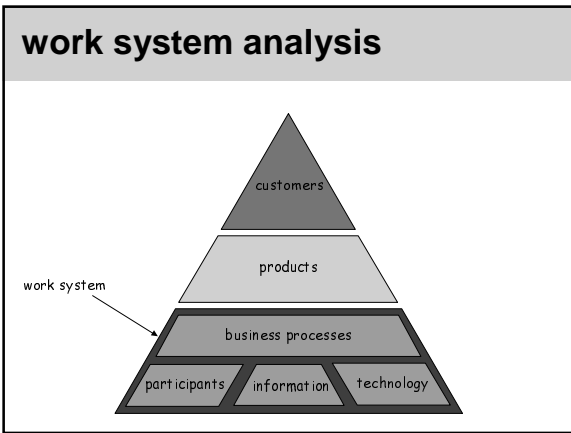


organisations

- arrangements of people and processes that achieve collective action
- organisational life is about managing diversity
 - an organisation competes with others
 - organisations are made up of different groups and different people with different agendas
 - the trick
 - aligning personal welfare with organisational welfare

alter's view

- organisations are *systems*
 - “a set of interacting components that operate together to accomplish a purpose”
 - focus on: separation and interconnection
 - examples: manufacturing; retail
- five aspects of systems
 - set of components with some defined *purpose*
 - operating within *boundaries*
 - that separate it from the *environment*
 - transforming some set of *inputs*
 - into *outputs*



achieving collective action

- first, deciding what to do
 - ensuring an adequate basis to make decisions
 - Mintzberg's observation about executives
 - achieving consensus
- then, putting it into action
 - communicating decision
 - executing actions
 - ensuring coordination
 - monitoring effectiveness

decision-making

- organisations turn information into decisions
 - decisions have both winners and losers
 - the critical issue is decision-making authority
 - organisational structures manage authority
 - the colocation of authority to responsibility
- the absence of perfect information
 - bounded rationality and satisficing

the role of information systems

- organisations depend critically on information
 - monitoring internal actions
 - building models of past and future performance
 - systematic management is a novel invention
- information systems extend organisational scope
 - improved information processing
 - improved coordination

the role of information systems

- information systems *measure*
 - internal and external factors
- information systems *control*
 - enforce processes and procedures
- information systems *communicate*
 - distribute information between people
- information systems *process*
 - information begets information...

performance and competition

- goal is making organisation more competitive
- models of competition
 - basic competitive strategies
 - cost leadership, product leadership, niche focus
 - Bakos & Treacy
 - bargaining power
 - switching costs, search costs, unique features
 - comparative efficiency
 - internal efficiency, interorganisational efficiency
- how do information systems contribute?

process-based systems

- processes regularise organisational action
 - monitoring, measuring, standardising
- process systems encode processes
 - monitor progress
 - enforce compliance
 - ease coordination
- but...
 - exception management?
 - people may have to step outside bounds of system
 - this may or may not be possible
 - mindless automatons?
 - the accuracy of the process model

communication systems

- extending organisational reach
 - communication supports coordination
 - communication supports integration
- different roles
 - the imagined role of email
 - communicating decisions
 - the practical role
 - sharing information
 - peer to peer communication & networking
 - new structures emerge...

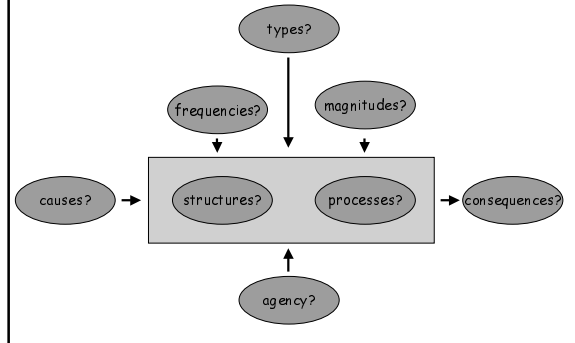
designing information systems

- finding out what's going on
 - people generally can't tell you what they want
 - because they don't know what they can get
 - you need to develop requirements jointly
 - systems need to fit with what people do
 - it's about their needs, not your clever design
 - what people tell you isn't always what they do
 - often, people don't know what they do
 - real detail is often invisible and unnoticed
 - or people think, "that's not important"
 - if you want to find out, *GO AND LOOK*

