

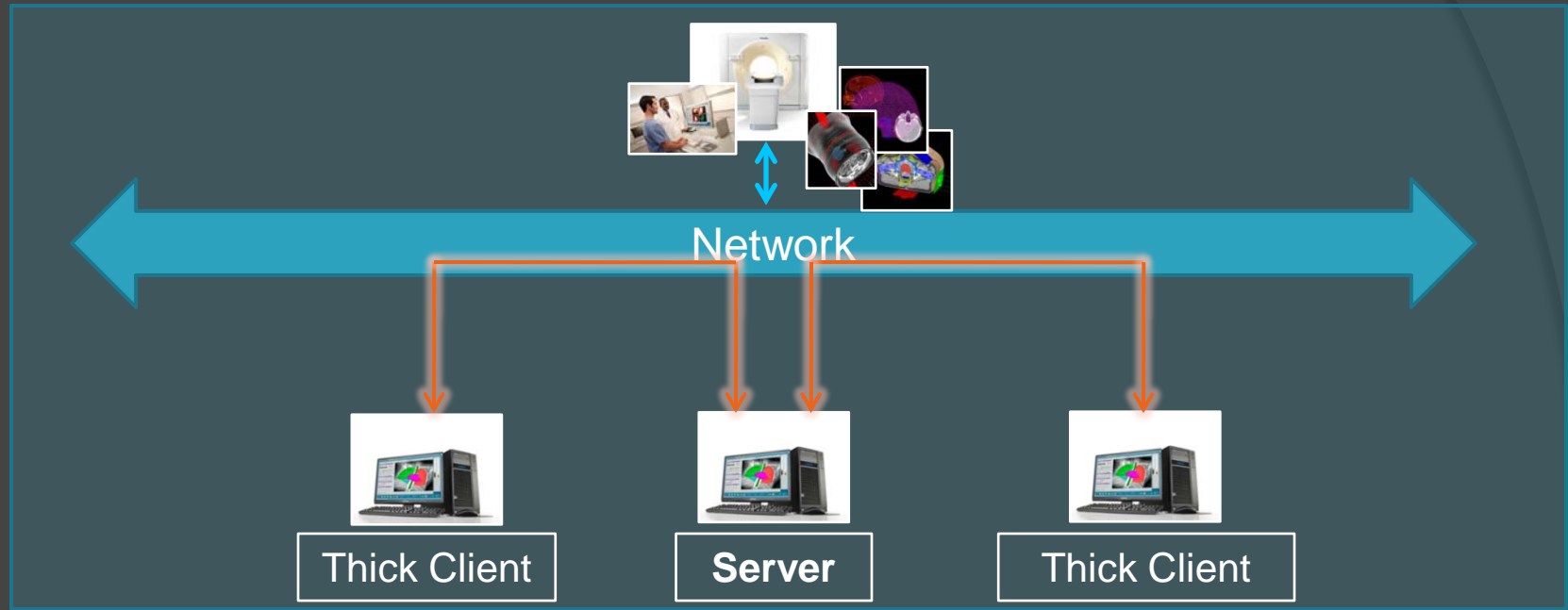
INTRODUCTION OF INFORMATION TECHNOLOGIES

