



## ***DELIVERABLE 4.5***

### **First report on provision of usable community stakeholder outputs and meaningful scope for the CPAF, TOM and CONOPS**

#### ***Revision 1***

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## Document Summary Information

### Authors and Contributors

Initials	Name	Organisation	Role
LM	Laurence Marzell	Serco	WP4 Lead
TP	Tudor Pettengell	Serco	Enterprise Architect (EA)
CL	Christopher Lewis	Serco	Business Solution Architect
IR	Indie Rai	Serco	EA Practice Lead

### Revision History

Revision	Date	Who	Comment
1	04.03.2017	LM	Whole document
2	10.03.2017	LM	Content
3	21.03.2017	LM	Structure & Comment from Peer review

### Quality Control

Role	Date	Who	Approved/Comment
Treelogic Lead	21/03/2017	Clara Ayora Esteras	Approved
Estonian Police & Border Guard	21/03/2017	Kalvi Almosen	Approved
Project Manager	29/03/2017	Leanne Vickers	Structure Approved

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## Executive Summary: First report on provision of usable community stakeholder outputs and meaningful scope for the CPAF, TOM and CONOPS

The principal aim of this document, is to describe how the usable outputs of the CPAF (*Community Policing Architecture Framework*) and TOM (*Target Operating Model*) are structured and visualised. Then, how they are tested and will be used by the CP end users through the CPSG (*Community Policing Strategy Generator*), in turn, underpinned by the CPAG (*Community Policing Activities Glossary*). Together, these are described by the CONOPS (*Concept of Operations*).

This first report on the provision of usable community stakeholder outputs and meaningful scope for the CPAF, TOM and CONOPS, is one of two reports describing how the outputs of WP4 are being brought together for meaningful use by Community Policing (CP) end user stakeholders.

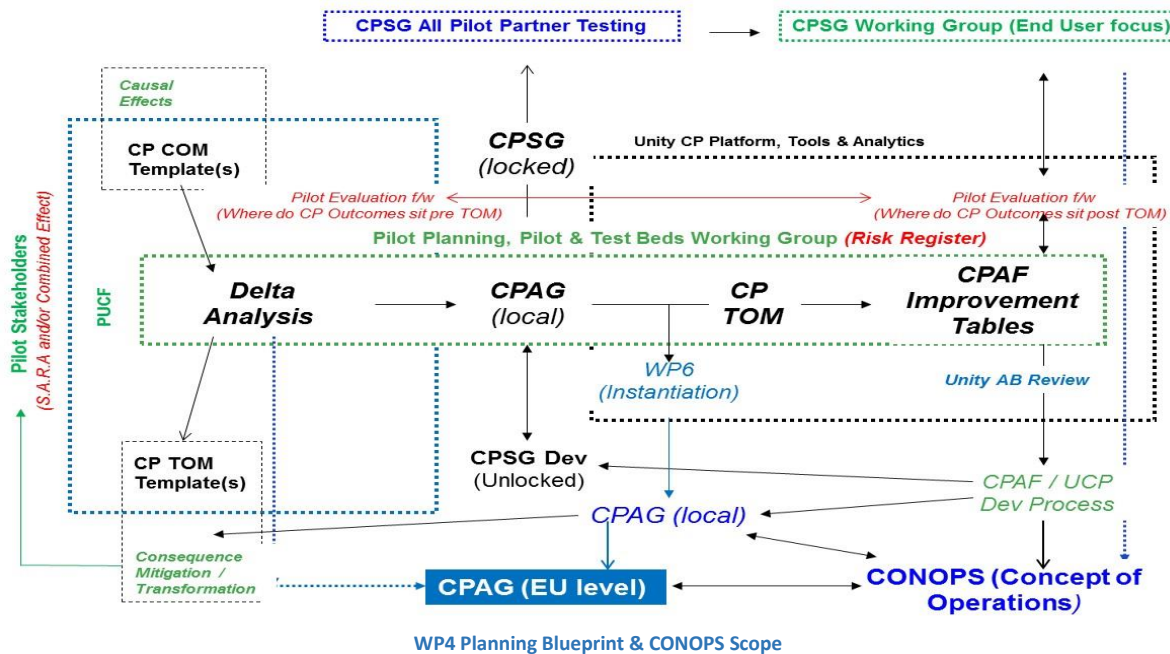
These WP4 outputs jointly outline: the CPAF (*Community Policing Architecture Framework*) including the TOM (*Target Operating Model*) and COM (*Current Operating Model*); the Delta analysis, which provides the understanding of ‘what works’ and ‘what doesn’t work’ within the COM and from which the TOM is subsequently built; then, an outline of the CPAG (*Community Policing Activities Glossary*), which provides the basis for understanding the improvements to CP at both local and EU wide levels and how these might be transformed into operational practice.

