

TNA Report WP12 - Xbox

- TNA started
 - USP available (3+2 persons)
- 1 project submitted and approved
 - 6 users,
 - 80 access hours, ongoing, commissioning underway
- more projects expected (might have 2 extra)
 - some larger projects with more users

Gersemi at FREIA	User-projects			Users supported	Units of access (1 h)
	Submitted	Selected	Supported		
Year 1 (M1-M12)	1	1	1	6	80
Foreseen for project (M1-M48)		4		64	6'000

Supported Users per User Project

- The only potential issue I can see in the longer term – and it's there due to an oversight of mine – is the 16 users per User Project, which is a very high number for the kind of work we do.
 - originally estimated 8 users per project in diverse combinations of physical and remote access (for example a typical physical user later becomes a remote user after the equipment is installed but there are some remote-only users.).
 - final estimate however is 16 users per project, based on the sum of 8 uniquely physical and 8 uniquely remote users with no overlap.
- the categories would be better labelled “physical and physical followed by remote” and “remote only”