

# Modernizing IT Funding Models

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# Rhode Island Unified Health Infrastructure Project



**UHIP debacle: R.I. to extend contract, as Deloitte agrees to more concessions**

Continuing UHIP debacle named R. I.  
Story of the Year

**RI awards Deloitte \$99 million contract to keep running UHIP**

**Childcare centers say R.I. computer glitches are costly**

**A single UHIP update kicked 5,500 Rhode Islanders off Medicaid**

**R.I. still unsure how much it will get from \$50-million Deloitte settlement**

**Deloitte again in cross fire, this time in R.I.**

**EDITORIAL: Deloitte, That is All Raimondo**

# **‘We are very sorry’: Deloitte apologizes to RI about UHIP**



# **UHIP repair cost grows**

*State must pay an additional \$30M to solve the computer system problems*

**U.S. fines R.I. \$2 million over UHIP payment errors**

**ACLU sues Rhode Island over computer benefits system delays**

Ransomware attack on Rhode Island health system exposes data of hundreds of thousands

**Rhode Island says personal information potentially stolen in RIBridges data breach**

**Ransomware gang leaks data stolen in Rhode Island's RIBridges Breach**

**Deloitte pays \$5M in connection with breach of Rhode Island benefits site**

**Hackers have posted some RIBridges data on the dark web, McKee says**

**Deloitte hit with class action lawsuits following RIBridges cyberattack, state was warned**

**A month later, Rhode Islanders still feel lingering effects of RIBridges cybersecurity attack**

*Approximately 650,000 Rhode Islanders — more than half the state's population — were potentially impacted by the breach.*

Of all government software development contracts over \$6 million, only 11% are successful (cost, schedule, performance).

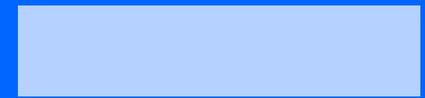
46% of systems developed across \$35 billion worth of DoD spending **failed to meet real needs** even though they met written, contractual specifications.

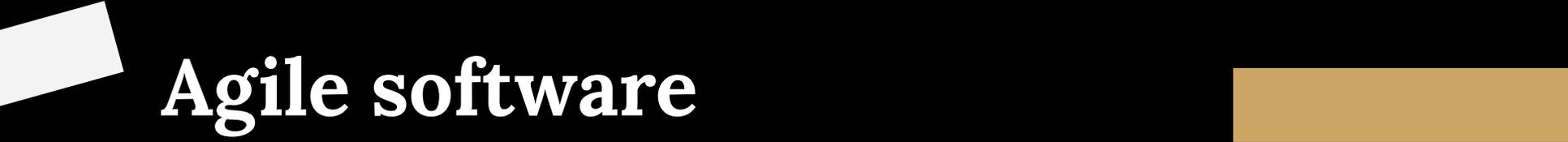
One study of 400 projects found that only 10% of traditionally-developed code was ever actually deployed. Only 2% was ever used.

The average government IT project costs **310%** of the originally estimated price.



There is a better way.



