Management Information Systems: Managing the Digital Firm

Seventeenth Edition



Chapter 3

Information Systems, Organizations, and Strategy

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Learning Objectives

- 3.1 Which features of organizations do managers need to know about to build and use information systems successfully?
- 3.2 What is the impact of information systems on organizations?
- 3.3 How do Porter's competitive forces model, the value chain model, synergies, core competencies, and network economics help companies develop competitive strategies using information systems?
- **3.4** What are the challenges posed by strategic information systems, and how should they be addressed?
- 3.5 How will MIS help my career?

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Video Cases

Case 1: GE Becomes a Digital Firm: The Emerging Industrial Internet

Case 2: National Basketball Association: Competing on Global Delivery with Akamai OS Streaming

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Walmart's New Supercenter Strategy (1 of 2)

- Problem
 - Opportunities from new technology
 - Large geographic footprint
 - Powerful competition
 - High costs
- Solutions
 - Determine business strategy
 - Design new products and services
 - Integrate multiple lines of business
 - Optimize in-store experience
 - Edge computing

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Walmart's new Supercenter Strategy (2 of 2)

- Supercenter systems expedite ordering and shipping; provides new in-store services, warehousing for third-party sellers, targeted brand online ads
- · Increases revenue and service
- · Illustrates how information systems help business compete
- Demonstrates IT's role in helping organizations strengthen their competitive strategies by using new technologies

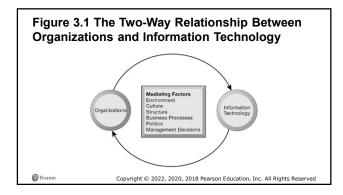
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The Relationship Between Organizations and Information Technology

- · Information technology and organizations influence each other
 - Relationship influenced by organization's
 - Structure
 - Business processes
 - Politics
 - Culture
 - Environment
 - Management decisions

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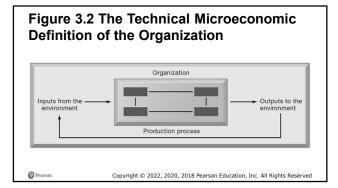


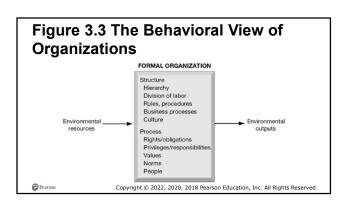
What Is an Organization?

- · Technical definition
 - Formal social structure that processes resources from environment to produce outputs
 - A formal legal entity with internal rules and procedures, as well as a social structure
- · Behavioral definition
 - A collection of rights, privileges, obligations, and responsibilities that is delicately balanced over a period of time through conflict and conflict resolution

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Features of Organizations

- · Use of hierarchical structure
- Accountability, authority in system of impartial decision making
- Adherence to principle of efficiency
- · Routines and business processes
- Organizational politics, culture, environments, and structures

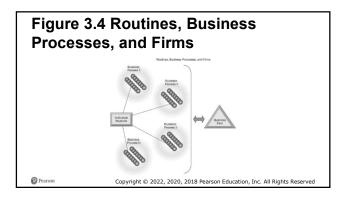
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Routines and Business Processes

- Routines (standard operating procedures)
 - Precise rules, procedures, and practices developed to cope with virtually all expected situations
- Business processes: Collections of routines
- · Business firm: Collection of business processes

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Organizational Politics

- Divergent viewpoints lead to political struggle, competition, and conflict
- · Political resistance greatly hampers organizational change

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Organizational Culture

- Encompasses set of assumptions that define goal and product
 - What products the organization should produce
 - How and where it should be produced
 - For whom the products should be produced
- May be powerful unifying force as well as restraint on change

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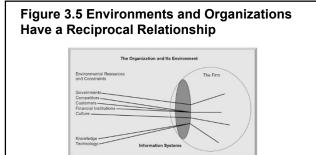
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Organizational Environments

- Organizations and environments have a reciprocal relationship
- Organizations are open to, and dependent on, the social and physical environment
- Organizations can influence their environments
- Environments generally change faster than organizations
- Information systems can be instrument of environmental scanning, act as a lens

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Disruptive Technologies

- Substitute products that perform as well as or better than existing product
- Technology that brings sweeping change to businesses, industries, markets
- Examples: personal computers, smartphones, Big Data, artificial intelligence, the Internet
- · First movers and fast followers
 - First movers—inventors of disruptive technologies
 - Fast followers—firms with the size and resources to capitalize on that technology

