



















1 / 370

@J.-F.David 2012



Jean-François DAVID Strategist

IBM France 1967-1995 1992-95 R&D Director, IBM Consulting Group France

Since 1995:

- Consultant
- Strategic, Organisationnal & Technological Intelligence
- Lecturer à for HEC/MBA, ESCP, Collège de l'X, Dauphine, MBA Varsovie, Université Nantes...
- Expert APM,CJD, AFNET, ...

jf@davidjf.com

www.davidjf.com freejfd.blogspot.com

This presentation: http://davidjf.free.fr/ITGov2010english.pdf

2/370

©J.-F.David 2012



Some managerial frameworks & decisional methods and tools...



...decoding grids,

useful to executive, to understand and behave, within permanent creative mess generated by galloping technologies...

and

...the clear need to generate your own personal ideas and methods on these matters, capitalizing on acquired past and present knowledge.

4/370

©J.-F.David 2012







Harvard Business Review





Doesn't Matter

by Nicholas G. Carr

As information technology's power and ubiquity have grown, its strategic importance has diminished. The way you approach IT investment and management will need to change dramatically.

7/370

©J.-F.David 2012 http://www.roughtype.com/



vendors or partners, security breaches, even terrorism-and some have become magnified as companies have moved from tightly controlled, proprietary systems to open, shared ones. Today, an IT disruption can paralyze a company's ability to make its products, deliver its services, and connect with its customers, not to mention foul its reputation. Yet few companies have done a thorough job of identifying and tempering their vulnerabilities. Worrying about what might go wrong may not be as glamorous a job as speculating about the fu-ture, but it is a more essential job right now. (See the sidebar "New Rules for IT

Management.")

In the long run, though, the greatest IT risk facing most companies is more prosaic than a catastrophe. It is, simply, overspending. IT may be a commodity, and its costs may fall rapidly enough to ensure that any new capabilities are quickly shared, but the very fact that it is entwined with so many business functions means that it will continue to consume a large portion of corporate spending. For most companies, just staying in business will require big outlays for IT. What's important—and this holds true for any commodity input—is to be

New Rules for IT Management

With the opportunities for gaining strategic advantage from information technology rapidly disappearing, many companies will want to take a hard look at how they invest in IT and manage their systems. As a starting ree guidelines for the future:

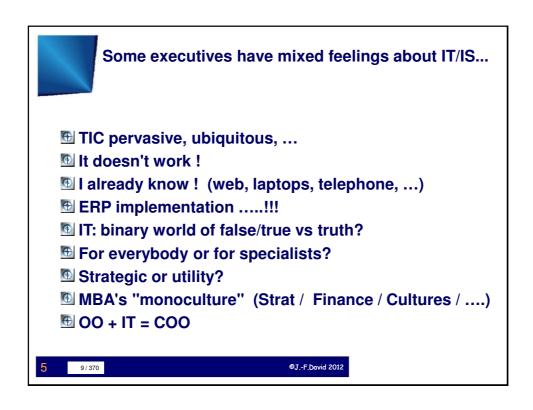
w that the companies with the biggest IT investments rarely post the best financial results. As the commoditization of IT continues, the penalties for wasteful spending will only grow larger. It is getting much harder to achieve a competitive advantage through an IT it is getting much easier to put your business at a cost

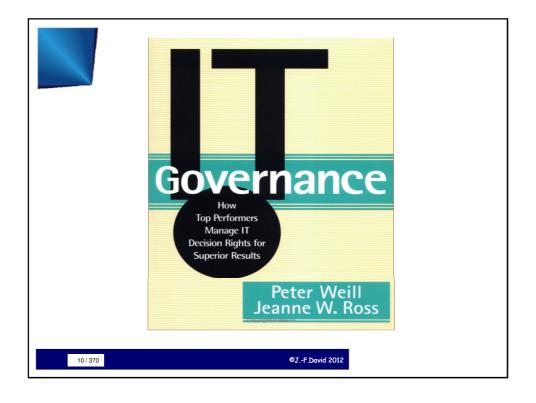
Follow, don't lead. Moy re's Law guarantees that the longer you wait to make an IT purchase, the more you'll get for your money. And waiting will decrease your risk of buying something technologically flawed or doomed to rapid obsolescence. In some cases, being on the cutting edge makes sense. But those cases are becoming rarer and rarer as IT capabilities become more homogenized.

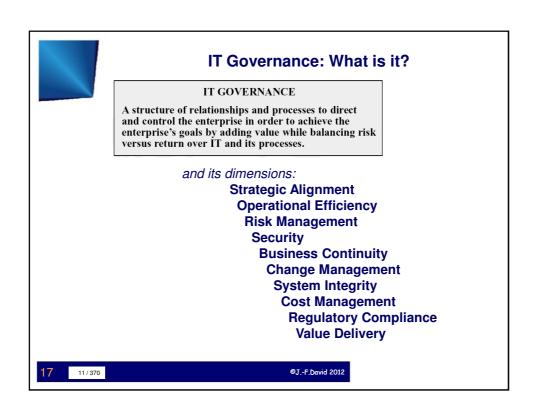
Focus on vulnerabilities, not opportunities, its unusual for a company to gain a competitive advantage through the distinctive use of a mature infrastructural technology, but even a brief disruption in the availability of the technology can be devastating. As corporations continue to cede con trol over their IT applications and networks to vendors and other third parties, the threats they face will proliferate. They need to prepare themselves for technical glitches, outages, and security breaches, shifting their attention from opportunities to vulnerabilities.

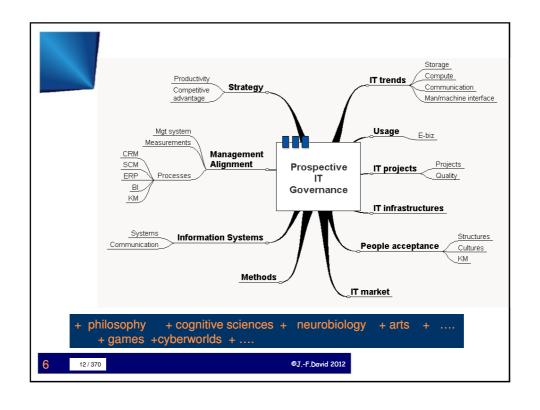
8/370

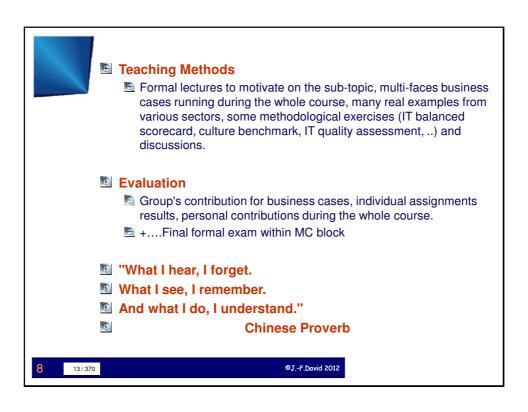
@J.-F.David 2012













IT governance: why?

IT Governance books: some readings....

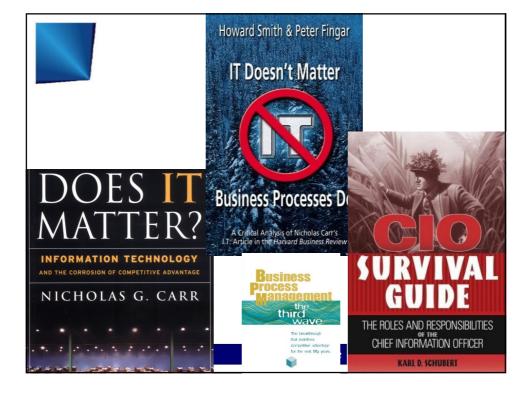
Computer Confluence	Beekman Tathswohl Prenctice	Hall	2003	state of the art
IT Mgr Survival Guide	Aalders Hind	Wiley	2002	good rules
CIO Survival Guide	Carl Schubert	John Wiley	2004	some issues
Knowledge Management	Gamble Blackwell	Kogan Page	2002	good synthesis
KM	Harvard Business R.	HBS	1998	guru's
Business Value of IT	Harvard Business R.	HBS	1999	guru's
Gödel, Escher, Bach	Hofstadter	Penguin Books	1980	man, mind and machines
IBM System Journal v32-1	IBM System Journal v32-2	IBM	1993	alignment
IT Service Management	Jan le Bon	Addison Wesley	2002	detailed "bible"
CRM	Kincaid	HP	2003	CRM
MIS	Laudon	Prenctice Hall	1996-200	2basics
Customer-Driven IT	Moschella	HBS	2003	role of IT user
Managing IT as Investment	Moskowitz Kern	Prenctice Hall	2003	rules of the game
Being Digital	Negroponte	Vintage books	1998	MIT Medialab guru
Does IT matter	Nicolas Carr	HBS	2003	a real perspective
IT Governance	Peter Weill, Jeanne Ross	HBS	2004	IT Governance study
Mass Customization	Pine	HBS	1993	nice concept
Making IT Count	Willcocks &	BH	2002	impressive rules

IT governance study (Sloan School MIT 2003)

CISR study of 256 global companies reveals that the **profits of companies** with top-notch IT governance practices **are 20% higher** than those of companies with poor IT governance.

