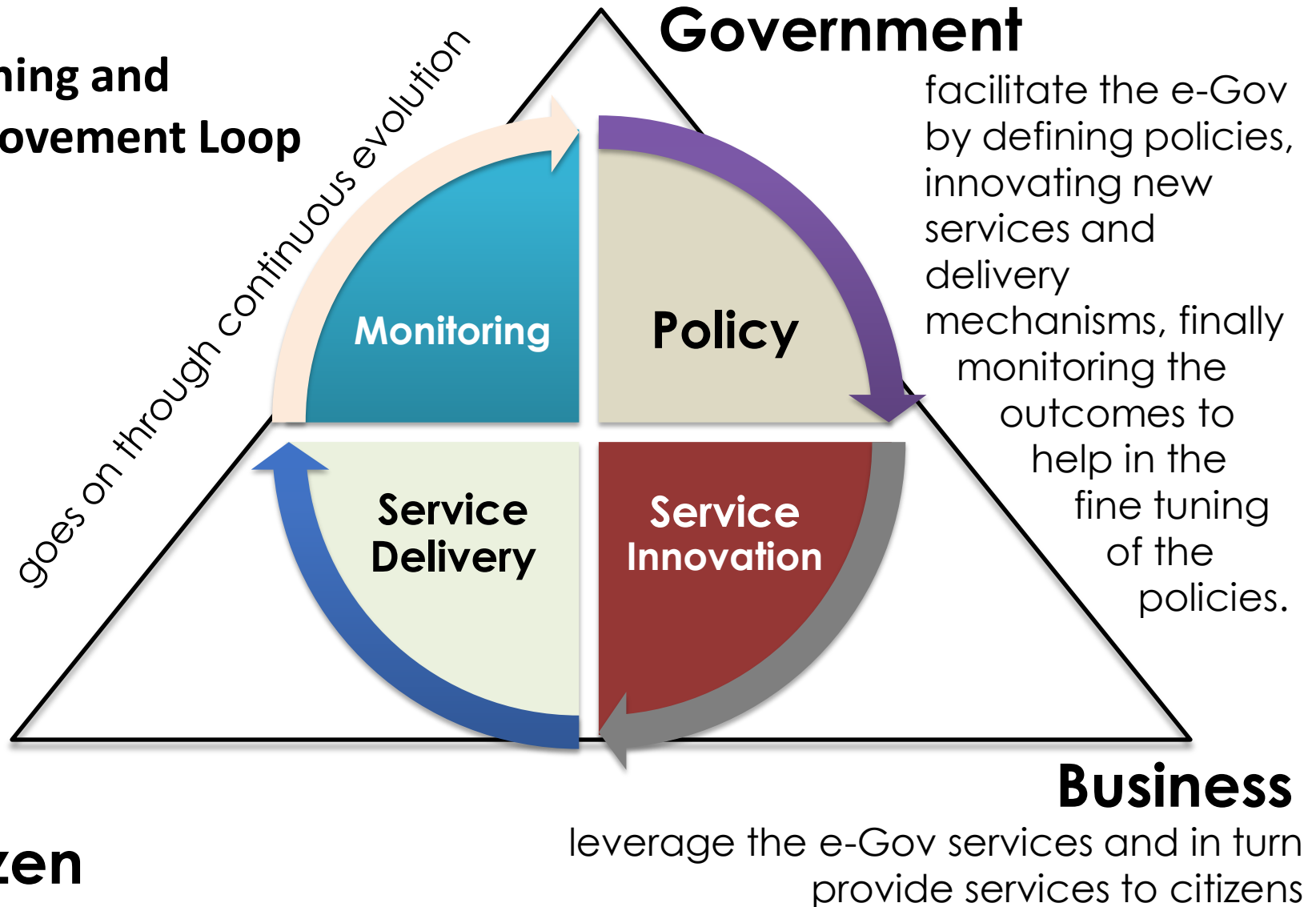
**Transform the “experience”  
of government services for all**

- **Customer focused business model / Service Delivery**
- Integrated systems
- **transparency and convenience**
- **One Stop Shop**
- Re-oriented structures, IT, policies, etc.



# e-Government Stakeholders Pyramid

- **Learning and Improvement Loop**



### 5 Key Priorities & Objectives

**Inclusive  
e-Government**

**Efficiency &  
Effectiveness**

**High Impact  
Services**

**Key Enablers**

**e-Participation**

**Empower  
citizens and  
business**

**Transparency,  
Access**

- reduction of **administrative burdens**
- Horizontal and vertical **integration**
- greening government, to reduce the **carbon footprint**