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Organizational Structure

- Five basic kinds of organizational structure (Mintzberg)
 - Entrepreneurial
 - Machine bureaucracy
 - Divisionalized bureaucracy
 - Professional bureaucracy
 - Adhocracy
- · Information system often reflects organizational structure

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Other Organizational Features

- Goals
 - Coercive, utilitarian, normative, and so on
- Constituencies
- · Leadership styles
- · Types of tasks
- · Different environments

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Economic Impacts

- IT changes relative costs of capital and the costs of information
- Information systems technology is a factor of production, like capital and labor
- IT affects the cost and quality of information and changes economics of information
 - Information technology helps firms contract in size because it can reduce transaction costs (the cost of participating in markets)
 - Outsourcing

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Transaction Cost Theory

- Firms seek to economize on transaction costs (the costs of participating in markets)
 - Vertical integration, hiring more employees, buying suppliers and distributors
- IT lowers market transaction costs, making it worthwhile for firms to transact with other firms rather than grow the number of employees

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Agency Theory

- Firm is nexus of contracts among self-interested parties requiring supervision
- Firms experience agency costs (the cost of managing and supervising) which rise as firm grows
- IT can reduce agency costs, making it possible for firms to grow without adding to the costs of supervising, and without adding employees

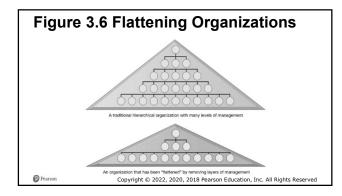
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Organizational and Behavioral Impacts

- · IT flattens organizations
 - Decision making is pushed to lower levels
 - Fewer managers are needed (IT enables faster decision making and increases span of control)
- Postindustrial organizations
 - Organizations flatten because in postindustrial societies, authority increasingly relies on knowledge and competence rather than formal positions

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Understanding Organizational Resistance to Change

- Information systems become bound up in organizational politics because they influence access to a key resource—information
- Information systems potentially change an organization's structure, culture, politics, and work
- · Four factors
 - Nature of the innovation
 - Structure of organization
 - Culture of organization
 - Tasks affected by innovation

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The Internet and Organizations

- The Internet increases the accessibility, storage, and distribution of information and knowledge for organizations
- The Internet can greatly lower transaction and agency costs
 - Example: Large firm delivers internal manuals to employees via a corporate website, saving millions of dollars in distribution costs

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Implications for the Design and Understanding of Information Systems

- Organizational factors in planning a new system:
 - Environment
 - Structure
 - Hierarchy, specialization, routines, business processes
 - Culture and politics
 - Type of organization and style of leadership
 - Main interest groups affected by system; attitudes of end users
 - Tasks, decisions, and business processes the system will assist

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Porter's Competitive Forces Model (1 of 3)

- · Why do some firms become leaders in their industry?
- Michael Porter's competitive forces model
 - Provides general view of firm, its competitors, and environment
- · Five competitive forces shape fate of firm:
 - Traditional competitors
 - New market entrants
 - Substitute products and services
 - Customers
- Suppliers

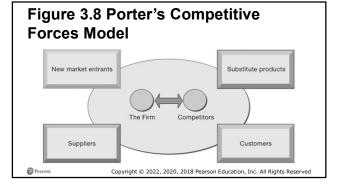
Porter's Competitive Forces Model (2 of 3)

- · Traditional competitors
 - All firms share market space with competitors who are continuously devising new products, services, efficiencies, and switching costs
- · New market entrants
 - Some industries have high barriers to entry, for example, computer chip business
 - New companies have new equipment, younger workers, but little brand recognition
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Porter's Competitive Forces Model (3 of 3)

- · Substitute products and services
 - Substitutes customers might use if your prices become too high, for example, iTunes substitutes for CD s
- Customers
 - Can customers easily switch to competitor's products? Can they force businesses to compete on price alone in transparent
- Suppliers
 - Market power of suppliers when firm cannot raise prices as fast as suppliers

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Information System Strategies for Dealing with Competitive Forces (1 of 3)

- · Four generic strategies for dealing with competitive forces, enabled by using IT:
 - Low-cost leadership
 - Product differentiation
 - Focus on market niche
 - Strengthen customer and supplier intimacy

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Information System Strategies for Dealing with Competitive Forces (2 of 3)

- · Low-cost leadership
 - Produce products and services at a lower price than competitors
 - Example: Walmart's efficient customer response system
- · Product differentiation
 - Enable new products or services, greatly change customer convenience and experience
 - Example: Google Nike
 - Mass customization; customer experience management

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Interactive Session: Organizations: Shipping Wars

- · Class discussion
 - Why is shipping so important for e-commerce? Explain your
 - Compare the shipping strategies of Amazon, FedEx, and UPS. How are they related to each company's business
 - Will FedEx succeed in its push into ground shipping. Why or why not?