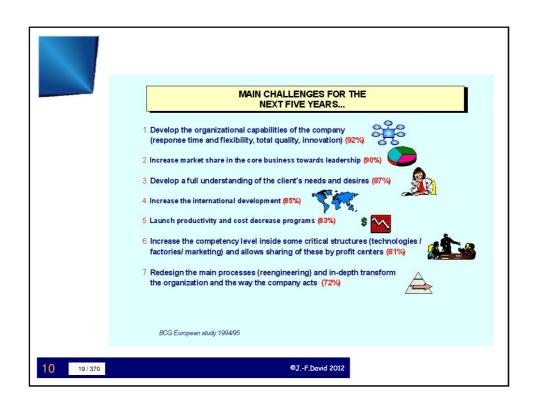
©J.-F.David 2012

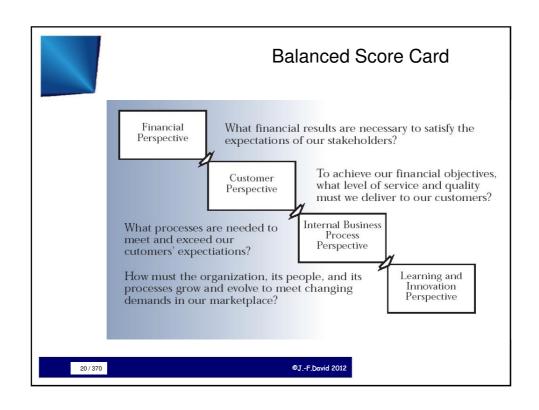
2 15/370



0	intro	001-009
1	some IS/IT challenges	010-021
2	Systems and transverse	022-033
3	ICT Technotrends	034-048
4	IS/IT old "rules"	049-050
5	IS quality and Governance	051-085
6	IT and Strategy	086-092
7	ICT intelligence	093-097
8	IT and Organization	098-117
9	IT and Projects	118-127
10	Concurrent engineering	128-132
11	IT infrastructures	133-134
12	ERP's	135-138
13	Mass Customization and Cultures	139-143
14	KM	144-154
15	Informal Networks, Cops,	155-156







THE US CEOs LOOK TO THE FUTURE

Foundation for the Malcolm Baldrige National Quality Award 1998

Six trends affecting major U.S. companies are judged to be "major" by more than 70% of the CEOs surveyed:

- globalization (94%)
- improving knowledge management (88%)
- cost and cycle time reduction (79%)
- improving supply chains globally (78%)
- manufacturing at multiple locations in many countries (76%)
- managing the use of more part-time, temporary and contract workers (71%)

Eight other trends were judged to be major by between 50% and 70% of the CEOs:

- developing new employee relationships based on performance (69%)
- improving human resources management (68%)
- improving the execution of strategic plans (68%)
- developing more appropriate strategic plans (64%)
- ongoing measurement and analysis of organizational processes (60%)
- developing a consistent global corporate culture (56%)
- outsourcing of manufacturing (55%)
- creating a learning organization (52%)

12

21 / 370

©J.-F.David 2012



and now.....

The top three challenges?

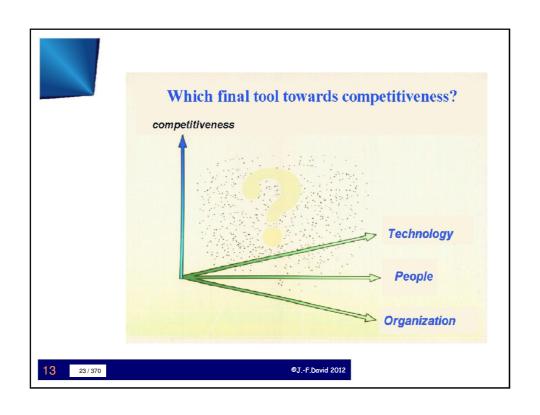
Not surprisingly, they are all related to competitiveness as measured by revenue growth. The Conference Board's annual survey for 2004 listed the top three challenges identified by CEOs worldwide as:

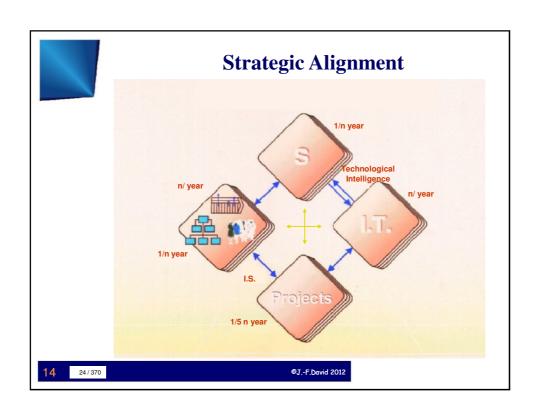
- 1. Sustained and steady top-line growth
- 2. Speed, flexibility, adaptability to change
- 3. Customer loyalty, retention

In the AT Kearney survey, only 28 percent of IT leaders ranked IT as a top 10 percent issue; only 37 percent of ALL the executives surveyed ranked IT as being this important.

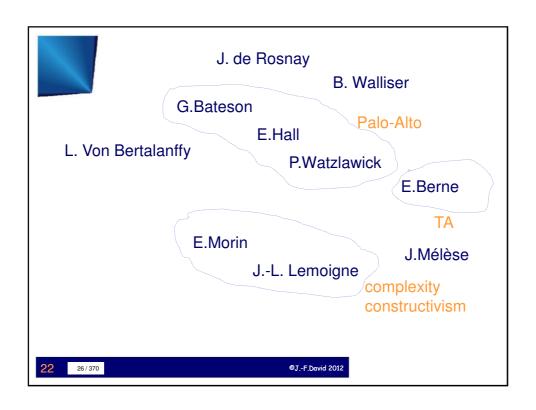
22 / 370

@J.-F.David 2012











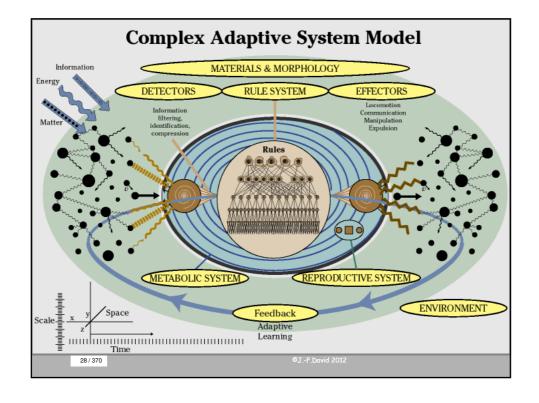
SYSTEM

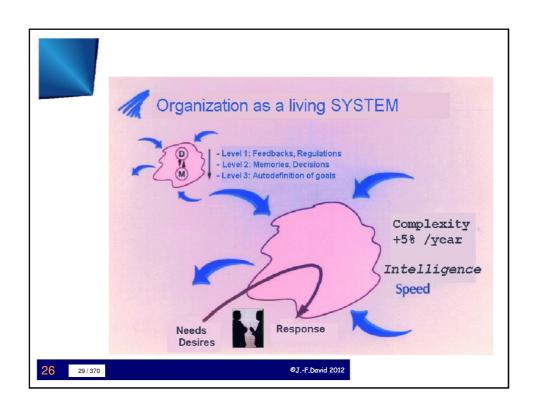
"A system is a set of elements in dynamic interaction, organized according to a purpose" Joël de Rosnay

