- (IV) PRIVATE AND PUBLIC PARTICIPANTS IN DEVELOPMENT AND USE OF HIGH-SPEED COMPUTER NETWORKING;
- (V) FOSTERING AFFINITIES AND COMBINATIONS OF NETWORK USERS TO ENHANCE ECONOMIC AND TECHNOLOGICAL DEVELOPMENT;
- (VI) PROVIDING INCENTIVES FOR ENHANCING COMPUTING RESOURCES AT THE STATE'S INSTITUTIONS OF HIGHER LEARNING; AND
- (VII) ENCOURAGING THE DEVELOPMENT OF UNIFORM, ECONOMICALLY REASONABLE COST STRUCTURES FOR ACCESS TO HIGH-SPEED COMPUTER NETWORKING ACROSS THE STATE;
- (5) CONDUCT HEARINGS TO SOLICIT COMMENTS AND RECOMMENDATIONS FROM FEDERAL, STATE, AND LOCAL UNITS, INTERESTED PARTIES, AND THE PUBLIC ON HIGH-SPEED COMPUTER NETWORK DEVELOPMENT ISSUES STUDIED BY THE TASK FORCE;
- (6) GUIDE IMPLEMENTATION OF THE TASK FORCE'S RECOMMENDATIONS, DETERMINE WHETHER:
- (I) BUDGET PROVISIONS AND AMENDMENTS SHOULD BE DEVELOPED FOR INCLUSION IN THE STATE BUDGETS FOR FISCAL YEARS 2000, 2001, AND FOLLOWING, AND, IF SO, DRAFT RECOMMENDATIONS FOR THOSE BUDGETS;
- (II) LEGISLATION SHOULD BE INTRODUCED IN THE 1999 OR 2000 SESSION OF THE GENERAL ASSEMBLY TO IMPLEMENT THE RECOMMENDATIONS OF THE TASK FORCE AND, IF SO, DRAFT A MODEL FOR THE LEGISLATION; AND
- (III) PROGRAMMATIC CHANGES IN STATE PROCUREMENT OR OTHER AREAS SHOULD BE IMPLEMENTED BY REGULATION AND, IF SO, DRAFT A MODEL FOR THE REGULATION; AND
 - (7) CONSIDER ANY OTHER PERTINENT ISSUES.
 - (I) THE DEPARTMENT SHALL PROVIDE STAFF SUPPORT TO THE TASK FORCE.
- (J) (1) THE TASK FORCE SHALL COORDINATE ITS EFFORTS WITH OTHER STATE UNITS INVOLVED IN THE DEVELOPMENT OF THE STATE'S COMPUTING RESOURCES, INCLUDING THE DEPARTMENT AND THE STATE INFORMATION TECHNOLOGY BOARD.
- (2) STATE AND LOCAL GOVERNMENTS AND UNITS SHALL COOPERATE FULLY WITH THE TASK FORCE TO ASSIST IN ITS WORK.
- (K) AS NEEDED TO COMPLETE ITS WORK, THE TASK FORCE MAY HIRE CONSULTANTS OR EXPERTS TO ASSIST IT IN COMPLETING ITS WORK.
- (L) THE TASK FORCE SHALL ISSUE TO THE GOVERNOR AND, SUBJECT TO § 2–1246 OF THE STATE GOVERNMENT ARTICLE, TO THE GENERAL ASSEMBLY:
 - (1) AN INITIAL REPORT ON OR BEFORE JANUARY 1, 1999; AND