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Agenda

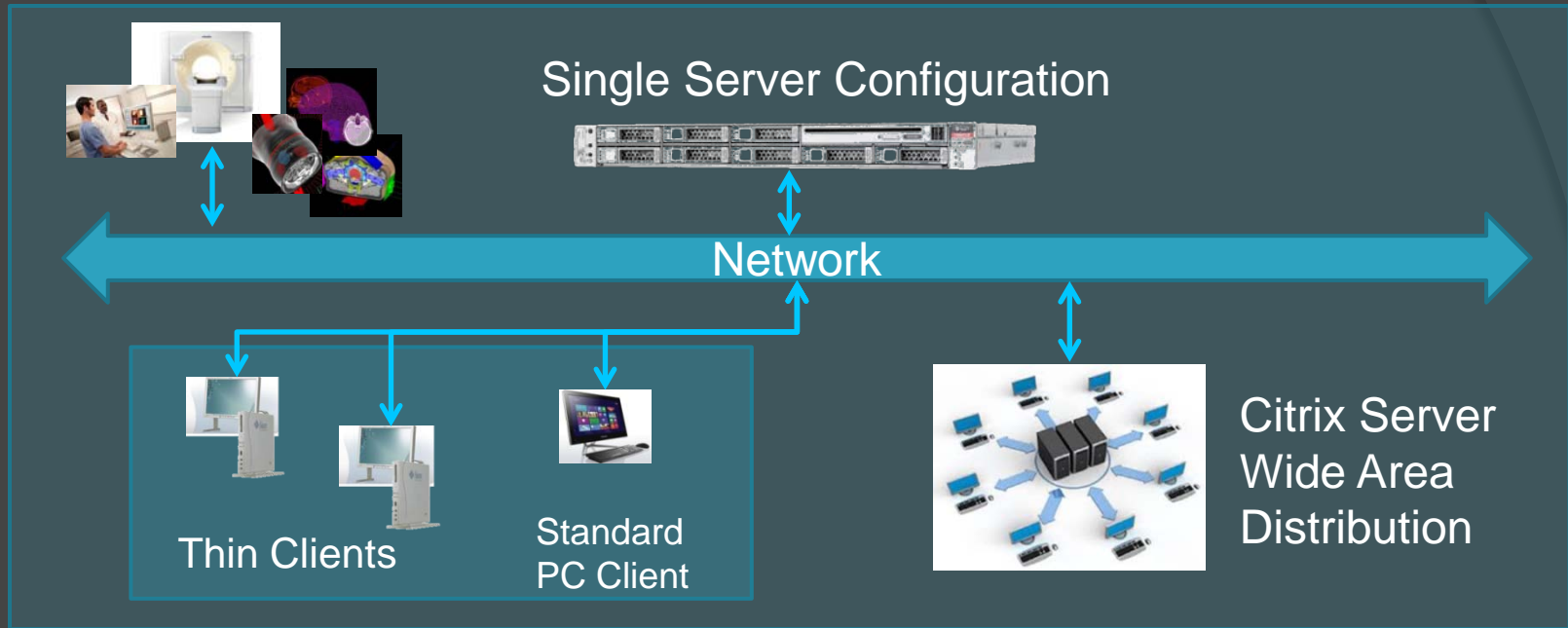
- ◉ Server/Thick Client & Centralized Processing basics
- ◉ Enterprise-level systems
- ◉ Motivation to move to Centralized Processing
- ◉ What to consider if planning a move