**One-stop-shop:**  
delivering cross-  
border eServices  
for citizens and  
businesses

**Electronic  
Identity**

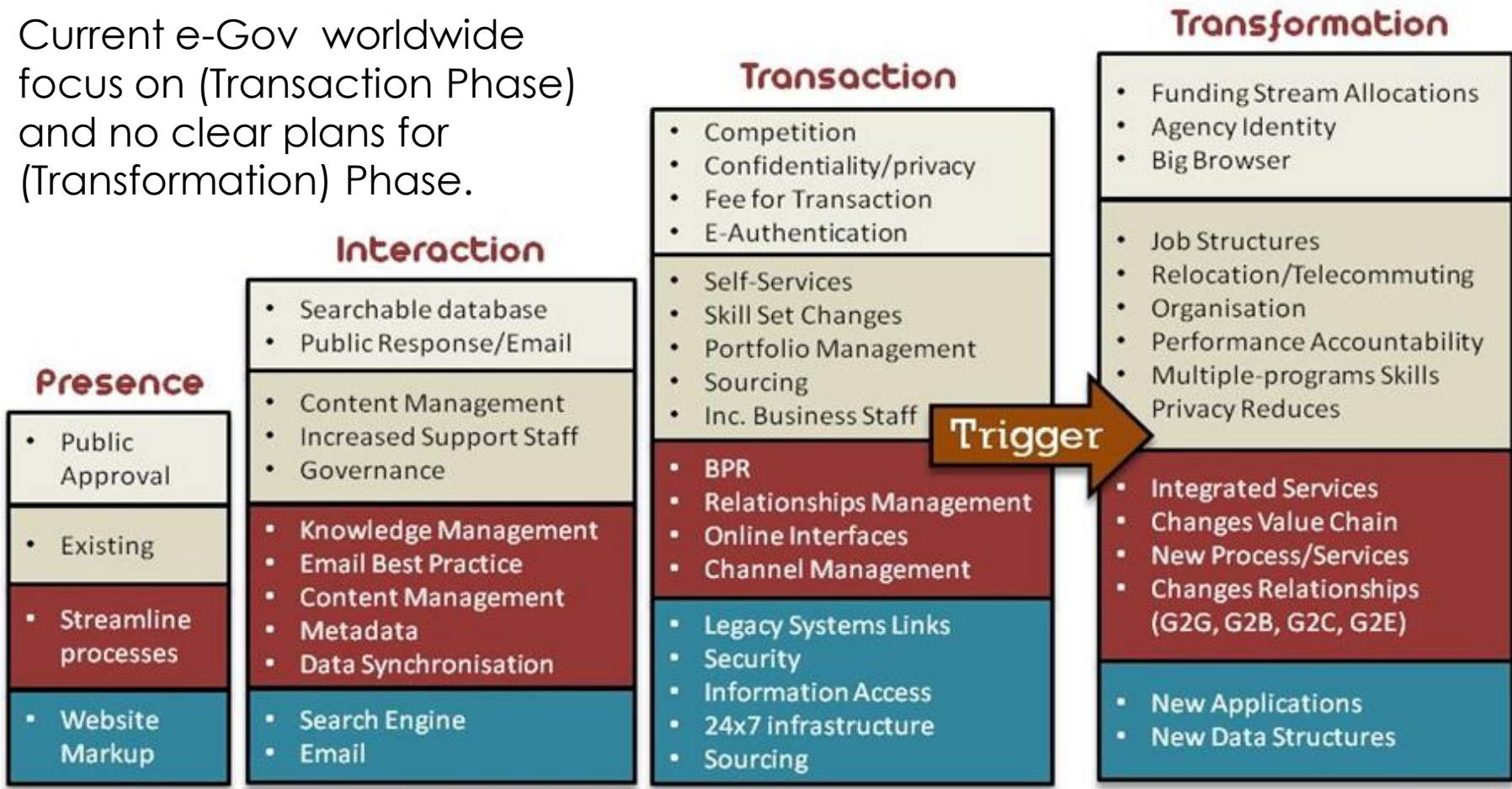
- **Interoperability** of ICT Infrastructures
- Good Practice Sharing and **Knowledge Exchange**

Source: Preparing eGovernment post i2010 - <http://ec.europa.eu/egovernment>

# E-Government Transition

Cost/  
Complexity

Current e-Gov worldwide focus on (Transaction Phase) and no clear plans for (Transformation) Phase.