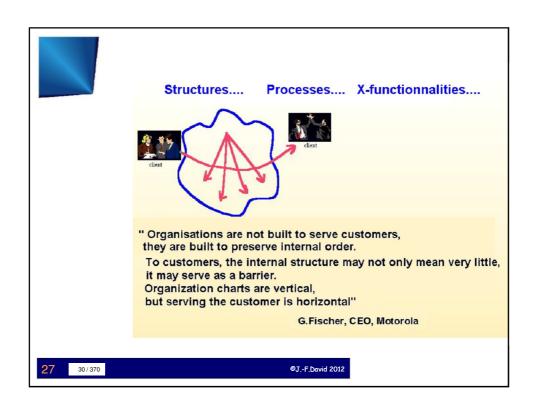
- 1) A set in mutual connection with an environment, this interdependence insuring it a certain autonomy
- 2) This set is formed by systems in interaction, this interdependence insuring it a certain degree of coherence
- 3) It undergoes more or less deep modifications along time while preserving a certain durability "B.Walliser

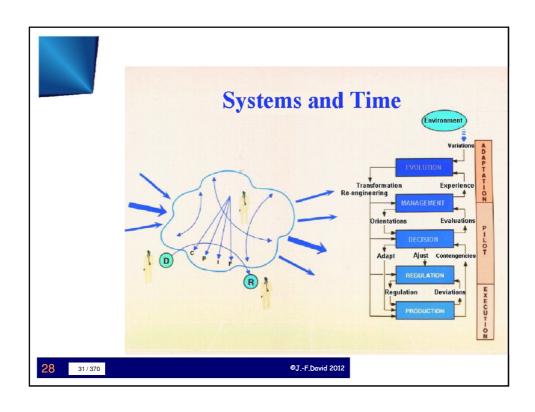
27/370

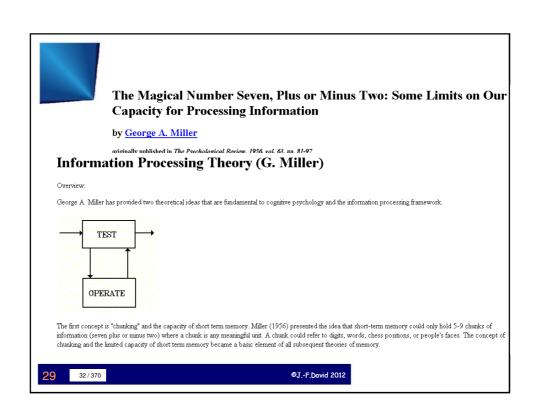
@J.-F.David 2012







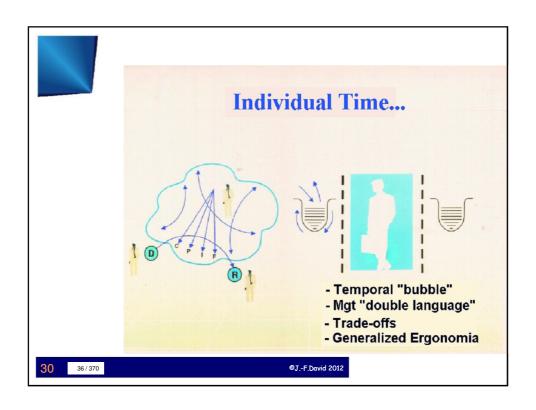


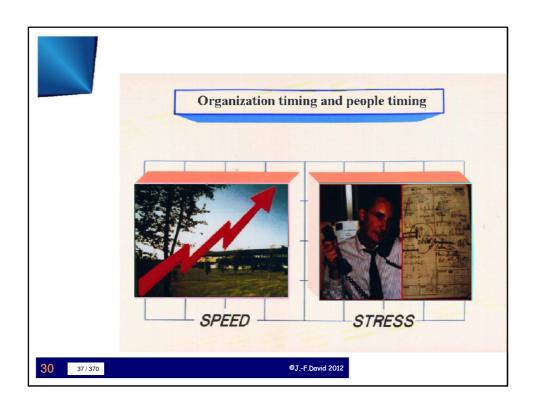


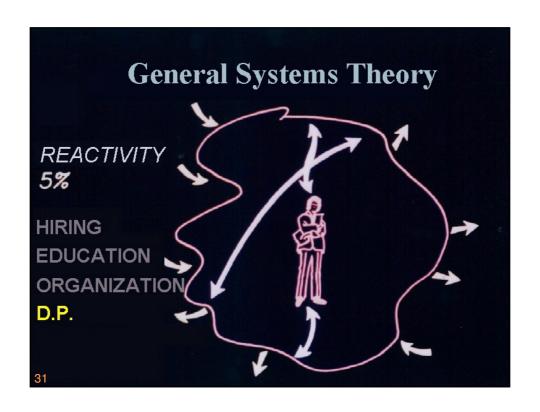


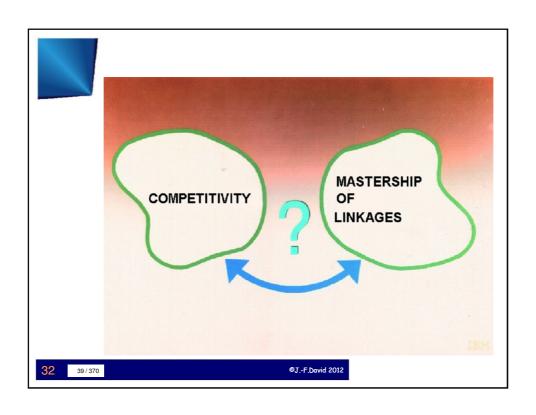




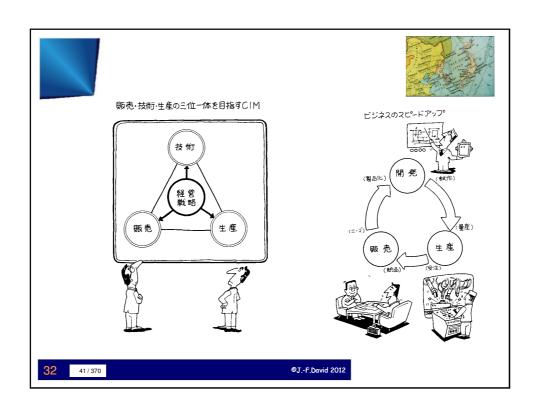


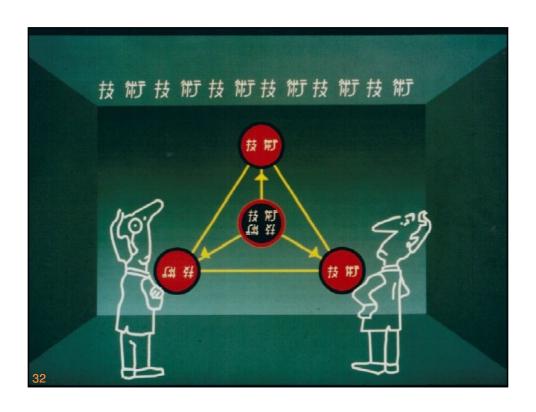


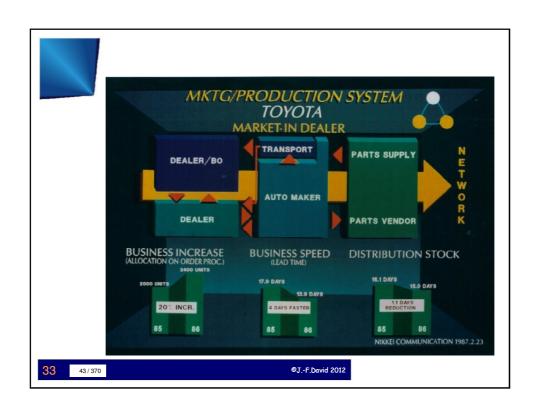




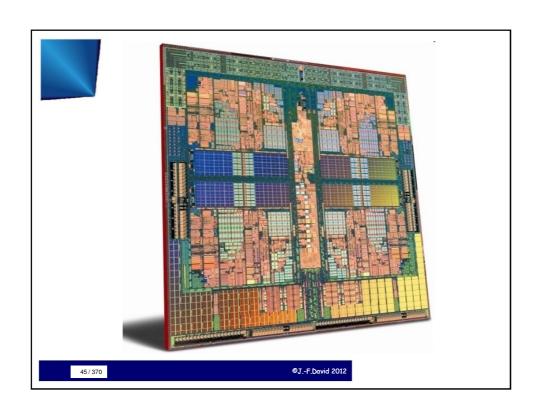




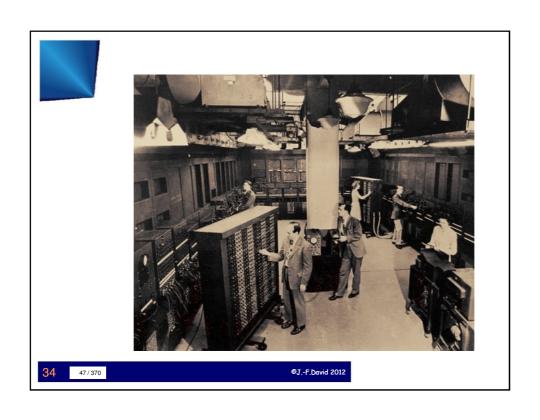




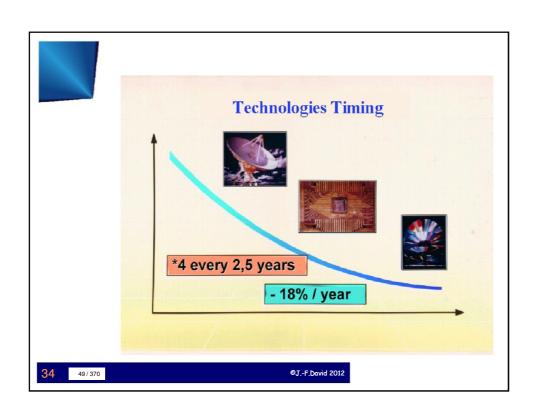


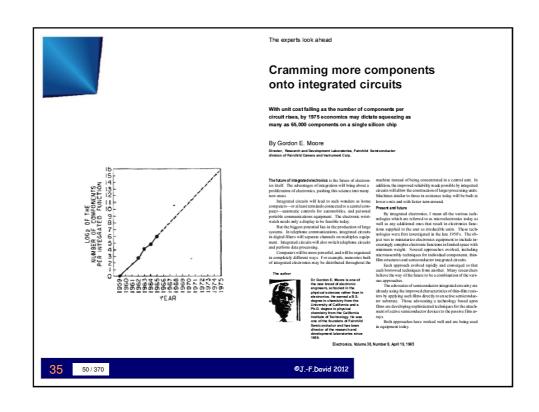




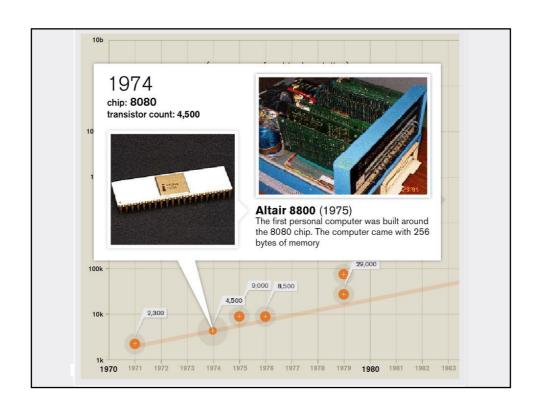


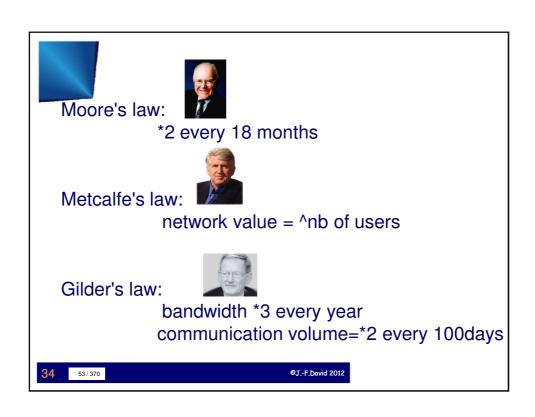




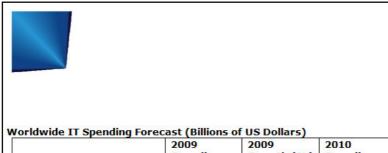


							Cell Const	ruction		La	yers	
Year	Product	Process	Line width (tm)	Transis tors (M)	Mask layers	Proc/bus (hits)	Clock (MHz)	Voltage (V)	Cache (Khits)	Poly	Metal	Die size (mm)
1971	4004	PMOS	10	0.0023		4	0.108	12	0	1	1	13.5
1972	8008	PMOS	10	0.0035		8	0.2	12	0	1	1	15.2
1974	8080	NMOS	6.0	0.006		8	2	12	0	1	1	20.0
