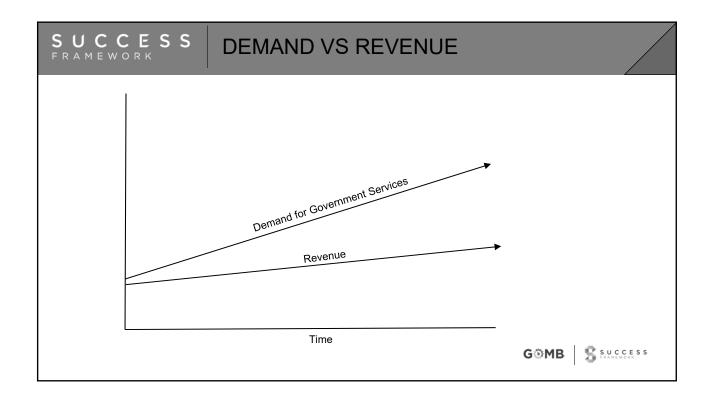
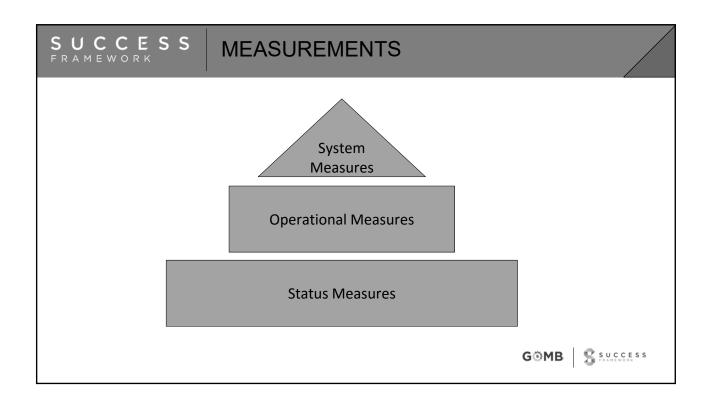
USING DATA AND INFORMATION TO INFORM DECISION-MAKING

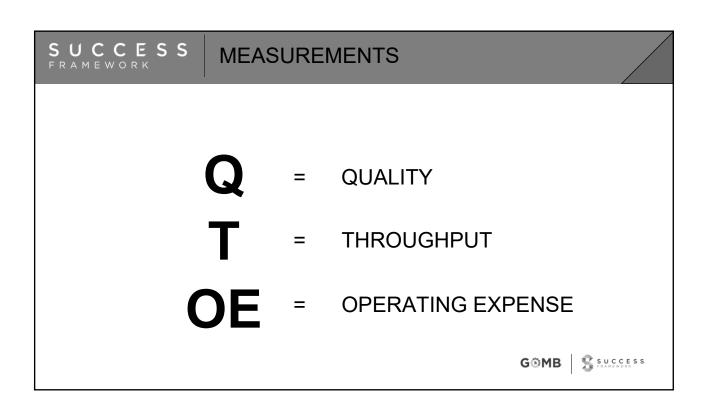
NASBO Annual Meeting / August 2016 Utah Governor's Office of Management and Budget

Presenters: Kristen Cox, Executive Director Phil Dean, Budget Director & Chief Economist









S U C C E S S FRAMEWORK

MEASUREMENTS

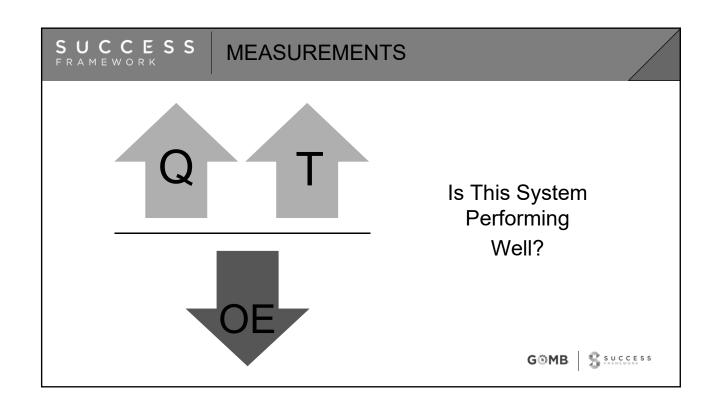
Quality describes effectiveness or the degree to which we are successful in producing a desired result. Often quality indicators are accuracy, reliability or effectiveness.