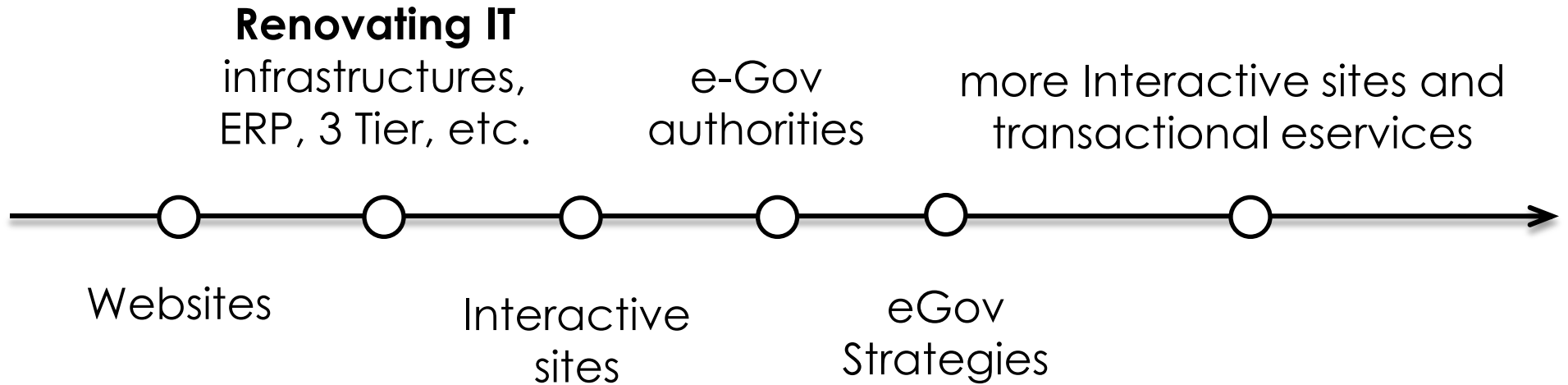


Strategy/Policy
  People
  Process
  Technology

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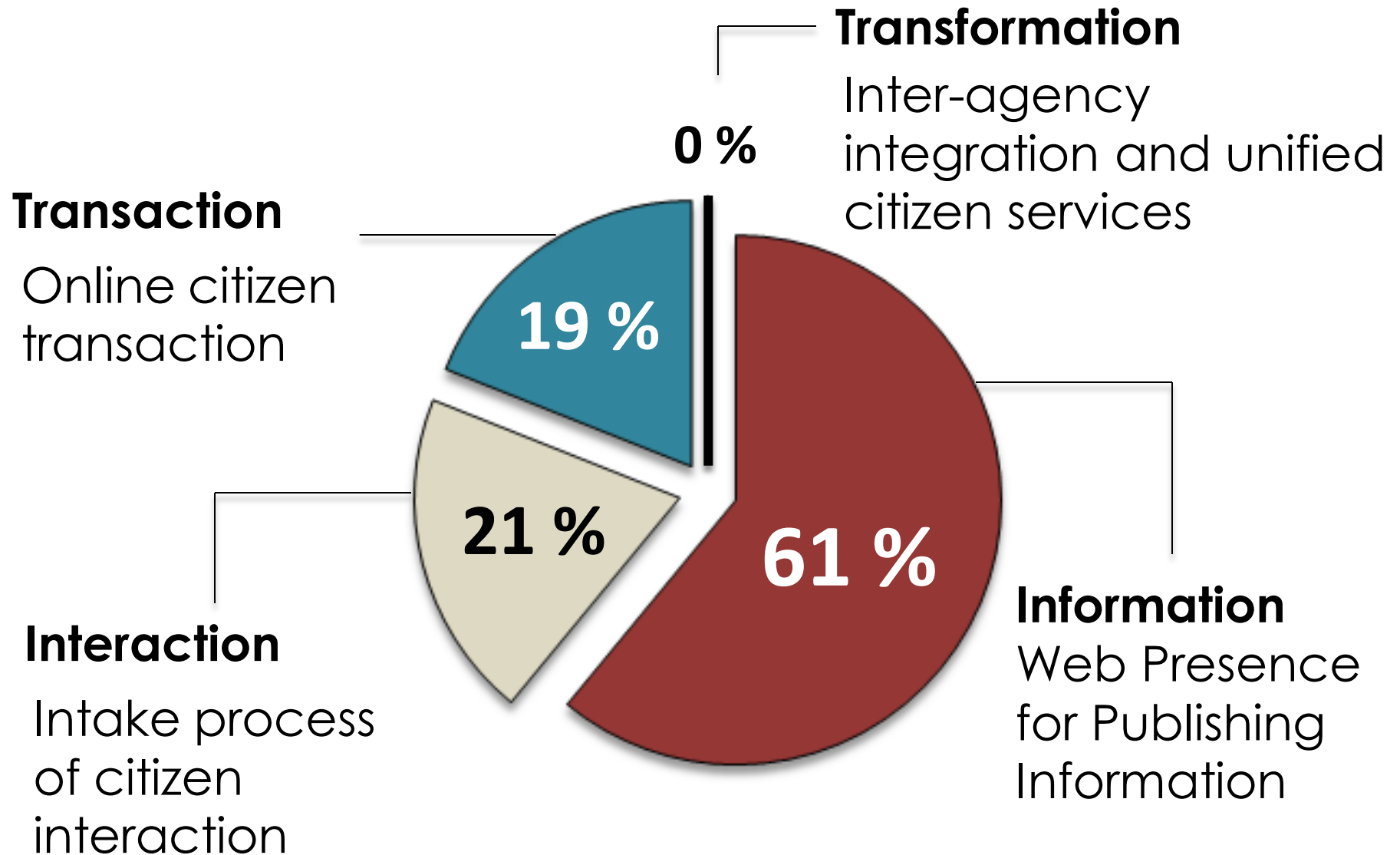
# eGov evolution in GCC



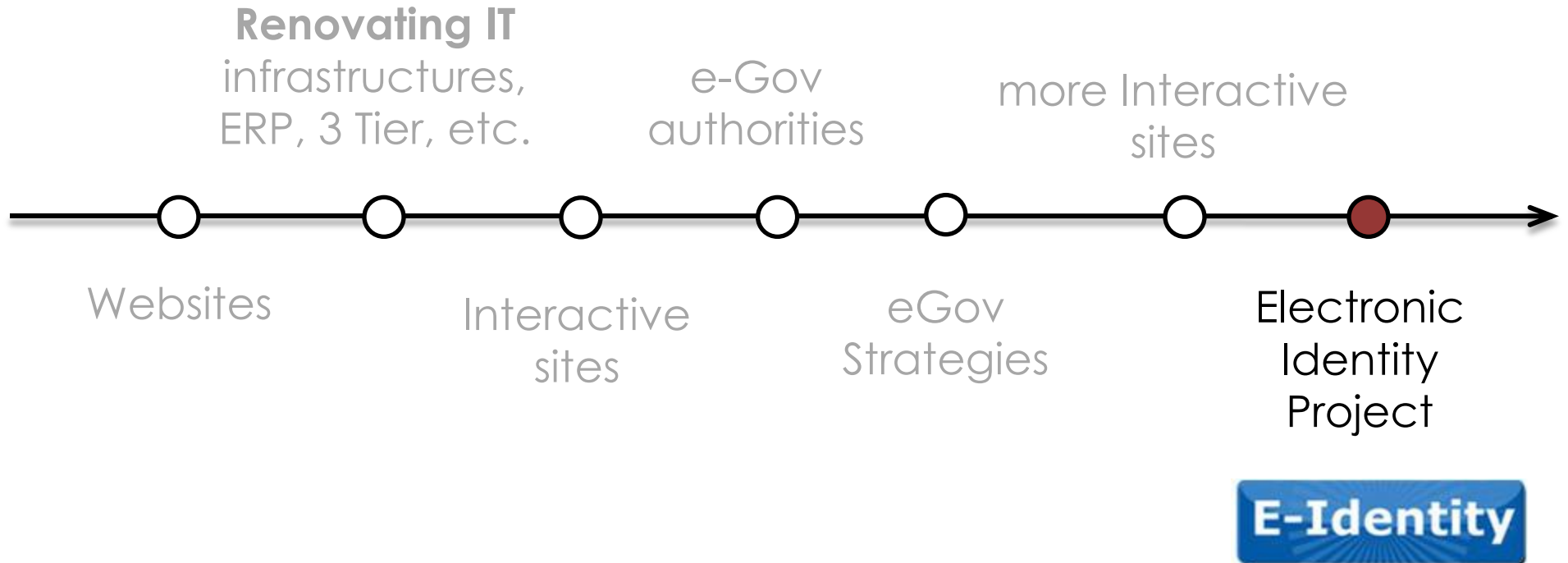
**Billions of Expenditure but  
unjustified investments!!**



# GCC Websites Survey (95 websites visited)



# Developments in GCC countries



# ID Card vs. Electronic Identity

- All GCC countries have initiated *modern Identity management systems* to develop a **new personal identification card** that would be generally acceptable identification document and contain both **visually and electronically accessible information**.
- ID-card registration in GCC countries is a **compulsory process** and is an acceptable travel document to travel between the GCC countries. To date, around **14 million (28%)** people have been enrolled in such systems.