1976	8085	NMOS	3.0	0.0065		8	0.37	5	0	1	1	20.0
1978	8086	NMOS	3.0	0.029		16	5-10	5	0	1	1	28.6
1979	8088	NMOS	3.0	0.029		16/8	5-8	5	0	1	1	28.6
1982	80286	смоз	1.5	0.134	-	16	6-12	5	0	1	2	68.7
1985	80386DX	CMOS	1.5	0.275	10	32	16-33	5	0	1	2	104
1989	80486DX	CMOS	1.0	1.2	12	32	25-50	5	0	1	3	163
1992	80486D3/2	CMOS	0.8	1.2		32	50-66	5	0	1	3	81
1993	Pentium	BiCMOS	0.8	3.1	18	32/64	60-66	5	0	1	3A1	264
1994	80486DX3	CMOS	0.5	1.6		32	75-100	5	0	1	3A1	
1995	Pentium Pro	BiCMOS	0.35	5.5	20	32/64	150-200	3.3	0	1	4A1	310
1997	Pentium II	CMOS	0.35	7.5	16	32/64	233-300	2.8	0	1	4Al	209
1998	Celeron	CMOS	0.25	19	19	32/64	300-333		128	1	5A1	
1999	Pertium III	CMOS	0.18	28	21	32/64	500-733	1.65	256	1	6Al	140
2000	Pentium 4	CMOS	0.18	42	21	32/64	1,400-2,000	1.7	256	1	6Al	224
2001	Pertium 4	CMOS	0.13	55	23	32/64	2,000-2,200	1.5	512	1	6Cu	146
2001	Itanium	CMOS	0.18	25	21	64/64	733-800		96	1	6Al	
2002	Pentium 4	CMOS	0.13	55	23	32/64	2,000-3,000	1.5	512	1	6Cu	131
2002	haim I	CMOS	0.13	220	23	64/64	900-1,000		256/1,500	1	6Al	421
2003	Pentium 4	CMOS	0.09	>55	25	32/64	>3,000	1.2	>512	1	7Cu	







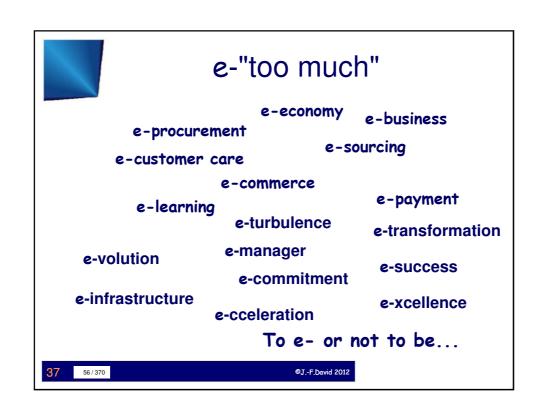


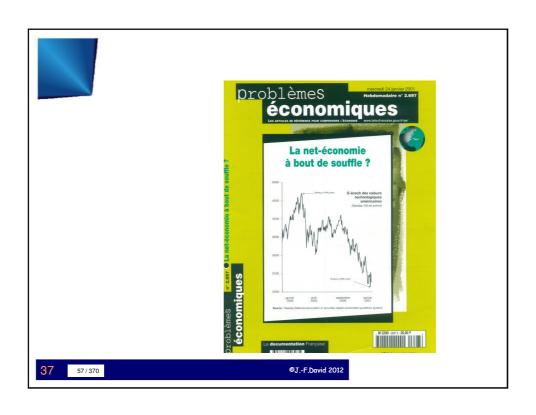
) <u>6</u> 5%	2009 Spending	2009 Growth (%)	2010 Spending	2010 Growth (%)		
Computing Hardware	333	-12.5	353	5.7		
Software	221	-2.1	232	5.1		
IT Services	777	-4.0	821	5.7		
Telecom	1,892	-3.4	1,988	5.1		
All IT	3,223	-4.5	3,394	5.3		