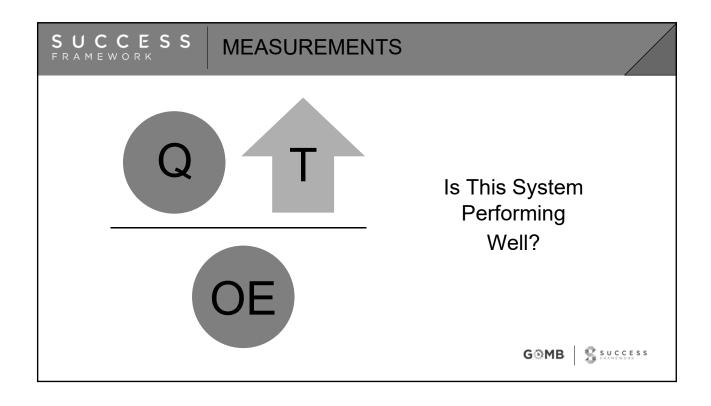
Throughput is the demand or volume of work completed by the system, or people served.

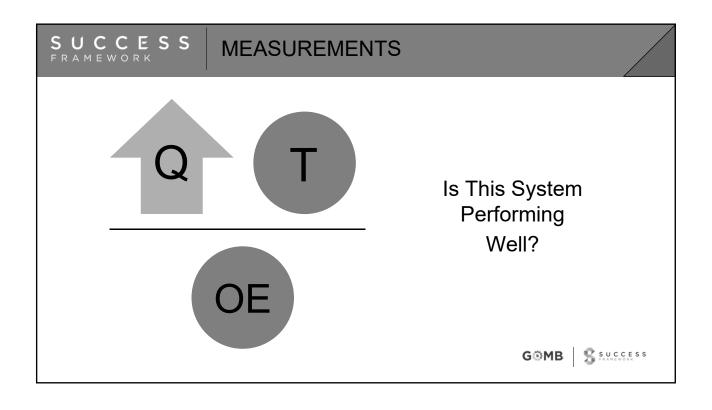
Operating Expenses are the sum of total costs associated with producing quality throughput.

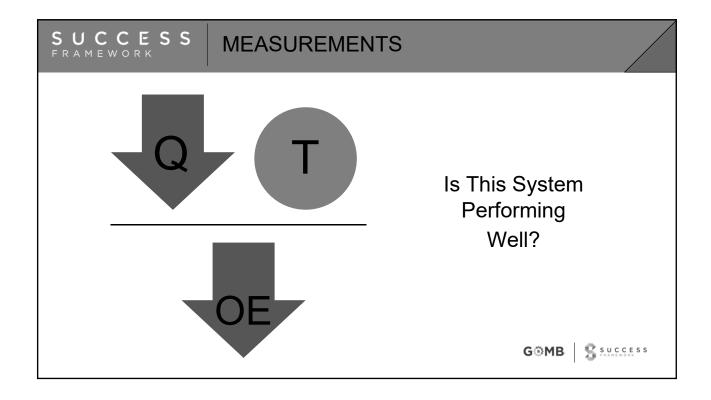
QT/OE is a ratio that we want to improve over time