# ID Card vs. Electronic Identity

GCC ID-card projects are **integrated with PKI** technology to develop electronic identities:

- **Digital certificate** inserted in the ID-card includes the personal identification code, which enables the identification of the individuals at once.
- **Signature certificate**, which enables to sign electronic documents, which is equivalent to the ordinary signature on paper.



# Multi-Factor Authentication

- Basic Personal Information(Signed data)
- 4 Digit Pin Code
- Fingerprint Biometrics
- Digital Certificate
- Digital Signature





# Enabling eGovernment: Smart Card and PKI

## Security

- **Multi-factor authentication** of citizens through smartcard AND/OR biometric
- **Smartcard** as an ideal tool for **PKI enablement**
- **Protection** for personal data in a chip
- Protection of PKI **private keys** on Smartcard
- **Prevents forgery** and ensures that entitlements and benefits reach the intended beneficiary
- **Digital signatures** to replace manual signature

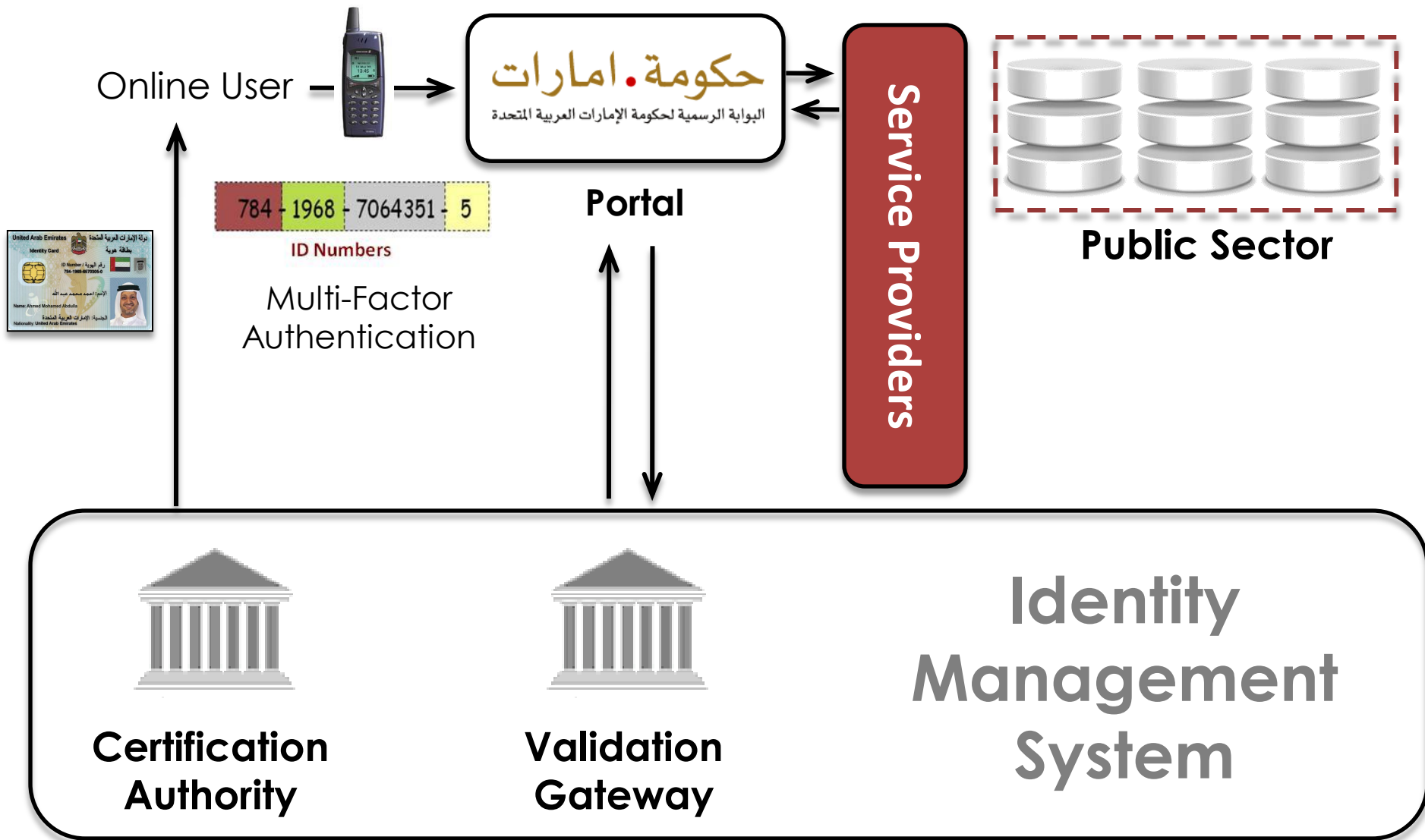
## Efficiency & Accountability

- **Reduced paper** form data entry and associated errors
- **Foolproof digital signature** along with biometric authentication to prove **accountability**
- Facilitate **fast adoption** of e-Government services by reducing the fear of **identity theft**
- Service **innovation** through integrated citizen services enabled by Smartcard and PKI