Finally, this report sets out the initial, early scope and intent of the CONOPS (*Concept of Operations*), a pre-cursor to the more detailed final description to be set out in the 2<sup>nd</sup> report, D4.8 in M33.

As the work package that provides the principal underpinning to the Unity project, WP4 is arguably the most complex and critical of the Unity WP’s. This can be clearly seen in the following WP Planning Blueprint. As such, this first D4.5 report, outlining the provision of usable outputs and meaningful scope, is the most important in describing the direction of travel that usable and meaningful CP outputs from the project will take.



**WP4 Planning Blueprint**



The components of WP4 – the COM, TOM, Delta and CPAG, have a clear structure and evidence based approach. This, along with the approach set out for testing the functionality, usability and relevance of the key CPSG interface, are robust and clearly understood by the Unity end user partners. Where local issues of instantiation (adaptation) are required, the CPAF is sufficiently flexible to accommodate these. Such adaptation will be described in both the exploitation plan and within the CONOPS.

As the project has progressed, the CPSG (*Community Policing Strategy Generator*), whilst not a formal deliverable, has been defined and developed by the University of Sheffield (SHU), Rinicom and Serco partners as the principal interface for CP end users to interrogate the CPAG for the CP improvement outputs to support changes in CP activity on the ground, both locally and at an EU wide level.

The specific aims of the CPSG are to:

- Visualise how all of the different WPs of the project are brought together within a single environment;
- Provide a means of operationalising the architectural components of Unity (e.g. supporting visualisation of the COM, TOM, Delta analysis and CPAG) for understanding what works and what doesn't work;
- Support the strategic planning of CP activities (full realisation of CP strategy is the remit of negotiation between CP stakeholders);

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- Represent the functionality, control vocabularies, methods and workflows of the existing approaches and deliverables of Unity.

Like the CPAG, upon which the CPSG is structured, in its post project post deployment form, the CPSG will, as will be defined in the exploitation plan, be adaptable by different CP Police and other LEA organisations to their own local taxonomy or relevant semantic. The objective of this developed CPSG prototype during the life of the project, is to showcase integration of the different WPs of UNITY and how they are used using a workflow approach.

The *Concept of Operations* (CONOPS) for Unity, is designed to articulate how all of the various different elements of the project come together and are operated and maintained, efficiently and effectively. Supporting the aims and objectives of the project, the CP activities of communities and, their stakeholders.

The CONOPS outlines how the CPAF – the COM, TOM, Delta analysis, CPAG and CPSG are structured, prepared and maintained, and how the technical and tools elements of the Unity Communications Platform support and enable CP improvements. The CONOPS also outlines the training concept(s) for stakeholders and their CP activities through Unity, and that associated techniques are properly prepared to achieve the greatest effect.

The scalability of the CPAF and its components, from local CP level to EU MS level, is a complex task. However, through the flexibility and robustness of the underpinning architecture of the CPAF, development of the Unity project to date shows this is proving achievable. As the project progresses through the remaining 4 pilots, with the build and content of the CPAG expanding and developing in line, as is the development and testing of the UCP and associated tools, this scalability from local to EU levels will become better understood, easier to articulate and therefore, will be able to support the Unity project become far more accomplished at communicating and exploiting the benefits.