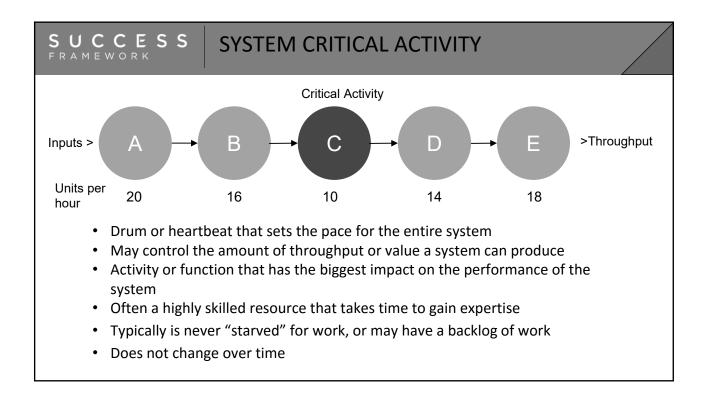
GOMB SUCCESS











S U C C E S S FRAMEWORK

WORK ENVIRONMENTS



PROJECT



RESOURCE MANAGEMENT



PEOPLE/ **SOCIAL SERVICES**



TRANSACTIONAL



POLICY



INVENTORY/DISTRIBUTION



REGULATORY



MARKETING AND OUTREACH





For a more in-depth understanding of what's happening in Utah, plan to attend this year's