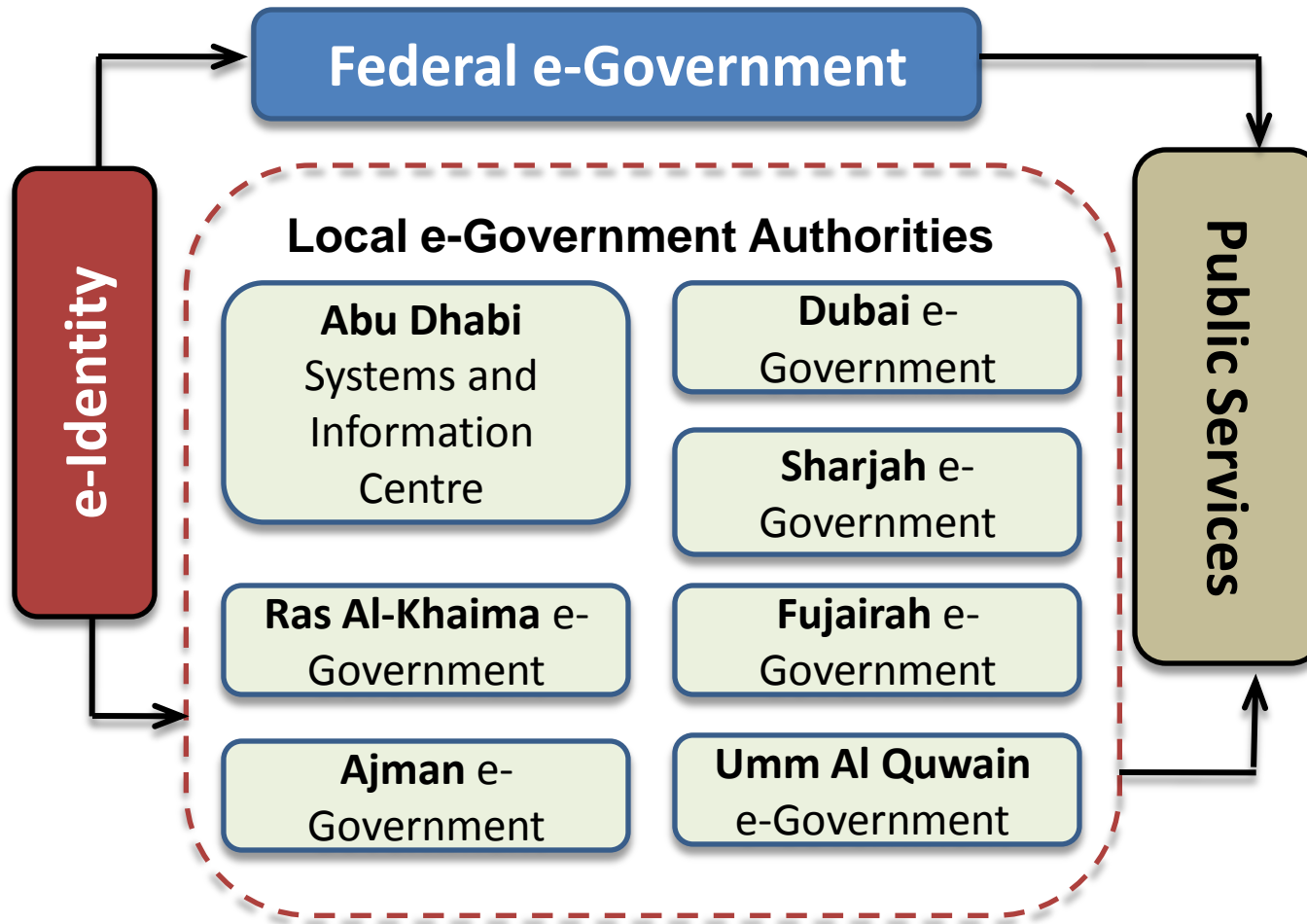
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# E-Identity Operating Model



# UAE Project eID Working Model



Emirates Identity Authority coordinates with the Federal and Local e-Government authorities to utilise the e-Identity infrastructure. E-Government authorities will take the responsibility of availing e-Services to citizens through their portals.

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# Enabling new Business Value with Internet



**\$1:** The cost to government of renewing a driver's license **online**.



**\$8:** The cost to renew it **in person**.



Business Cost	Traditional System	Internet
Airline Tickets	\$8	\$1
Bill Payment	\$2.22	\$0.65

# E-Business Development Path

Development of e-business and e-commerce is very much dependent on Trust between the parties. If a secure layer was established that allows identity authentication, then further services can be developed and a revolution in this field is expected.



# Supporting Economy

- **e-Commerce Infrastructure**

VS.

- **Trust** in electronic transactions.



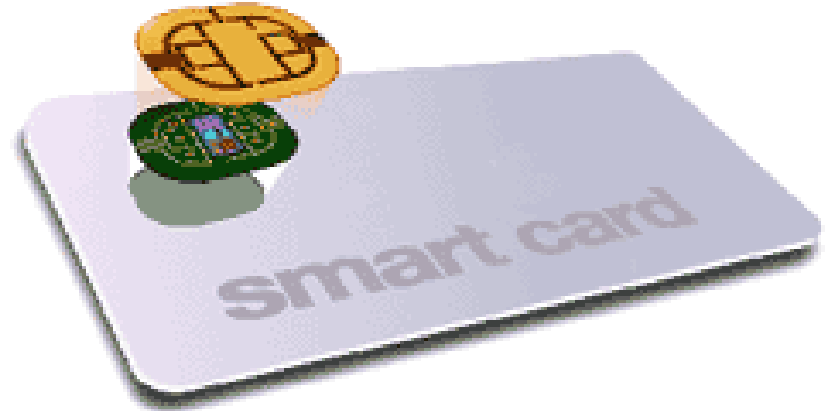
The new ID Card and with its advanced capabilities add a new dimension of TRUST to electronic transactions.

# Online Payments: through Smart Cards

Cash

VS.

Electronic Money



Multiple online payment models could be developed with the new smart ID card, which could also be very much independent from the card itself.