Interactive Session: Management: Customer Experience Management: A New Strategic Weapon

- · Class Discussion
 - What is customer experience management? How can it contribute to competitive advantage?
 - How does information technology support customer experience management? Give examples.
 - How did information technology and customer experience management change operations and decision making at the organizations described in this case?

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Information System Strategies for Dealing with Competitive Forces (3 of 3)

- · Focus on market niche
 - Use information systems to enable a focused strategy on a single market niche; specialize
 - Example: Hilton Hotels' OnQ system
- · Strengthen customer and supplier intimacy
 - Use information systems to develop strong ties and loyalty with customers and suppliers
 - Increase switching costs
 - Examples: Toyota, Amazon

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The Internet's Impact on Competitive Advantage

- · Transformation or threat to some industries
 - Examples: travel agency, printed encyclopedia, media
- · Competitive forces still at work, but rivalry more intense
- Universal standards allow new rivals, entrants to market
- New opportunities for building brands and loyal customer bases

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Smart Products and the Internet of Things

- · Internet of Things (IoT)
 - Growing use of Internet-connected sensors in products
- · Smart products
 - Fitness equipment, health trackers
- Expand product differentiation opportunities
 - Increasing rivalry between competitors
- · Raise switching costs
- · Inhibit new entrants
- May decrease power of suppliers

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The Business Value Chain Model

- Firm as series of activities that add value to products or services
- Highlights activities where competitive strategies can best be applied
 - Primary activities vs. support activities
- At each stage, determine how information systems can improve operational efficiency and improve customer and supplier intimacy
- · Utilize benchmarking, industry best practices

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Figure 3.9 The Value Chain Model Account of the Control Chain Mod

Extending the Value Chain: The Value Web

- Firm's value chain is linked to value chains of suppliers, distributors, customers
- · Industry value chain
- · Value web
 - Collection of independent firms using highly synchronized IT to coordinate value chains to produce product or service collectively
 - More customer driven, less linear operation than traditional value chain

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Figure 3.10 The Value Web Transport Continues The Prince State of Continues The Prince State of

Synergies

- When output of some units are used as inputs to others, or organizations pool markets and expertise
- Example: Merger of Bank of NY and JP Morgan Chase
- Purchase of YouTube by Google

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Core Competencies

- · Activity for which firm is world-class leader
- Relies on knowledge, experience, and sharing this across business units
- Example: Procter & Gamble's intranet and directory of subject matter experts

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Network-Based Strategies

- Take advantage of firm's abilities to network with one another
- · Include use of:
 - Network economics
 - Virtual company model
 - Business ecosystems

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Network Economics

- Marginal cost of adding new participant almost zero, with much greater marginal gain
- · Value of community grows with size
- Value of software grows as installed customer base grows
- Compare to traditional economics and law of diminishing returns

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Virtual Company Model

- · Virtual company
 - Uses networks to ally with other companies
 - Creates and distributes products without being limited by traditional organizational boundaries or physical locations
- Example: Li & Fung
 - Manages production, shipment of garments for major fashion companies
 - Outsources all work to thousands of suppliers

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Business Ecosystems and Platforms

- Industry sets of firms providing related services and products
- · Platforms
 - Microsoft, Facebook
- · Keystone firms
- · Niche firms
- Individual firms can consider how IT will help them become profitable niche players in larger ecosystems

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Figure 3.11 An Ecosystem Strategic Model New Market Entrants Industry Industry 2 Industry Ecosystem Customers Copyright © 2022, 2020, 2018 Pearson Education, Inc. All Rights Reserved

Challenges Posed by Strategic Information Systems

- · Sustaining competitive advantage
 - Competitors can retaliate and copy strategic systems
 - Systems may become tools for survival
- · Aligning IT with business objectives
 - Performing strategic systems analysis
 - Structure of industry
 - Firm value chains

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How Will MIS Help My Career?

- · The Company: Superior Data Quality
- Position Description: Entry-level business development representative
- Job Requirements
- · Interview Questions
- Author Tips

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