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regulations.

State of Minnesota

A bill for an act

relating to state government; requiring involvement in user acceptance testing of

Printed
Page No.

161

HOUSE OF REPRESENTATIVES

NINETY-FIRST SESSION H. F. No. 132

01/17/2019 Authored by Masin, Vogel, Nelson, Zerwas and Sauke

The bill was read for the first time and referred to the Committee on Government Operations

04/03/2019 Adoption of Report: Placed on the General Register as Amended

Read for the Second Time

new information technology business software; proposing coding for new law in 1.3 1.4 Minnesota Statutes, chapter 16E. BE IT ENACTED BY THE LEGISLATURE OF THE STATE OF MINNESOTA: 1.5 Section 1. [16E.031] USER ACCEPTANCE TESTING. 16 Subdivision 1. **Applicability.** As used in this section: 1.7 (1) "primary user" means an employee or agent of a state agency or local unit of 1.8 government who uses an information technology business software application to perform 1.9 an official function; and 1.10 (2) "local unit of government" does not include a school district. 1.11 Subd. 2. User acceptance testing. (a) A state agency implementing a new information 1.12 technology business software application or new business software application functionality 1.13 that significantly impacts the operations of a primary user must provide opportunities for 1 14 user acceptance testing, unless the testing is deemed not feasible or necessary by the relevant 1.15 agency commissioner, in consultation with the chief information officer and representatives 1.16 of the primary user. 1.17 (b) The requirements in paragraph (a) do not apply to routine software upgrades or 1.18

application changes that are primarily intended to comply with federal law, rules, or

Section 1.