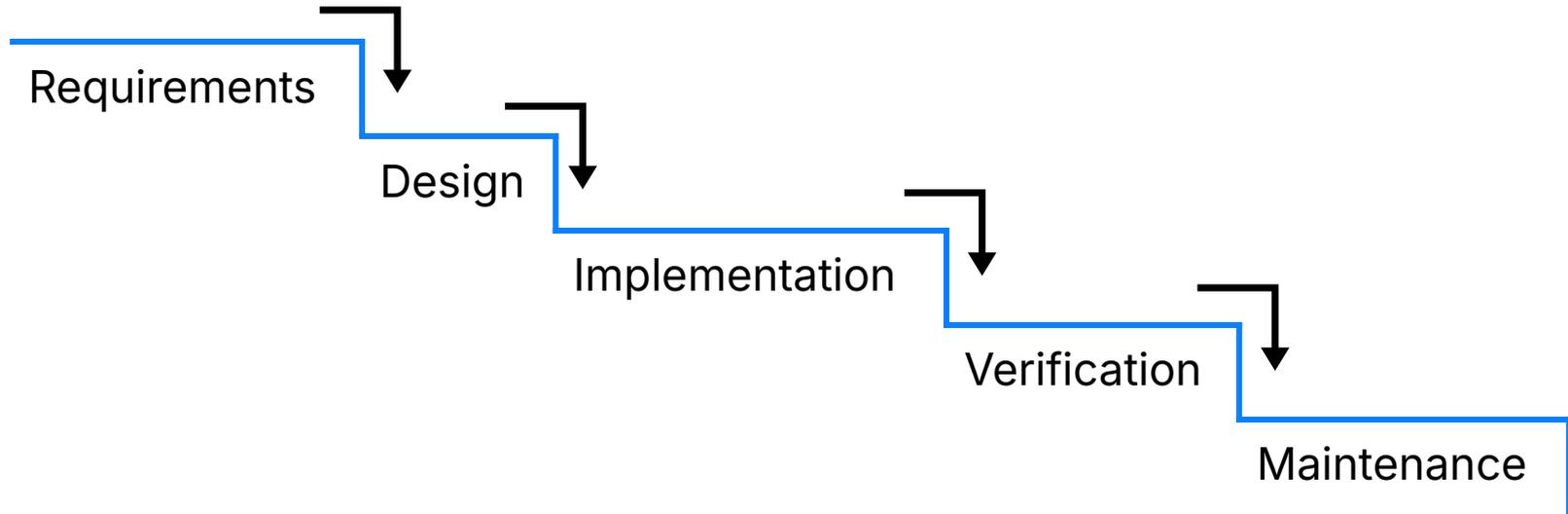


# Agile software development

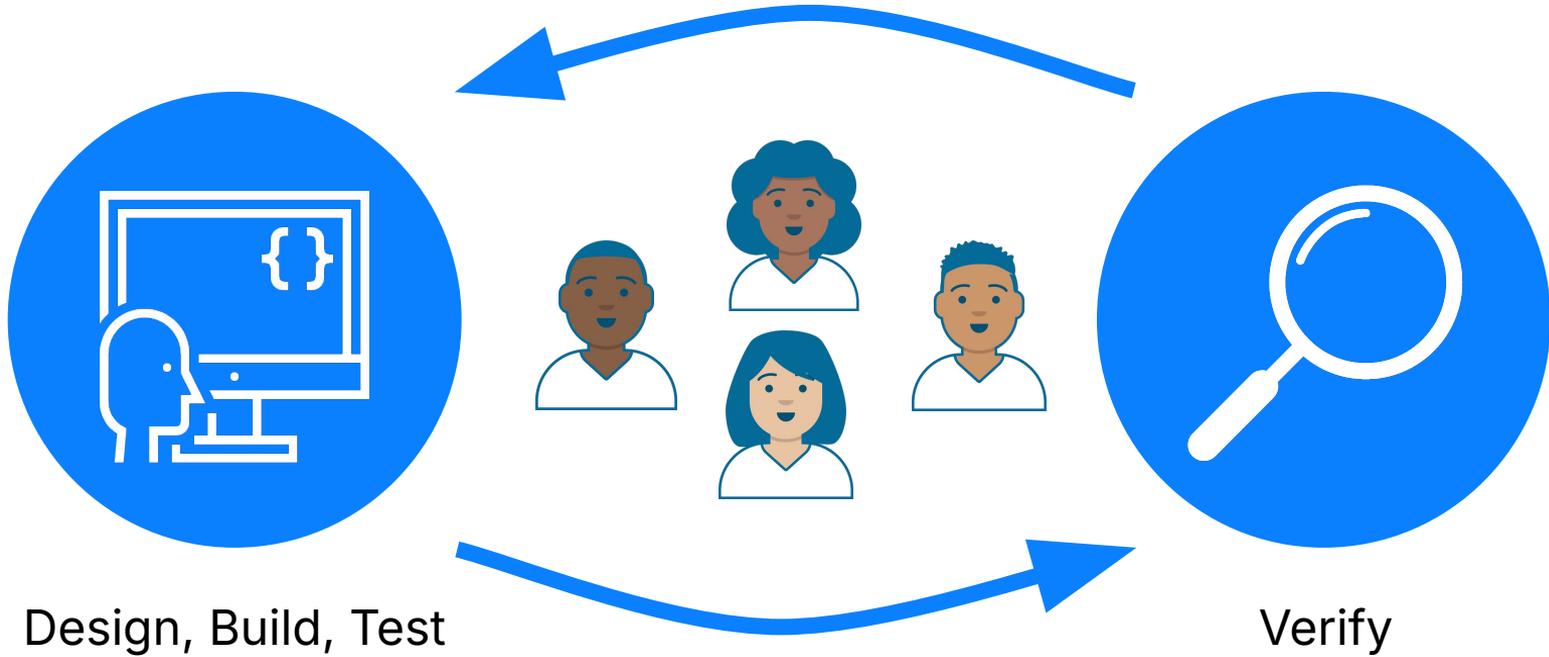
Building software with less  
risk



# Waterfall development model



# The premise of Agile





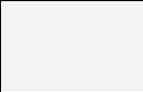
The Take-Away

**Agile facilitates *extraordinarily* tight contract oversight of vendor activities and ensures that you're getting your money's worth. It's how the whole software industry works.**



# Product ownership

Taking control of  