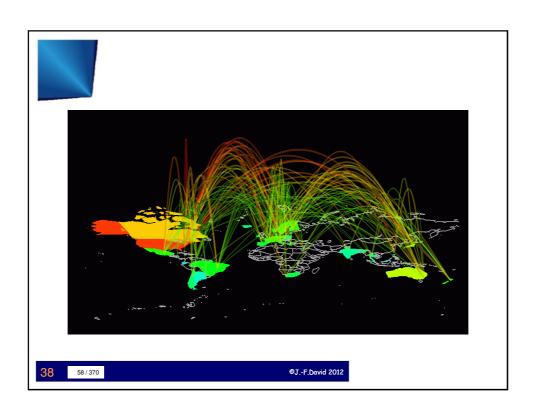
Source: Gartner (April 2010)

55 / 370

©J.-F.David 2012



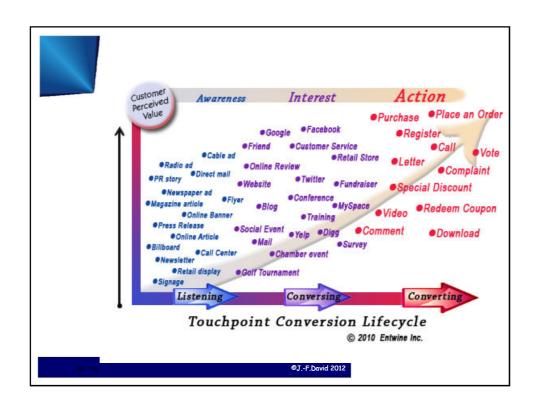


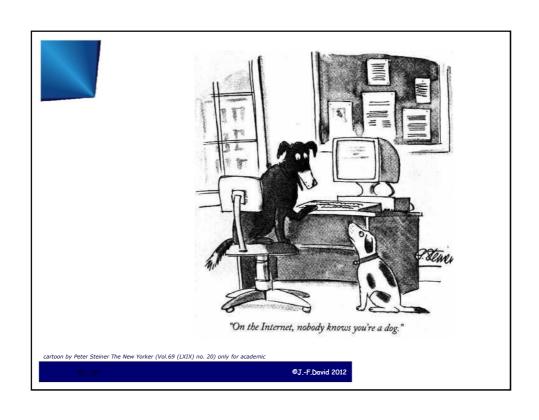




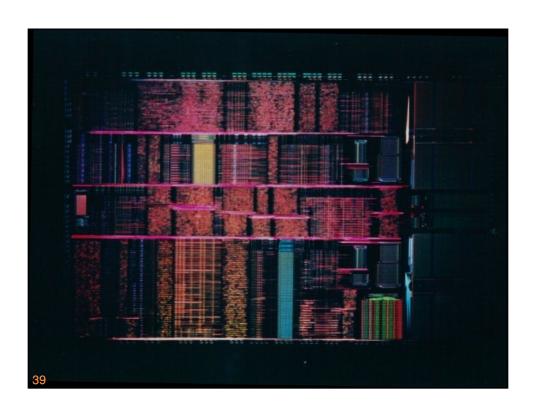


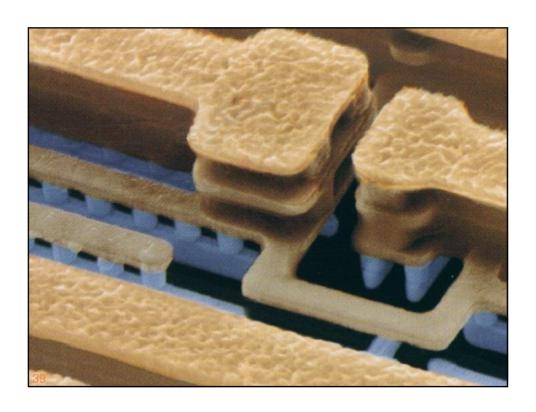


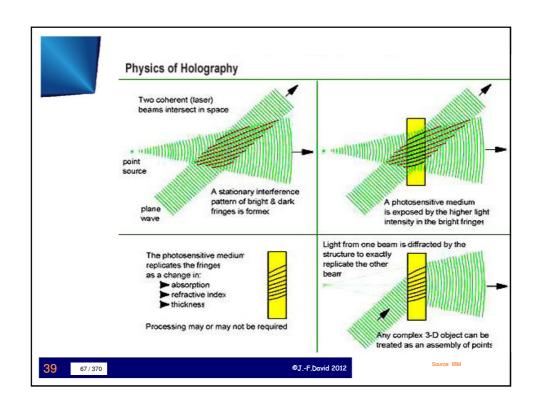


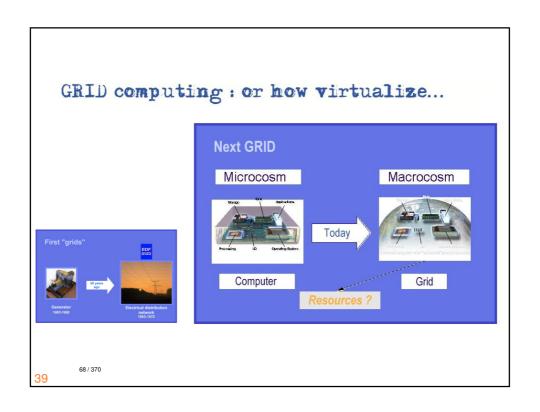














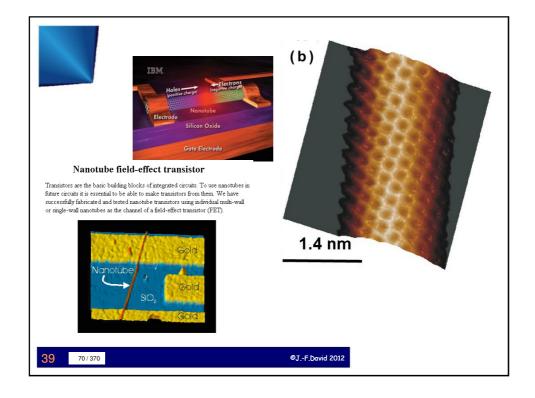
Emerging Technologies: GRID

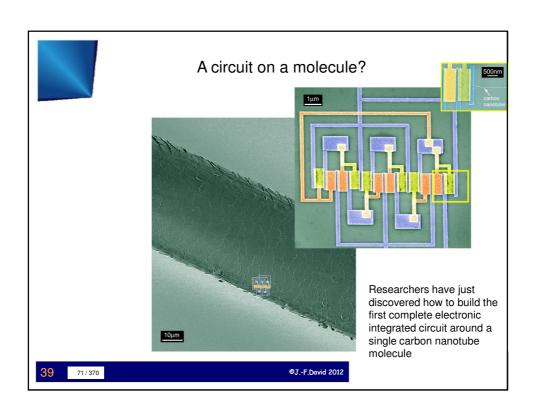
Three types of Grids are known as per today.

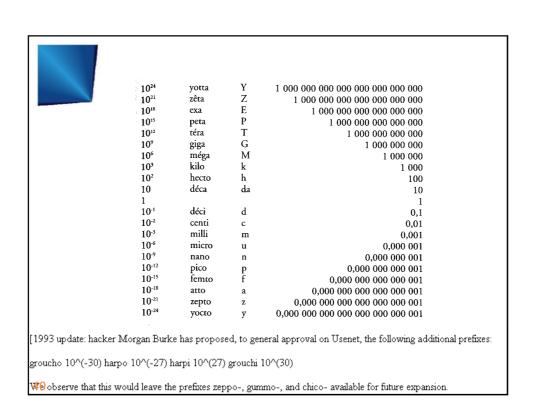
- Computational Grid Examples are SETI, RSA-155, Genome, Virtual Supercomputing.
- Storage Grid Examples are P2P applications on music, video, scientific data.
- Information Grid Examples are virtual organizations.

Can we think of gBusiness and gSociety?

