

IAITAM CERTIFIED HARDWARE ASSET MANAGEMENT PROFESSIONAL

Certified Hardware Asset Management Professional

There are so many ways that Hardware Asset Management can benefit an organisation, and in today's uncertain economy where IT budgets are being reduced, finding savings are more important than ever.

An increasing number of organisations are educating their staff and implementing the business practices necessary to maximise their expenditure. The best measure of success for the Hardware Asset Manager is capturing cost savings and inevitably uncovering unnecessary expenditure, which can be subsequently reallocated to other projects within the organisation.

The Agenda

Designed to address the numerous issues plaguing professionals in managing hardware assets, the IAITAM Certified Hardware Asset Management Professional (CHAMP) training course follows the lifecycle of IT hardware assets beyond the scope of the cradle to grave analogy. It discusses the business practices that can be best used to manage those assets efficiently and cost effectively, with an emphasis on identifying the policies that enhance lifecycle management.

As a rule, policies should be developed by a cross-section of the departments impacted, and are most effective when they are frequently reviewed and consistently communicated and enforced.



Where to Start - Let CHAMP Guide You

This two-day training course exposes the attendee to numerous concepts for ITAM that are relevant for both direct application and as a means of discussion, for those persons who will implement, manage and direct ITAM initiatives for their organisation.

The CHAMP training course consists of the following components:

- Course material
- Study guide
- Course presentation slide book
- Daily instructor-led presentation and interaction with attendees (administered in-person or online)
- Optional CHAMP comprehensive online examination necessary for achieving the CHAMP Certification (1/2 day test)



The International SAM Institute is part of the Crayon Group.