Traditional Server/Thick Client Architecture



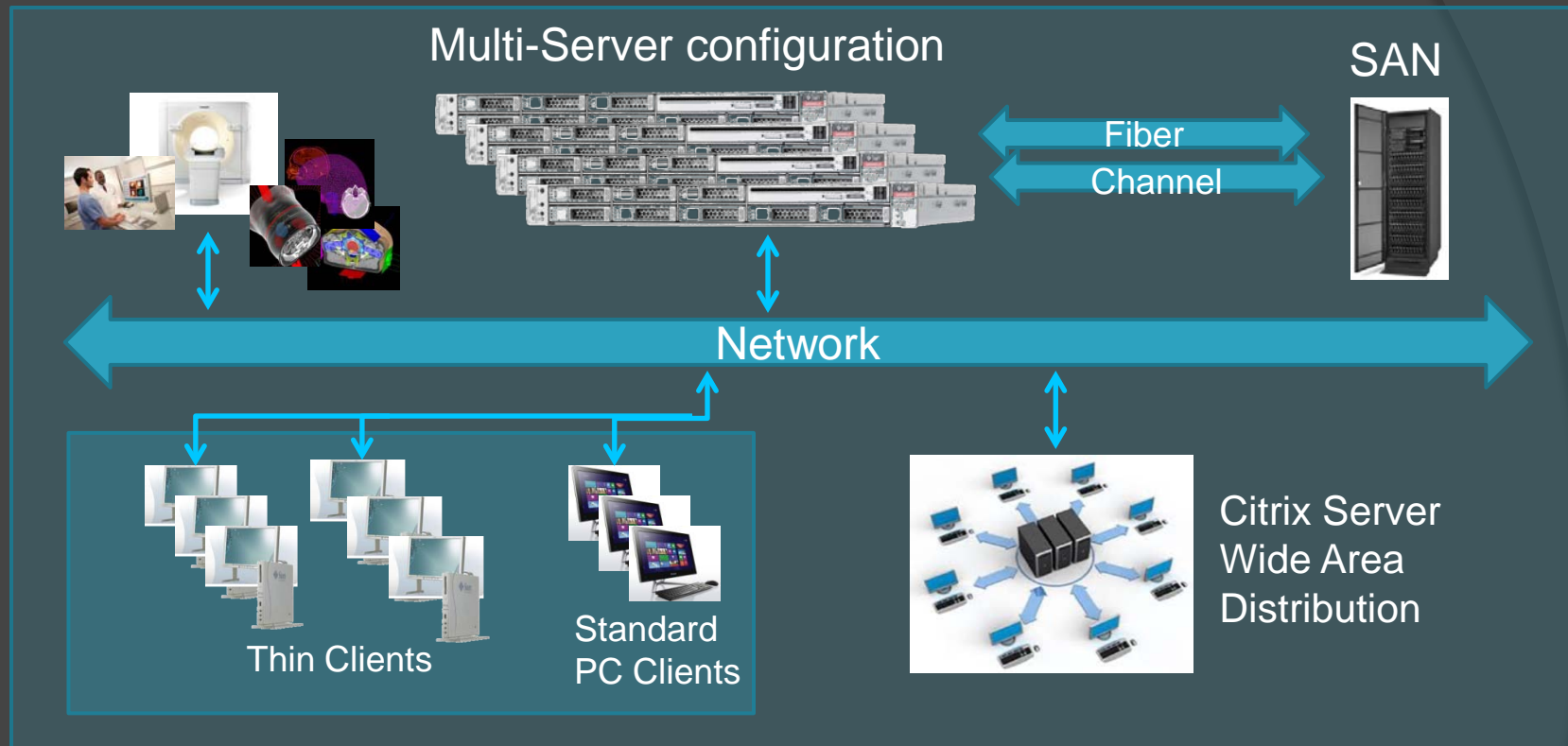
- Data moves from server to client
- Licenses reside on each client
- Maintenance on each client
- User experience is dependent on client hardware
- Each client requires upgrade to increase performance
- May require back-up from multiple systems

Centralized Processing Architecture



- Single database, accessible from all access points
- No maintenance thin clients
- No data transfer, fast
- Increased security
- User flexibility to move from workplace to workplace
- All users benefit from additional resources added
- Multi-user collaboration

Enterprise-level Systems



What is unique to these systems?

- Managed & hosted by IT department
- Data storage separate from processing servers
- High level of system redundancy
- Scalability to meet demand
- Added security

Motivation to Move to Centralized Processing

Experience

- ⦿ Consistent system experience for all
 - Performance/speed
 - Access to all licenses
- ⦿ Improved multi-user plan collaboration
- ⦿ Desktop space savings

Cost

- ⦿ More affordable to add clients
- ⦿ IT department wants to maintain the system
- ⦿ Multi-site facility flexibility
 - System configuration
 - System maintenance

What to Consider if Planning a Move

- ⦿ Where will the system reside?
- ⦿ Physical locations being supported?
- ⦿ Network infrastructure capabilities?
- ⦿ Anticipated load on the system?
- ⦿ Where will the data be stored?
 - How much storage space?
- ⦿ How to address business continuity?
 - Back-up and archival