

**City Charter Amendment – DOITT Chapter 48**  
**Bronx Borough Public Hearing, 05.07.19**

My name is Brian Morgan and I am a GIS professional and user in higher education.

I work for the City University of New York at Lehman College as the Senior College Laboratory Technician in my department, and my job is primarily within the GIS program. We offer undergraduate and graduate level GIS certificates as well as a Master's degree in GIS. Our Geography Bachelor's degree is also primarily concentrated in GIS.

My colleagues and I guide the very people who will be the future movers and shakers in the New York City GIS community (and beyond): students. As such, my concerns are aligned with the needs of our students, both during and after their college experience.

As information technology is continually expanding, so will the realm of GIS. With increased growth comes the ability to widen the field and open up new jobs with forward-minded agencies and businesses. Along with that comes more data and subsequent users, making up what we all hope is an active and robust network of GIS professionals. However, as the Geospatial arena increases, so does the need for a stronger infrastructure within this field, as any new or existing issues will become magnified.

I am here to express my support of the City Charter amendment proposed by GISMO to provide for improved leadership and management of geospatial information systems in New York City.

The GIS Charter amendment is important to CUNY students because it will directly impact the workplaces that our graduates are aiming to join. The required interoperability and standardization of spatial data will be key to the continued development of this technology by tomorrow's GIS professionals.

Furthermore, the appointment of a Deputy Commissioner for GIS and the creation of committees to oversee the complex terrain of open, public, and private data across the greater New York City area should serve to facilitate efficient, innovative, and productive Geospatial work in our community.

Thank you.