



## 1. Purpose

The Asset Management Standard defines technology assets. These assets include physical, virtual, software, and non-public institutional and research data assets (refer to **Executive Memorandum 42**) from receipt and inception to final disposal. It includes requirements for the maintaining of an accurate, up-to-date inventory, as well as requirements for the classification of assets based up on their value to The University of Nebraska System and its affiliates.

## 2. Scope

#### 4.1.3 Information System & Software Asset Record Minimum Attributes

Software asset records must include, at a minimum, the following attributes:

- Asset name
- Risk classification based on type(s) of data stored, processed or transmitted
- System / Asset owner
- System / Asset administrator (who is maintaining this application)
- Patch Date
- System / Asset version
- System / Asset purpose
- Hardware asset software is located on (if applicable)
- Manufacturer
- Asset status
- Number of asset licenses owned
- Number of assets deployed
- IT license type (e.g. user based, enterprise etc.)

#### 4.1.4 Asset Inventory Reconciliation

IT Asset Owners must periodically reconcile assets within the asset management system to e0 g(r)8(s )3(m)8(u)6(st)-21( p)9(e)6(r)



## 7. Related Information

The following is a listing of related Policies, Executive Memoranda, Standards, Controls, and Procedures.

NIST 800-53  
NIST 800-171  
NU Executive Memorandum 16  
NU Executive Memorandum 26  
NU Executive Memorandum 41  
NU Executive Memorandum 42

University-Wide Policies & Guidelines - <https://nebraska.edu/offices-policies/policies>  
ITS-00 Information Technology Definitions and Roles  
ITS Knowledge Base - <https://uofnebraska.sharepoint.com/sites/NU-ITS/KB>

## 8. Approvals and Revision History

Approval of this Standard:

	Name	Title	Date
Authored by:	Richard Haugerud	IT CISO	08/08/2022
Approved by:	Bret Blackman	IT CIO	08/08/2022

Revision history of this Standard:

Version	Date	Description
1.0	08/08/2022	Initial Standard Published