ELECTRONIC  
COMMERCE  
PAYMENT SYSTEMS

- **micro payments:** a financial transaction involving a very small sum of money and usually one that occurs online.
- **electronic cash:** digital currency used for micropayments
- **digital wallets:** software stores credit card information.
- **eWallet:** Microchip stores electronic cash

**Trillions of savings**  
with e-Government  
Transformation

**Is it as easy?**

**What are the Challenges ?**

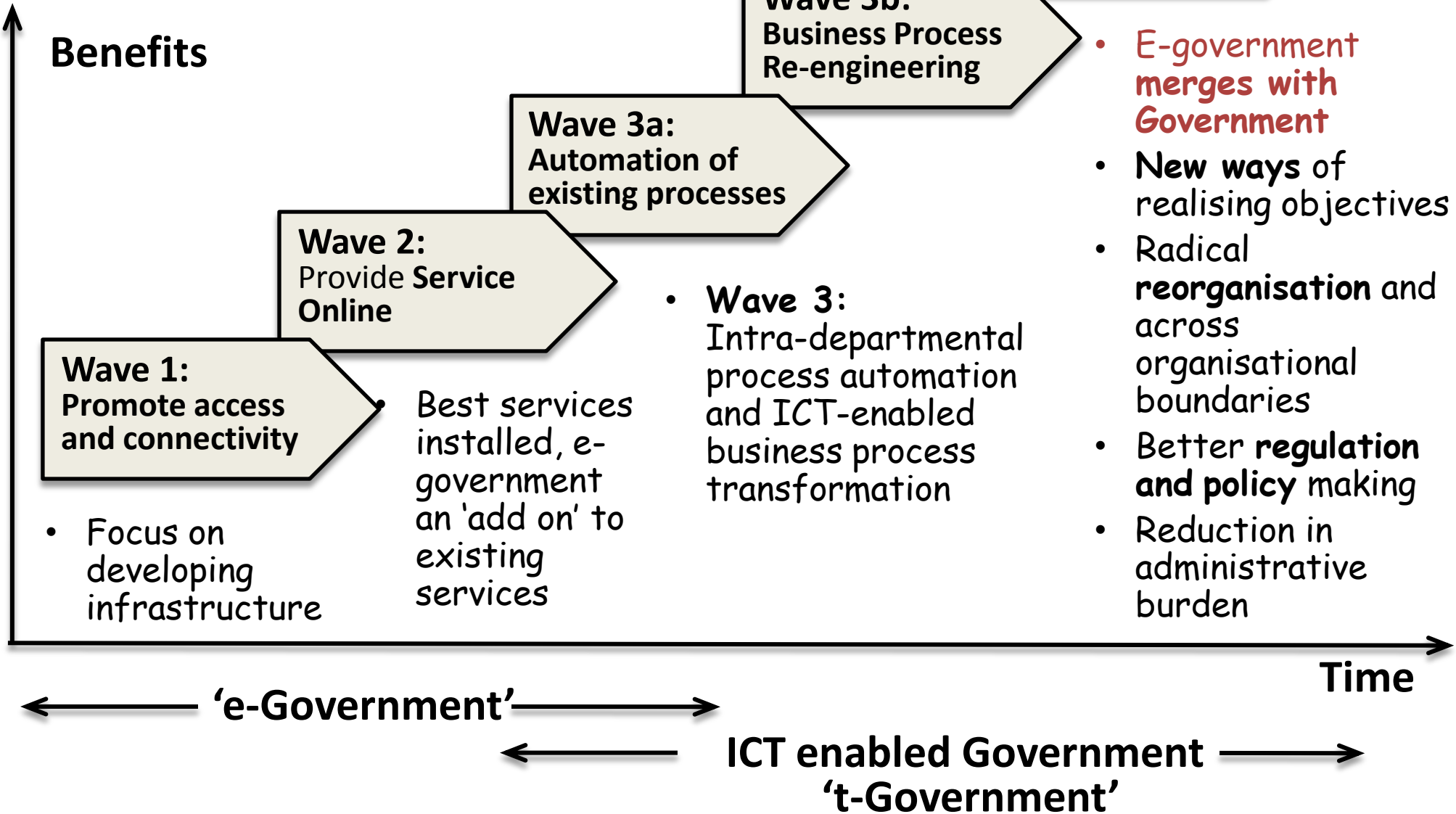




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# eVolution of e-Government



# 3<sup>rd</sup> Party Involvement and Emerging Architectures

Private sectors are pushing rigorously through aggressive marketing, products develop in the first place to be (SOLD).

**Low**  
**3<sup>rd</sup> Party**  
**involvement**

## LOW government involvement

<b>Silo Gov</b>  Low back and front-end integration	<b>No Gov</b>  Multiple (private) services
<b>One Gov</b>  Back to front integration	<b>Tao Gov</b>  Public-private complementarity

**High**  
**3<sup>rd</sup> Party**  
**involvement**

## High government involvement

Governments need to put in place (carefully) laws and policies to regulate how government agencies acquire and set up their ICT infrastructures to address interoperability issues. This should be co-joined with partnerships with the Private Sector.

# Why do we have Silo Systems ?

قناة TNT

Managers living in the dark!

أنا في الأساس كنت بشري مثلك !  
ولكن مع مرور الوقت وبما أن منهجنا  
ظلامي .. فا .. صرت خفاش يخشى النور  
ويعشق الظلام !!



ضيف

الحلقة

الخفاش الأسود - إنتحاري متطرف



# Citizens at the Fore !

traditional practices act to increase complexity

Listening  
=  
Learning

can reveal opportunities ...  
and is likely to push for  
painful change !!

It will reveal questions you didn't think to ask.

Then... ITERATE!