ethnographic investigation

- draw on techniques from anthropology
 - ethnography is a method for conducting fieldwork
 - intensive observation
 - interviewing
 - this is a qualitative method
 - designed to find out what's there, not to measure it
 - quantitative methods help you answer specific questions
 - qualitative methods help you figure out what the questions are
 - focus is not just what people do but what they experience
 - getting the member's (user's) point-of-view

eight questions



designing information systems

- planning
 - it's easier & cheaper to catch problems early
 - planning is an opportunity to anticipate and test
 - also – getting political buy-in
 - cost-benefit analysis
 - one form of analysis for system planning
 - figure out the costs, figure out the benefits, compare
 - advantages: clear-cut, forces you to think things through
 - disadvantages: not everything easily expressed in monetary terms, intangibles and knock-on costs, etc
- need to accommodate entire system lifecycle
 - how will system change over time?
 - scalability, modularity, flexibility, evolution

information management

- databases
 - the point of putting stuff in is to get it out
- what sorts of queries might we want?
- what needs to be true to support them?
 - key field
 - uniquely identify a record
 - tie together different records

information management

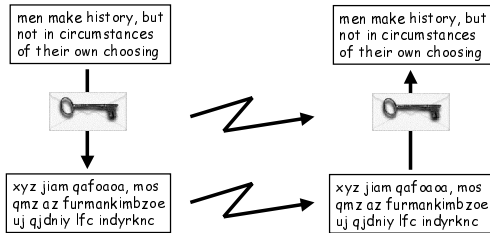
- normalisation
 - canonical forms of database structure
 - maximise processing efficiency
 - minimise redundancy and potential inconsistency
 - first normal form
 - eliminate repeating groups
 - second normal form
 - no non-key attributes dependent on *part of key*
 - third normal form
 - no non-key attributes dependent on non-key attributes

security

- managing risk
 - risks from accidental sources
 - system failure, loss, damage
 - risks from intentional sources
 - theft, malicious damage
- there's always risk
 - manage, not eliminate
 - allow people to make an informed judgement
 - encryption
 - identification
 - reducing opportunities for failure

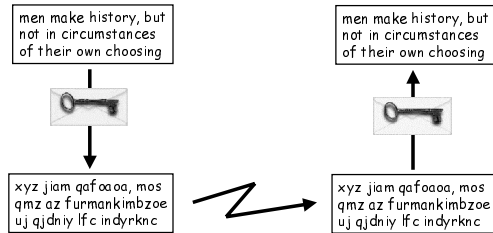
cryptosystems

- private key encryption



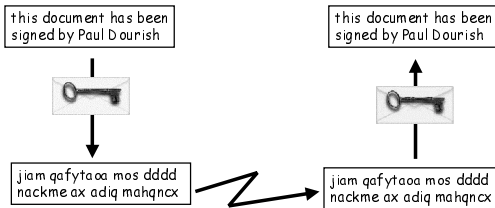
cryptosystems

- public key encryption
 - encrypt with the RECIPIENT's public key



cryptosystems

- public key encryption – digital signature
 - encrypt with YOUR OWN private key



electronic commerce

- ecommerce brings lots of these ideas together
 - commerce always had an information component
 - questions for ecommerce:
 - improving the use of the information
 - replacing the physical aspects of traditional commerce
 - information use
 - personalisation, integration, demand aggregation
 - payment systems
 - credit cards, digital cash, micropayments, subscription

the fundamental concepts

- diversity
 - internally to an organisation
 - the organisation and its operating environment
- structure
 - decision-making and authority
- information and information systems
 - monitoring, predicting
 - control
 - making it *fit*

next time

Good luck!