# Asset Manager Overview

Digital management of assets



Asset Manager Overview 2

## 1. What problem does this module address?

Schools are required to manage school assets & items that are fixed and purchased for the school. The accuracy of asset data is fundamental to the successful running of the school asset register for budget and financial management systems. Schools regularly need to access, reconcile, stocktake & report on this information for operational requirements.

Asset Manager can be a standalone asset management system that can link to your FMS (Financial Management System). The process is streamlined and can follow rules that mirror the school's procedures and policy around school's asset management. Asset Manager provides administrators with a familiar environment to streamline compliance & maintenance.

### 2. How does Sentral help solve this?

#### The Asset Module:

- Track school assets (current, lost/stolen, damaged or pending) according to various categories to run maintenance checks, stocktakes and insurance checks.
- A simplified solution helping schools to establish workflows for designated approvers.
- · Establishing rules and criteria for particular assets
- · Save time, knowing assets are online and can be exported for registered, monitored and assessed.
- · Ability to import Assets and sync with FMS
- · Notification to users on creation of assets
- Reconcile assets against the GL (general ledger) to keep a track of assets and items.
- Ensures insurance detail, maintenance and stocktake for assets is digitalised.
- Relevant information from Assets Manager can assist with Purchase Orders, Resource Booking and Issue Tracking data.

# 3. Who will use and get value from this Module?

The Asset Manager module will be used by finance managers & administrative staff who handle the processing and approval of assets and purchase orders. A deep understanding of current school policies and procedures is essential to ensure data is consistently captured, centralised, transparent with efficiency between teams.