**STOP LISTENING TO YOUR CUSTOMERS**

Behavior can be more telling than metrics or feedback →

ZZZ DON'T BORE PEOPLE WITH YOUR SURVEY

**AVOID FALSE PREMISES!!!**

"CLIPPY" WAS A DIRECT RESULT OF FALSE RESEARCH BY MICROSOFT

THE WRONG QUESTIONS WERE ASKED WHICH LED TO TEST SUBJECTS BELIEVING THEY WANTED THIS FEATURE

**TASK ANALYSIS IN 4 SIMPLE STEPS**

- DEFINE AUDIENCE + GOALS
- GET THE RIGHT PEOPLE
- CREATE TASKS FOR USERS
- WATCH THEM COMPLETE

SHALLER TEST GROUPS MEANS FASTER ITERATION → MORE FEEDBACK PER-CAPITA

ASK

**SPRINT TO A FUNCTIONAL PROTOTYPE**

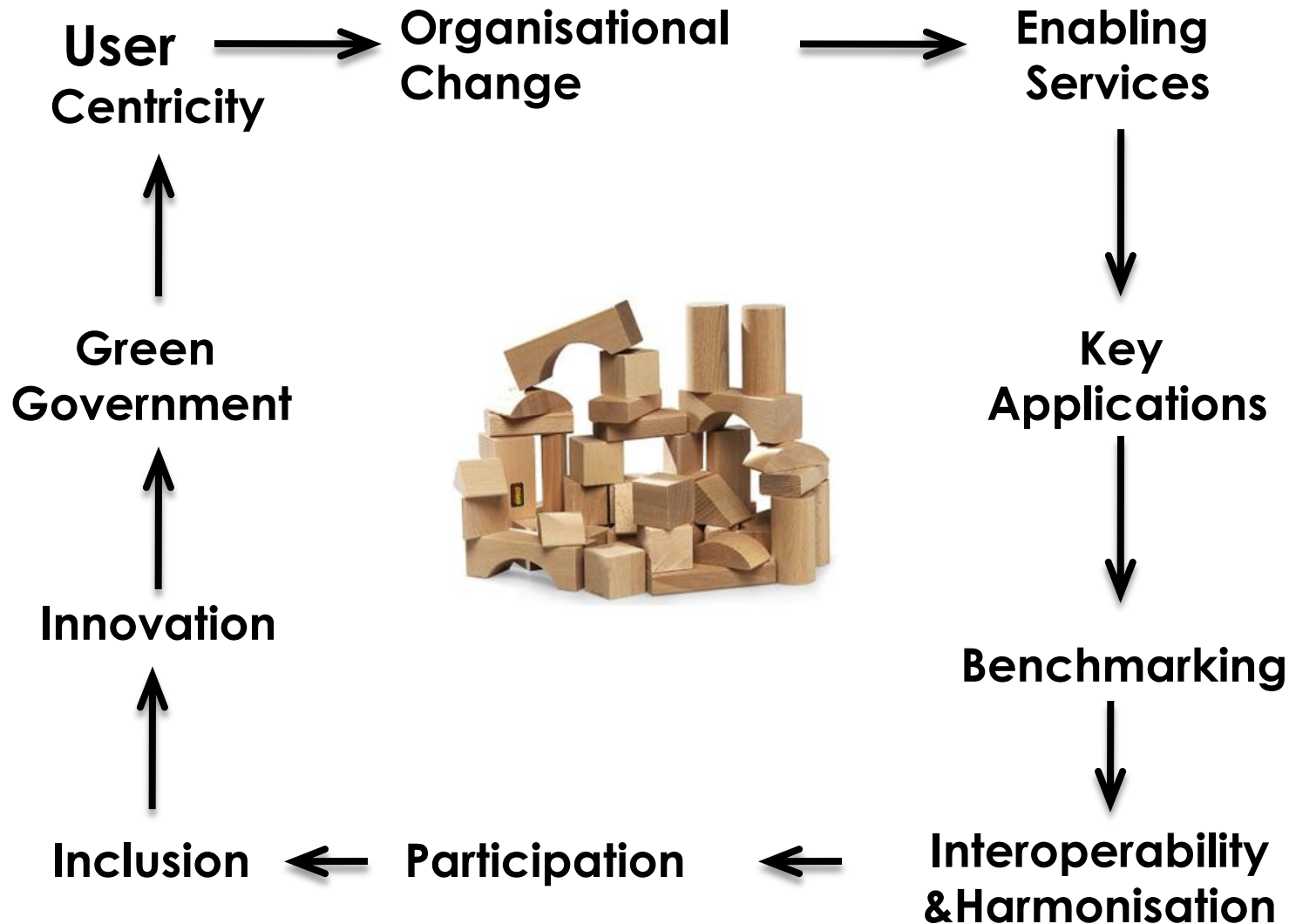
**PEOPLE LIE LESS @HOME**

TAKE THEM OUT OF THE LAB AND USE MANY TEST TOOLS

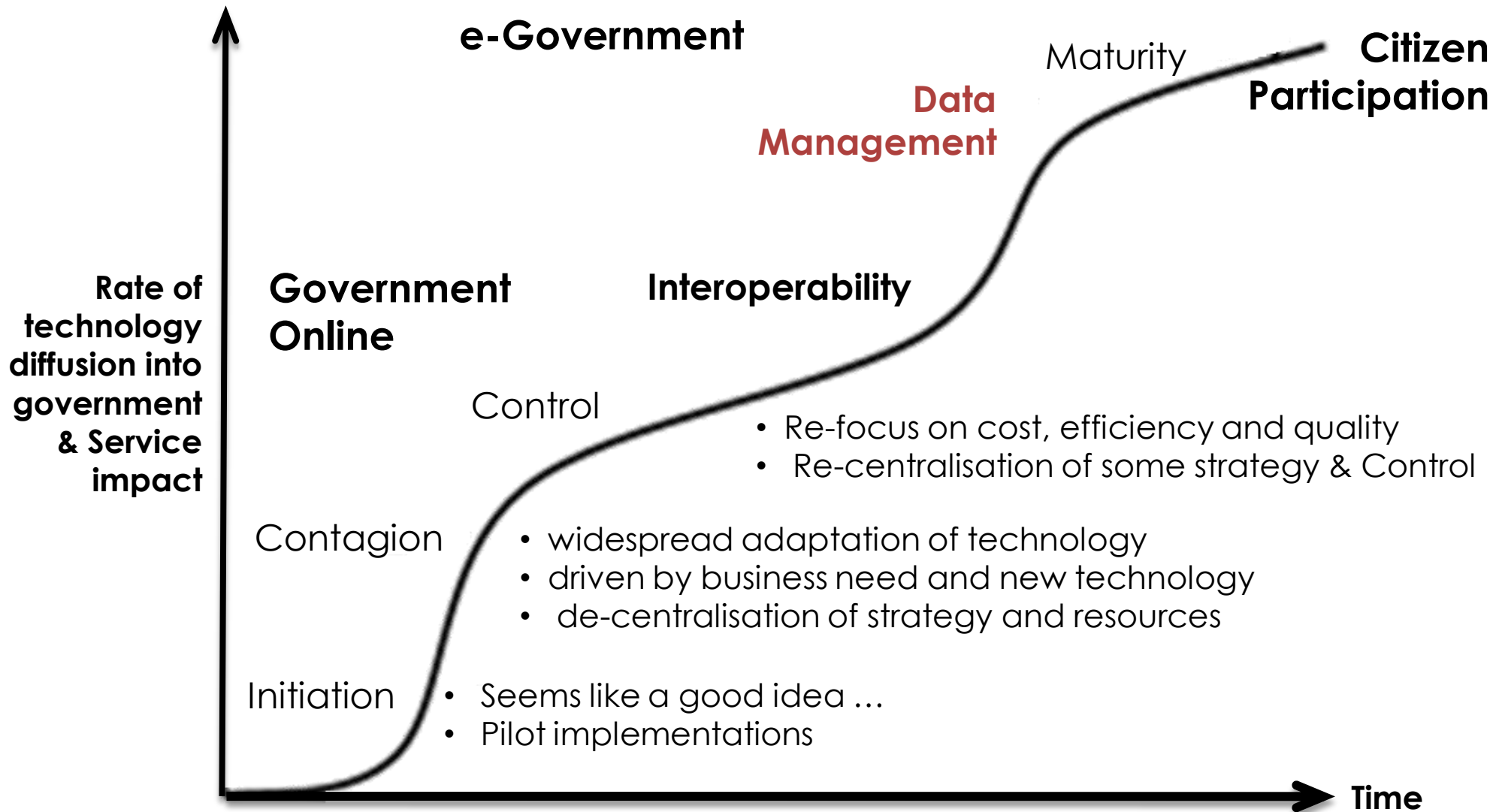
BIAS IS FINE IF YOU ARE AWARE OF IT

#STOPLING @LEN KENDALL

# EU: Building blocks of future priorities




# IT e-Government Maturity Curve



Source: (Adapted from Davison 2005)



# Data revolution !!

- 
- **Exabyte (EB):** 1 000 000 000 000 000 000 bytes – 2 EB: Total volume of information generated in 1999.  
5 Exabytes: All words ever spoken by human beings.
  - **Petabyte (PB):** 1 000 000 000 000 000 bytes – 200 PB: All printed material in the world.
  - **Terabyte (TB):** 1 000 000 000 000 bytes – 10 TB: the print collection of the U.S. Library of Congress
  - **Gigabyte (GB):** 1 000 000 000 bytes - 1 GB: a pickup truck filled with books
  - **Megabyte (MB):** 1,000,000 bytes 500 MB: CD ROM
  - **Kilobyte (KB):** 1,000 bytes 2 KB: a typewritten page

# Content Management

A Major challenge in e-Government is in **creating and managing content**.

New technologies are developed to search and dig for data and information. This will become more and more difficult as times go on:

- **Search Engines using Dynamic Information Clustering and Meta Search**

(Meta search is based on search of other search engines)

- 
- What the customers see (Static vs. **dynamic Content**)
  - **Storing and retrieving** documents of various types
  - Different **front ends** for different users
  - **Tools** available for creating content
  - Multimedia **presentation**
  - Integration with other media for **data interchange**

Governments need to regulate how content is developed and managed, to make access to information and services convenient and fast.

# Citizen Participation

- Citizen participation is like to grow as governments follow the process of