Utah OPS: Building on SUCCESS

conference in September

For more information, visit our conference website at

utahexcellence.com





Using data and evidence to inform decision-making

NASBO Annual Meeting Big Sky, Montana August 9, 2016

Margaret Kelly

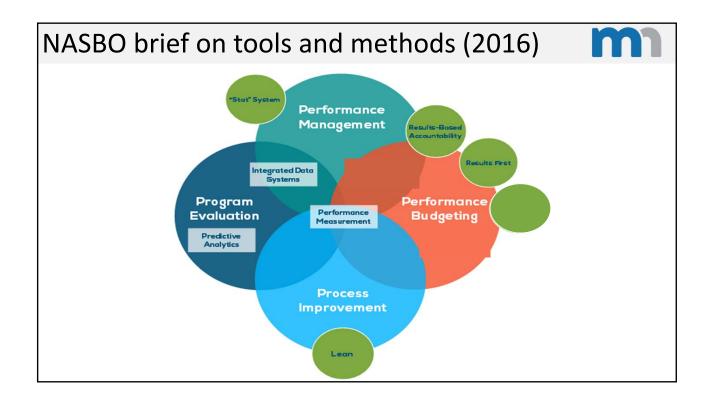
Budget Director

State of Minnesota

Pete Bernardy, PhD

Results Management Coordinator

State of Minnesota





Monthly "Stat" Meetings

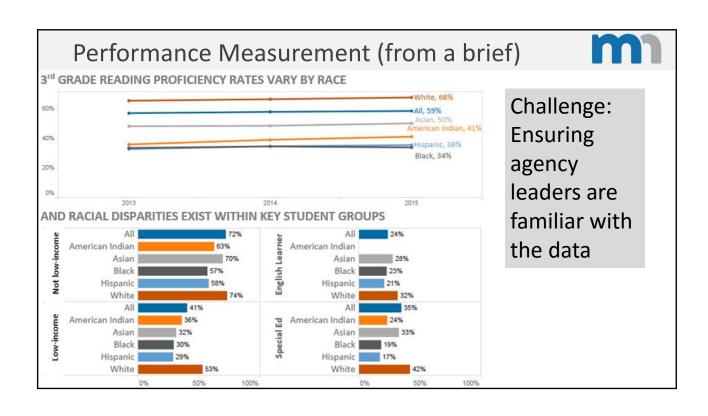


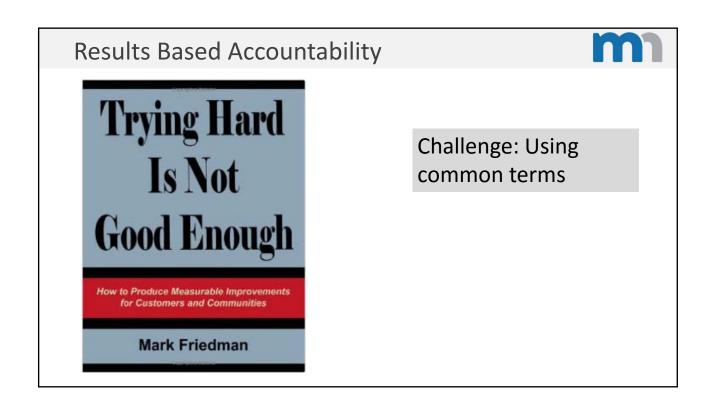
Office of Governor and Lt. Governor's

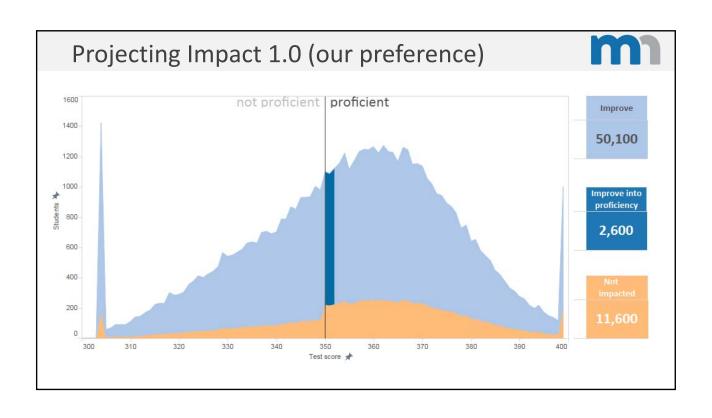
Commissioners of:

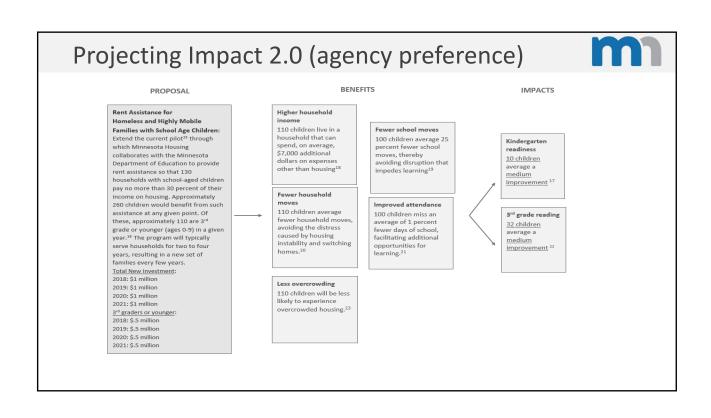
- Education
- Human Services
- Health
- Higher Education
- Employment & Economic Development
- Housing
- Management & Budget

Challenge: Facilitating succinct remarks





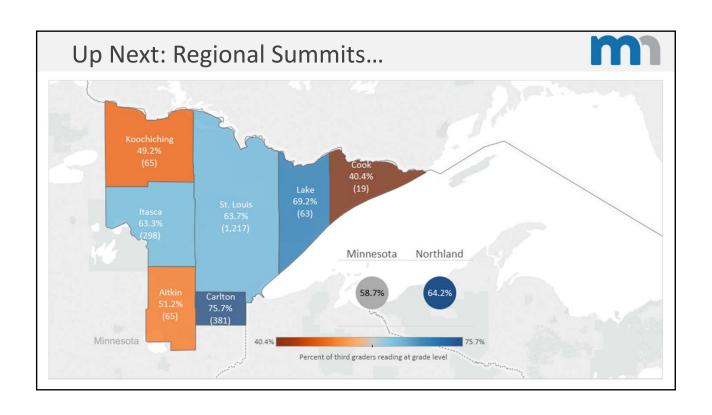


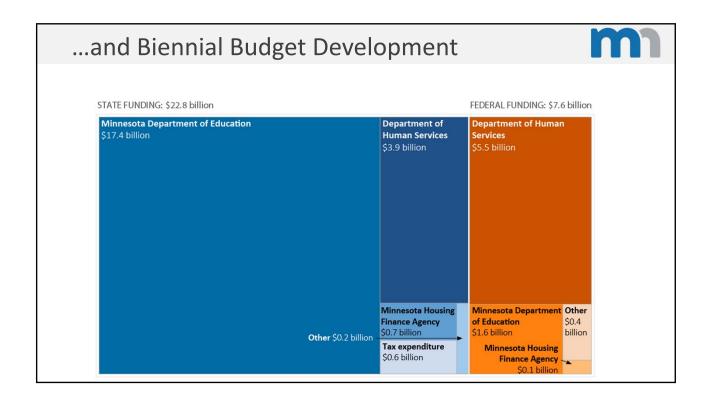


Other tools



- Integrated data systems
- Predictive analytics





Themes from our experience



- Borrow from others
- Make it relevant to your partners
- Be resilient when you stumble