procurement



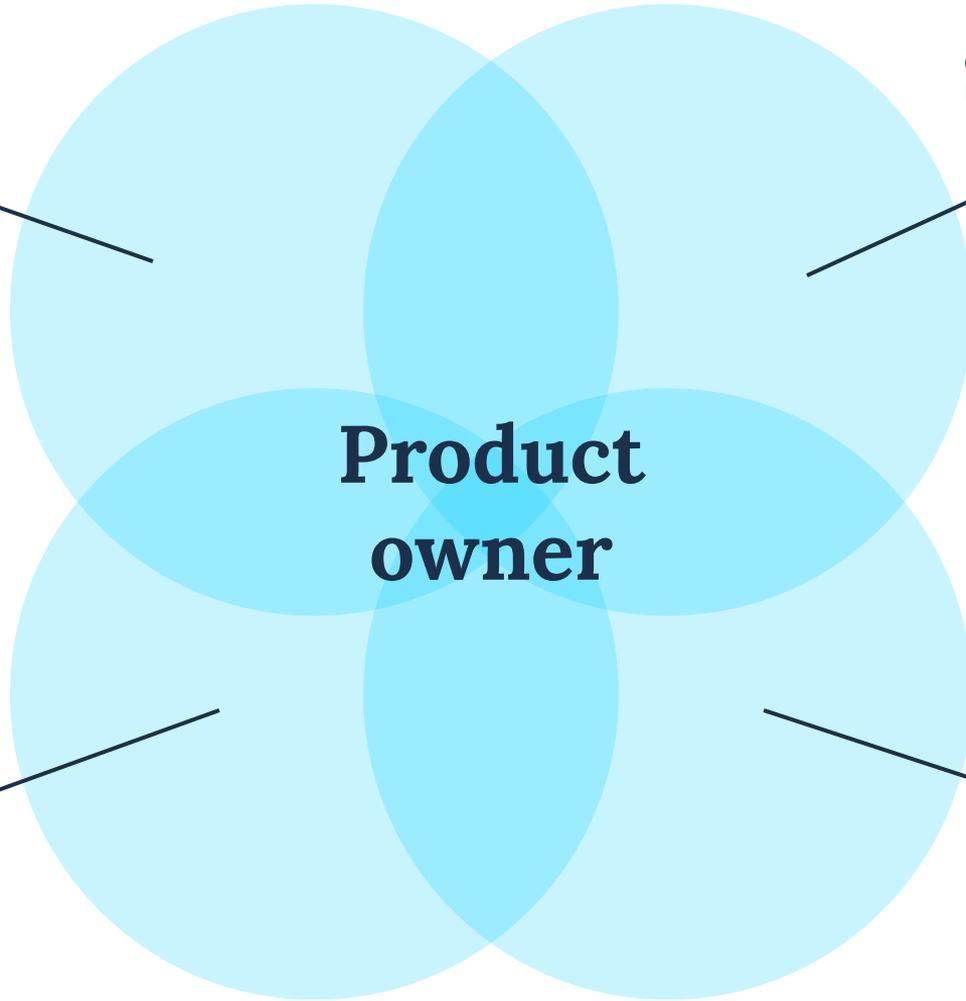
**Users**

**Stakeholders**

**Product  
owner**

**Technology**

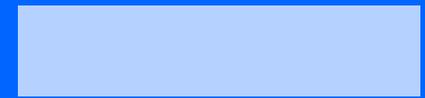
**Business**





## The Take-Away

The product owner is the fulcrum on which the success of the project hinges, the keeper of all system knowledge, the person who knows in exhausting detail exactly what the vendor is doing.