39 69/370 ©J.-F.David 2012









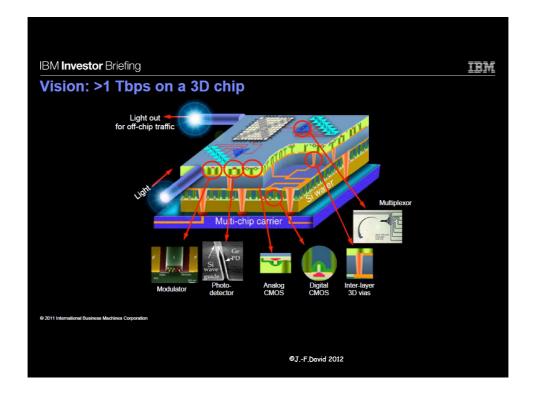
The holographic technology under development would be able to store socalled yottabytes of data, and deal with all of the Internet and multimedia data starting to appear. Exabytes, the successor to petabytes, are 10Mb of data to the square of 15, while yottabytes are 10Mb to the square of 24. Other definitions say an exabyte as, in decimal terms, a billion gigabytes.

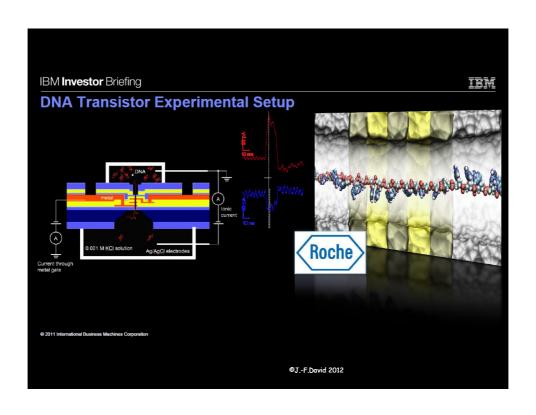
"If we make the assumption that everyone needs 40 petabytes of data in a lifetime of 100 years, then the world could use 200 yottabytes of data, including video, which takes up the most storage space,"

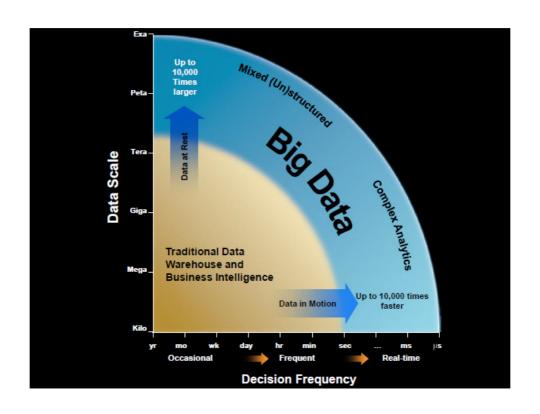
said Bill Cody, senior manager of exploratory data management research at IBM's Almaden Research Center in California.

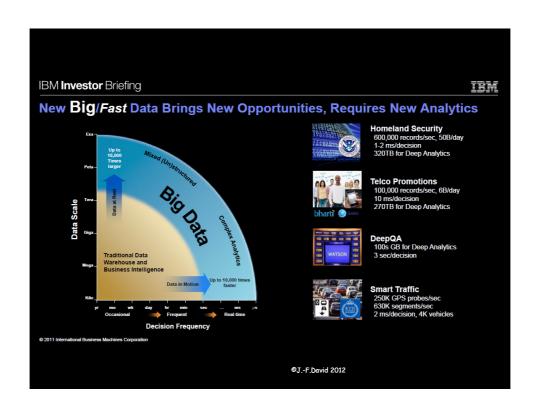
73 / 370

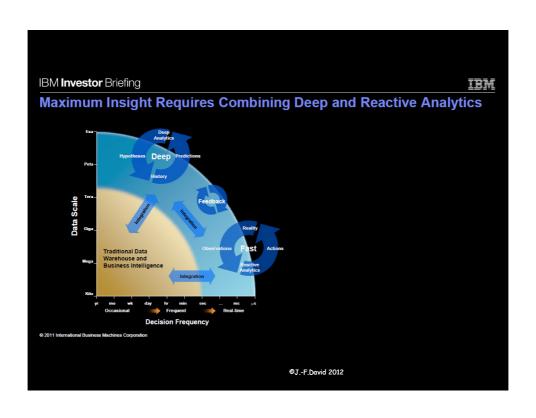
©J.-F.David 2012

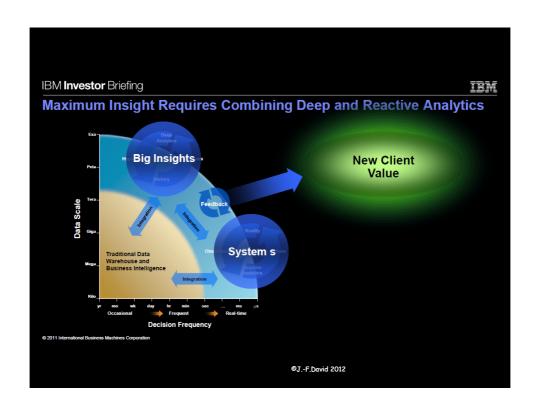


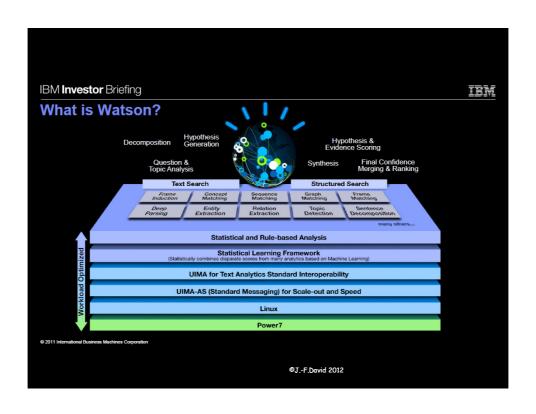








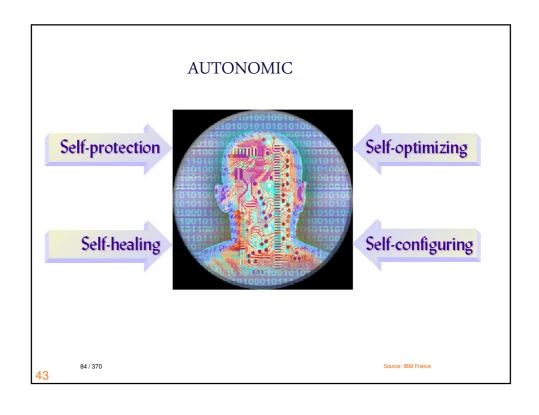
















Wearable computers: **Aesthetics**

How comfortable would you be chatting socially with this guy?

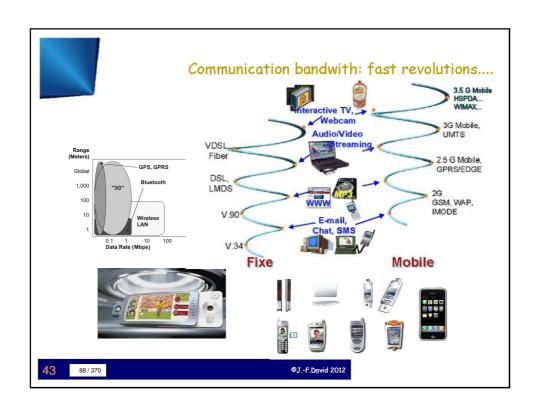


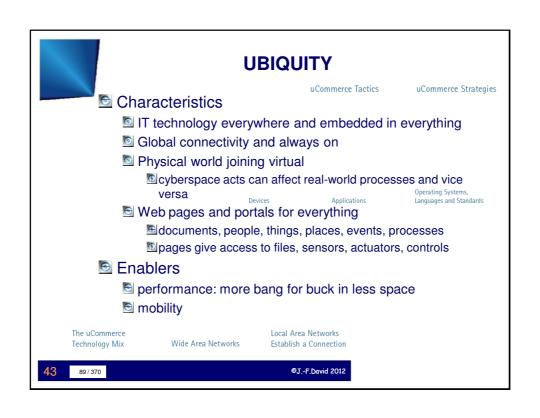
Figure from Proem, a wearable system for exchanging flexible user profiles