## **Convergence** of service and efficiency



- Supported by governments plans, Telecommunication companies in GCC countries are playing a key role in closing the digital divide with their state of art infrastructures. Internet penetration rates in GCC are increasing, due to affordable accessibility options.

# The world is Changing !

- Whether we like or not, the world is going in one direction... either we are on the path, or we will be left behind.
- Information Societies and knowledge economies are key focus areas and pillars of our future.

**Wealth and Power are**  
**CREATED** through exploitation  
of understanding i.e., wealth is  
generated by what we know.

**Need for engineering mindsets to construct eGov..**



**Thank you**

**Dr. Ali M. Al-Khoury**

**Director General | Emirates Identity Authority | [ali.alkhoury@emiratesid.ae](mailto:ali.alkhoury@emiratesid.ae)**

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- **Appendix**

# Internet Usage Statistics

## WORLD INTERNET USAGE AND POPULATION STATISTICS

World Regions	Population ( 2010 Est.)	Internet Users Dec. 31, 2000	Internet Users Latest Data	Penetration (% Population)	Growth 2000-2010	Users % of Table
<a href="#">Africa</a>	1,013,779,050	4,514,400	110,931,700	10.9 %	2,357.3 %	5.6 %
<a href="#">Asia</a>	3,834,792,852	114,304,000	825,094,396	21.5 %	621.8 %	42.0 %
<a href="#">Europe</a>	813,319,511	105,096,093	475,069,448	58.4 %	352.0 %	24.2 %
<a href="#">Middle East</a>	212,336,924	3,284,800	63,240,946	29.8 %	1,825.3 %	3.2 %
<a href="#">North America</a>	344,124,450	108,096,800	266,224,500	77.4 %	146.3 %	13.5 %
<a href="#">Latin America/Caribbean</a>	592,556,972	18,068,919	204,689,836	34.5 %	1,032.8 %	10.4 %
<a href="#">Oceania / Australia</a>	34,700,201	7,620,480	21,263,990	61.3 %	179.0 %	1.1 %
<b>WORLD TOTAL</b>	6,845,609,960	360,985,492	1,966,514,816	28.7 %	444.8 %	100.0 %

NOTES: (1) Internet Usage and World Population Statistics are for June 30, 2010. (2) CLICK on each world region name for detailed regional usage information. (3) Demographic (Population) numbers are based on data from the [US Census Bureau](#) . (4) Internet usage information comes from data published by [Nielsen Online](#), by the [International Telecommunications Union](#), by [GfK](#), local Regulators and other reliable sources. (5) For definitions, disclaimer, and navigation help, please refer to the [Site Surfing Guide](#). (6) Information in this site may be cited, giving the due credit to [www.internetworldstats.com](http://www.internetworldstats.com). Copyright © 2000 - 2010, Miniwatts Marketing Group. All rights reserved worldwide.

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