# User-centered design

Helping us understand where  
to go and why



**“Design is deciding how a thing  
should be.”**

—William Van Hecke

**User-centered design helps us design for actual humans **who will use what we're making.****



The Take-Away

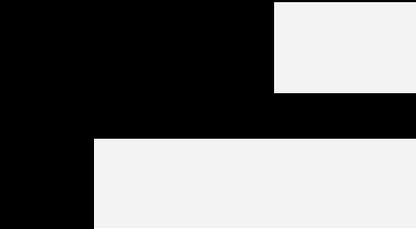
User research ensures that the vendor is doing the right work and that the system will do what you need it to do.





# Building with loosely coupled parts

Creating big systems out of  
small pieces





In software, we call interoperability standards **Application Programming Interfaces (APIs)**.

APIs expose simplicity and hide complexity.

**Your new system will eventually be your old system.**



## The Take-Away

Multiple teams or multiple vendors can work simultaneously on a system with a minimum of coordination. There's no technical need to award a single contract for a large project.



# **Agile acquisition**

Structuring contracting to  
support development



# Modular contracting

A way to create **loosely coupled** outsourcing arrangements through methods that mirror modern coding practices developed in an Agile way.

There are **two principles** to enforce to get better outcomes.

# 1

Keep contract increments **under \$10 million.**

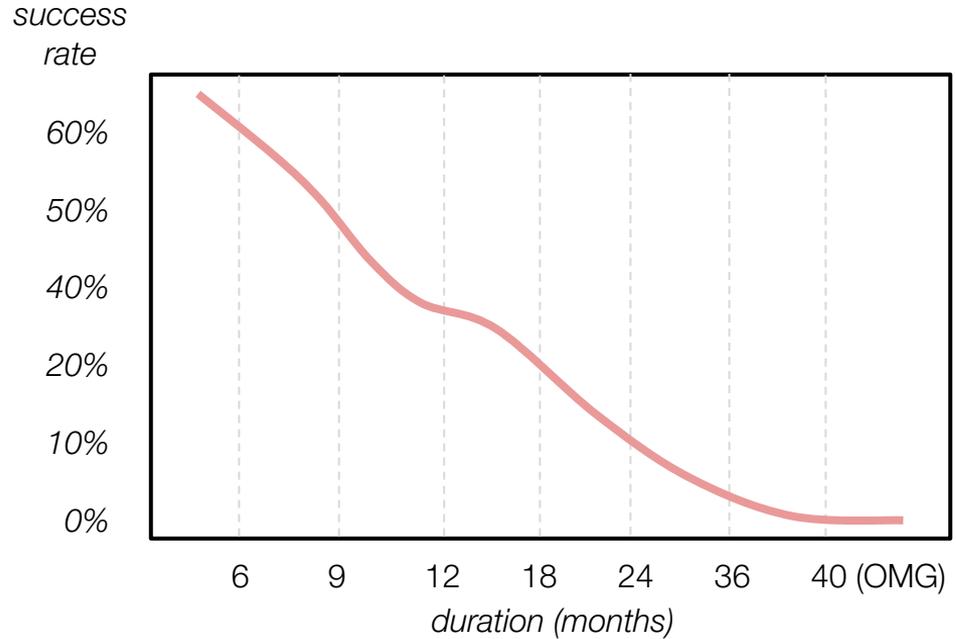
Cost <i>millions</i>	< \$0.5	\$0.5-3	\$3-6	\$6-10	> \$10
Success	61%	24%	12%	11%	6%

The more you spend, the greater your odds of failure.

# 2

Keep periods of performance short.