43 86 / 370

©J.-F.David 2012









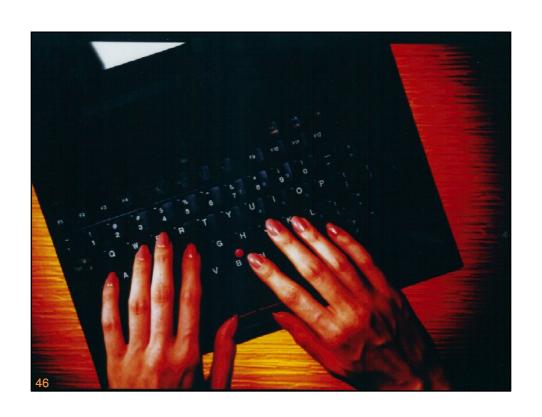
Threats

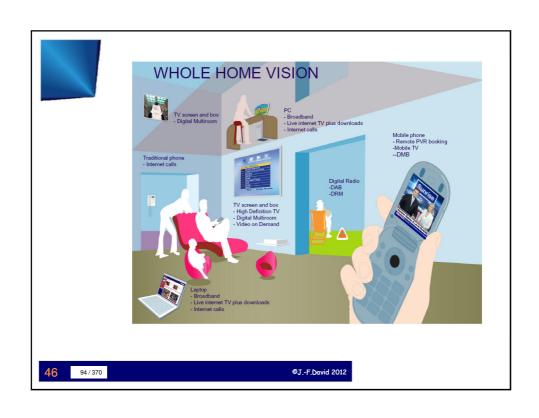
Threats in the digital world, as in the analogue one, originate with people. These people fall into five groups:

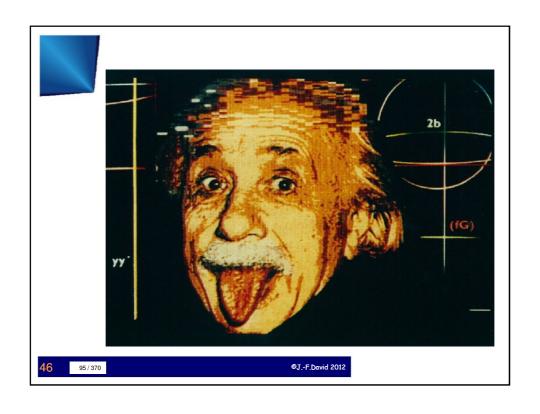
- Criminals (thieves, fraudsters, organized crime),
- Malefactors (hackers, vandals, terrorists, cyber-warriors, some ex-employees and other disgruntled or vengeful individuals),
- · Spies (commercial and governmental),
- Undesirables (scam artists, spammers, 'ethical' hackers and nerds), and
- The incompetent, or the simply unaware (staff, contractors, customers and other third parties).

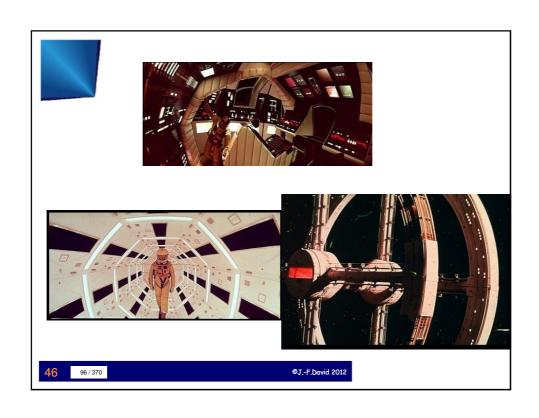
45 91/370













"Just what do you think you're doing, Dave? Look, Dave, I can see you're really upset about this. I honestly think you ought to sit down calmly, take a stress pill and talk things over."

— HAL, just prior to disconnection, 2001: A Space Odyssey, a film by Stanley Kubrick



97 / 370

©J.-F.David 2012

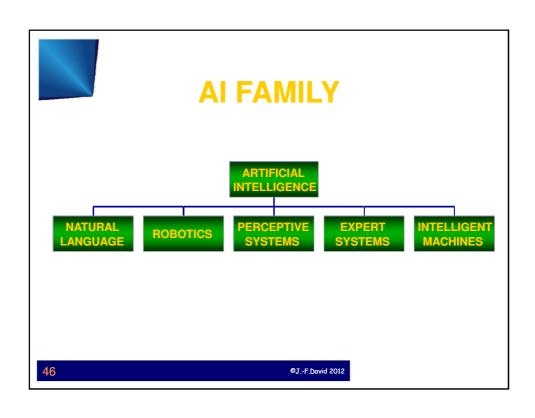


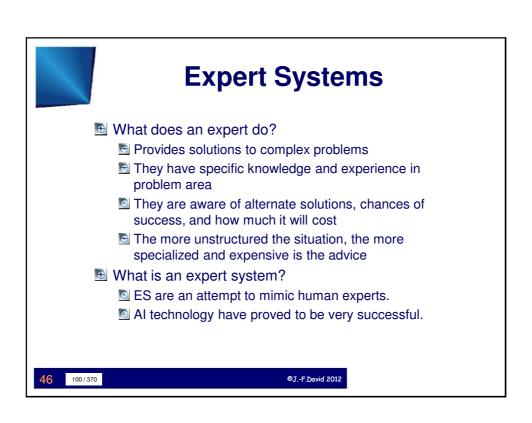
What is AI?

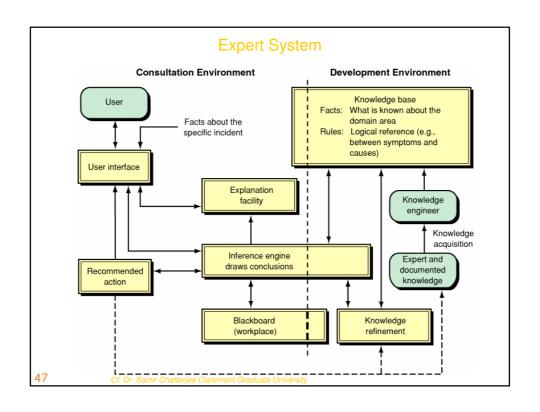
- Artificial Intelligence involves studying the thought processes of humans and representing those processes via machines (computers, robots, etc).
- Al has three objectives
 - To make machines smarter (the primary objective)
 - To understand what intelligence is (the Nobel Laureate purpose)
 - To make machines more useful (the entrepreneurial purpose)
- Can a machine become human? What is human intelligence?
- Al is a branch of computer science that deals with ways of representing knowledge using symbols and heuristics

46 98 / 370

@J.-F.David 2012







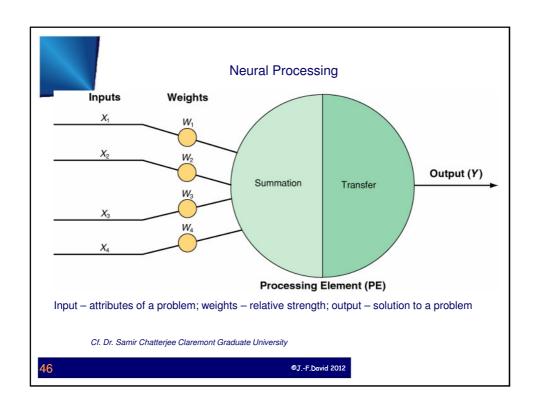


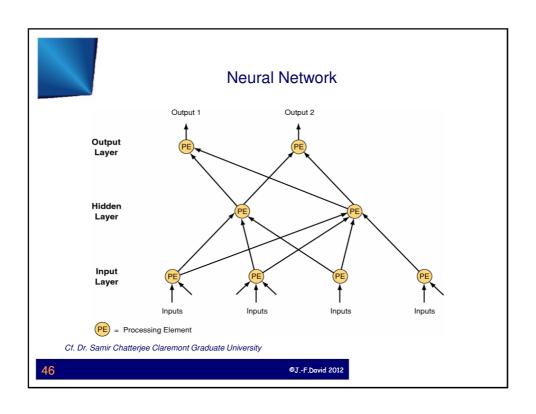
NLP and Voice Technology

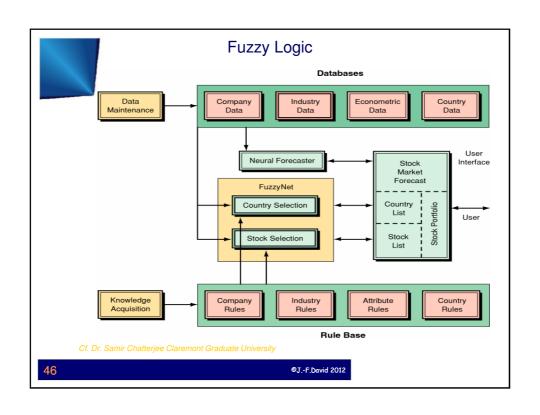
- NLP refers to communicating with a computer in English like language.
- Give computer directions what to do and it does that.
- NLP understanding investigates methods of allowing a computer to comprehend instructions via keyboard or voice (known as voice recognition).
- NL generation allows computers to produce ordinary English language on screen or by voice (known as voice synthesis)

