STATEMENT OF PURPOSE

The purpose of this policy is to:

- Coordinate development and growth of the institution’s mobile technology environment.
- Ensure mobile applications published under the UNLV brand reflect positively on the university.
- Ensure mobile applications meet university security requirements.

ENTITIES AFFECTED BY THIS POLICY

Entities affected by this policy include individuals planning to develop or procure a mobile application or hire a vendor to assist in the development of a mobile application.

WHO SHOULD READ THIS POLICY

Individuals planning to develop or procure a mobile application, or hire a vendor to assist in the development of a mobile application, should read this policy.
POLICY

Any campus constituent or unit planning to develop or procure a mobile application, or hire a vendor to assist in the development of a mobile application, must seek formal approval to proceed if the application meets any one of the following criteria:

- Accesses data from or pushes data to a UNLV enterprise system
- Accesses or collects data that is protected by federal or state laws/regulations, or NSHE/UNLV regulations or policies
- Requires infrastructure services managed by UNLV
- Will be branded as a UNLV product which must be done to adhere to both UNLV graphic identity standards and in accordance with the UNLV Licensing Program

Mobile applications must comply with UNLV security policies and procedures.

Refer to the Office of Information Technology’s Policies and Procedures web page at http://oit.unlv.edu/about-oit/policies for additional information including the procedures for seeking approval and how to request an exception to this policy.

RELATED DOCUMENTS

Application Development/Procurement Policy (under construction)

The UNLV Graphic Identity Standards and Licensing Program
https://www.unlv.edu/identity/licensing

Acceptable Use of Computing and Information Technology Resources Policy

Password Policy

CONTACTS

Refer to the Office of Information Technology’s Policies and Procedures web page at http://oit.unlv.edu/about-oit/policies for the procedures associated with this policy and a list of individuals who can answer questions about the policy.

DEFINITIONS

Mobile application - A software application designed to be installed and run on mobile devices such as smart phones or tablets.

Enterprise system - A large-scale application software package that supports business processes, information flows, reporting, and data analytics in complex organizations. Examples
at UNLV include but are not limited to: student information system, human resources system, finance system, course management system, identity management system, space management system, etc.

**Infrastructure services** - Information technology services including but not limited to hardware, software, database, and/or cloud systems.