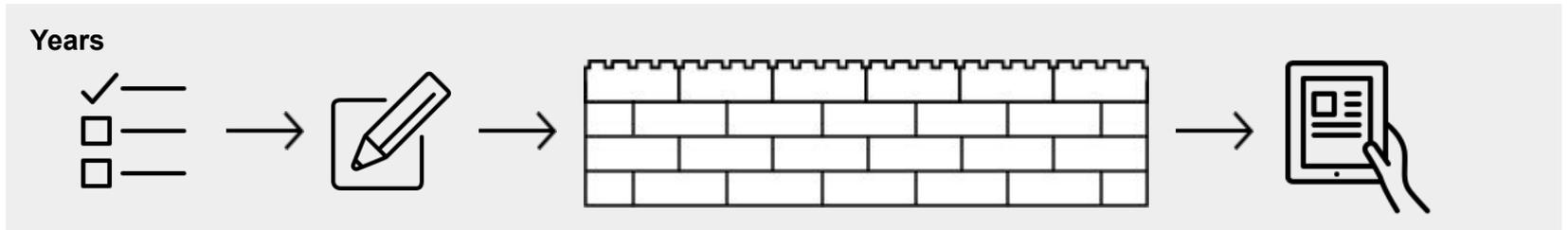
No longer than **3 calendar years** (including options).



Standish Group Study of 23,000 projects comparing project success versus duration.

# Strategy

# The traditional way of approaching procurements



# Traditional contracting

## ATTRIBUTES

**Expensive**

**Prescriptive**

**Time consuming**

**Waterfall  
development**

## OUTCOMES

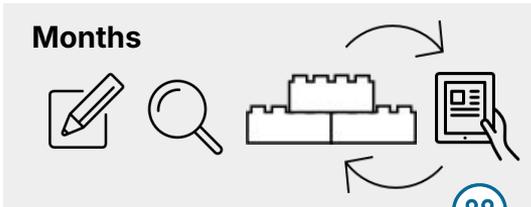
**Risky**

**No user value for a  
long time**

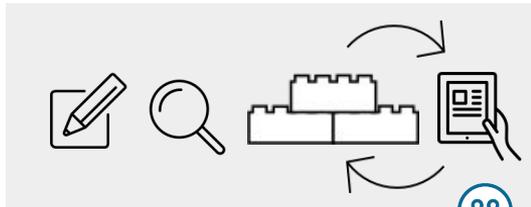
**Contract mods are  
common**

**All knowledge is with  
the vendor**

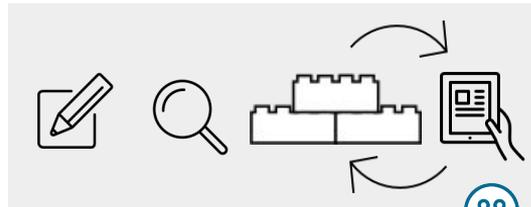
# Agile acquisition



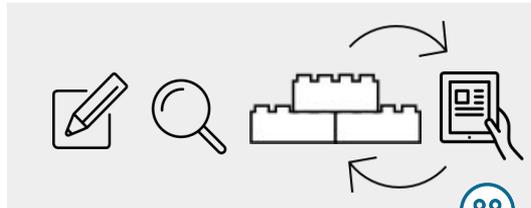
**contract module**



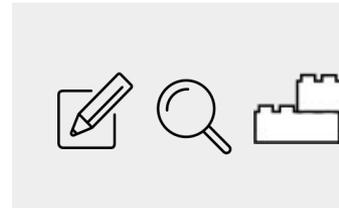
**contract module**



**contract module**



**contract module**



**contract module**

# Agile acquisition

## ATTRIBUTES

**Less expensive**

**Flexible**

**Descriptive**

**Quick acquisitions**

**Agile development**

## OUTCOMES

**Less risky**

**Frequent delivery of value to users**

**Fewer / no mods**

**Gov isn't dependent on a given vendor**



# What you can do

Legislative actions to improve  
the status quo



# How to Fail at Software Projects

- Don't conduct user research
- Define lots of requirements up front
- Sign a \$10M+ contract with a single vendor
- Conduct oversight via reports, not live software demos
- Punish projects that fail fast

# Executive actions

1. Require demos, not memos
2. Limit contracts to \$10 million and three years
3. Require user research for \$1M+ projects
4. Require a named, empowered product owner for all projects

# Legislative actions

1. Require twice-monthly demos to legislative staff
2. Empower ADS to de-risk projects
3. Allocate funding operationally



In conclusion

**If the technology fails, the  
legislation fails. So don't let the  
technology fail.**