

DISN Information Sharing System

Overview

The Information Sharing System (ISS) supports the DoD NetOps Strategic Vision and Joint CONOPS by providing an environment for bi-directional sharing of information to achieve end-to-end situational awareness about the GIG network infrastructure, dynamic ordering of DISN products and e-bonding with suppliers and partners.

The ISS has embraced the Web 2.0 concept of sharing information, allowing many different methods of consuming and providing information. It is implemented as a separate, centralized system outside the protected boundary of the DISN OSS using industry standard web-based technologies. All DISN information tagged for sharing is published to the ISS for consumption.

The ISS provides the following information sharing services:

Content Portal – A unified information portal that provides a single point of access for obtaining information about the DISN using many methods of information dissemination

Alarm – Provides near real-time events about the DISN

Inventory – Provides operational inventory and configurations of DISN resources

Trouble Ticket – Provides trouble ticket data

Order – Provides the ability to order DISN services, equipment, and receive order status

Service Quality – Provides service level report information

Information Sharing Enabling GIG Situational Awareness



Information Content Portal

At the core of the ISS is the OSS Central to provide a common user interface for obtaining information about the DISN. The DISN OSS Central is a web portal used to obtain information from and provide information to the DISN OSS and DISN operators using an assortment of information sharing technologies to include HTML, RSS/Atom feeds, Mobile Web, Wikis, blogs, and other technologies that embody the Web 2.0 concept. It will include:

- Unified view across all content
- Personalization of views
- Integrated universal search engine
- Single Sign-on
- Self-help
- On-line social networking capabilities
- Discussion forums
- Support for the network user on the move