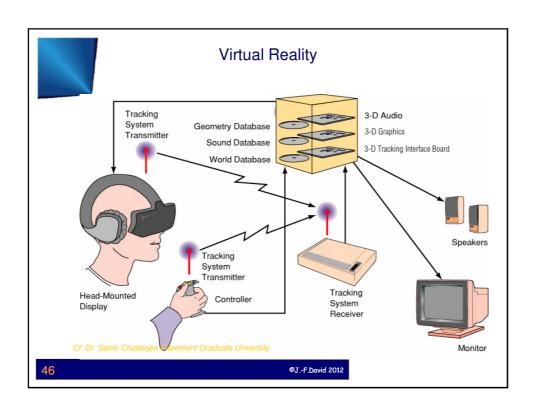
46 102/370

©J.-F.David 2012

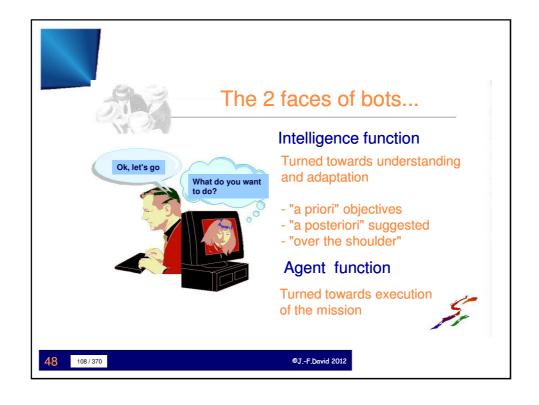






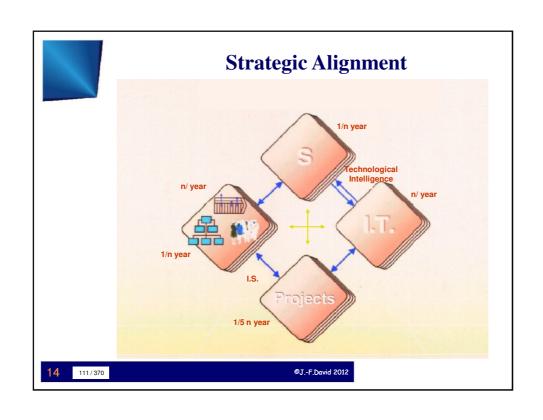


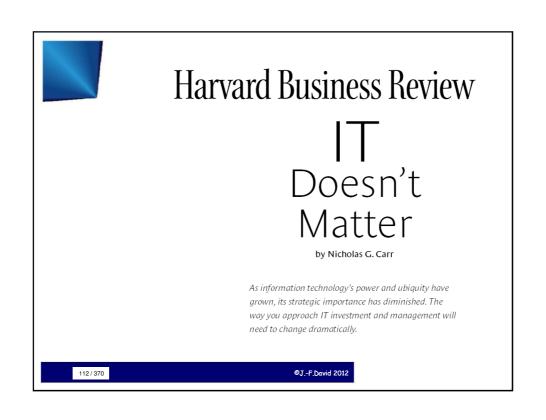


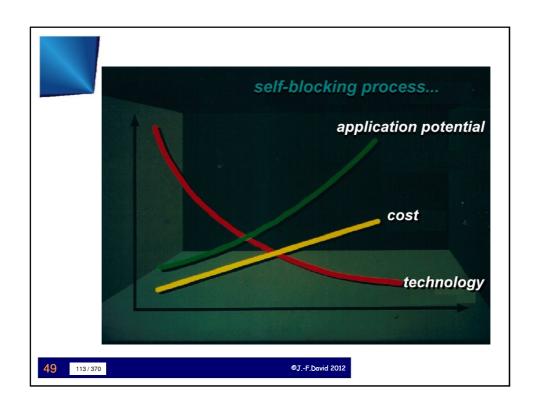


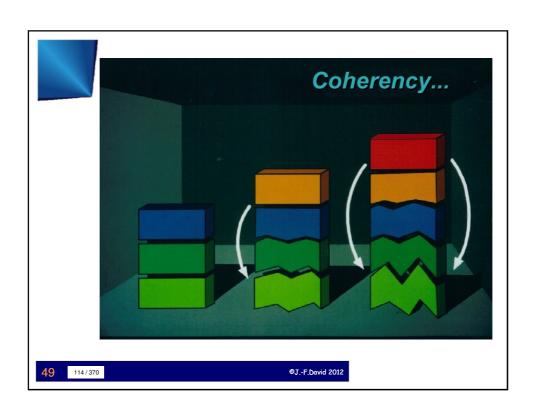


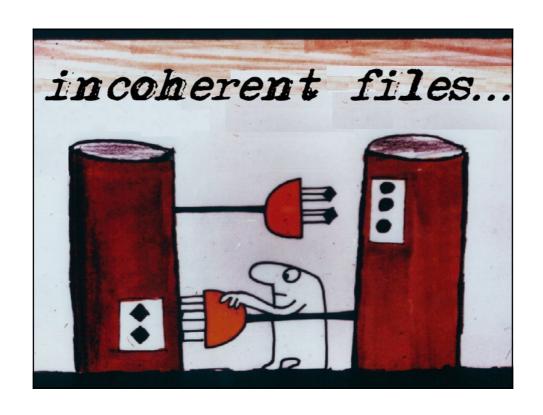


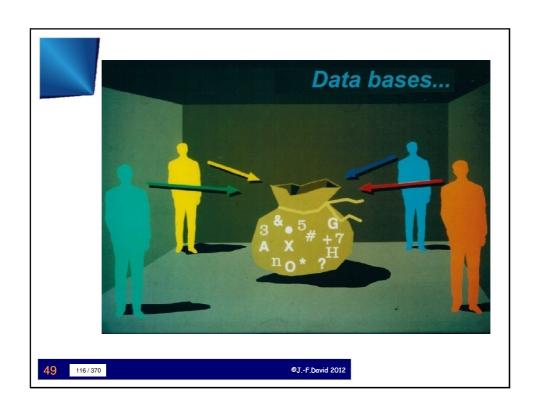


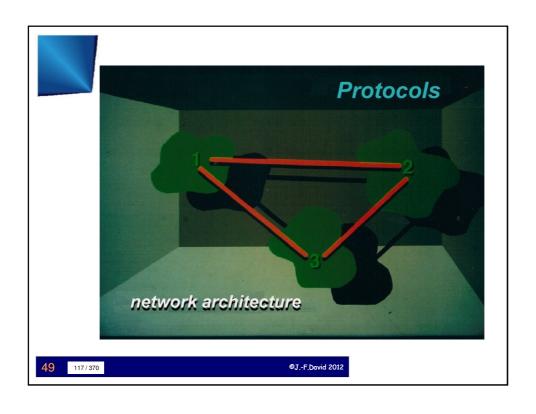


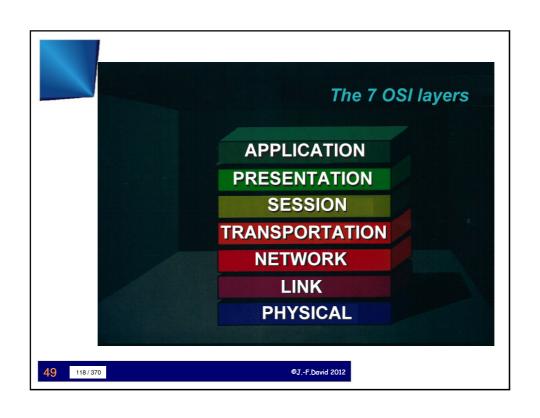


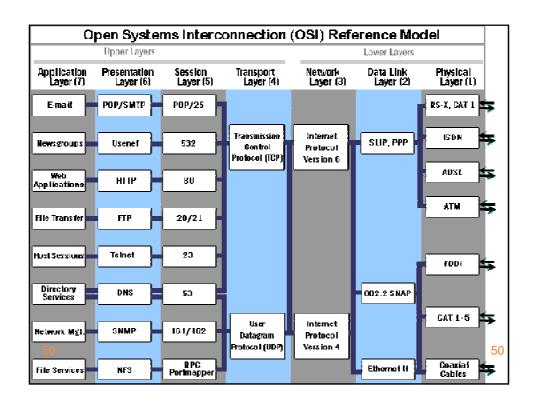


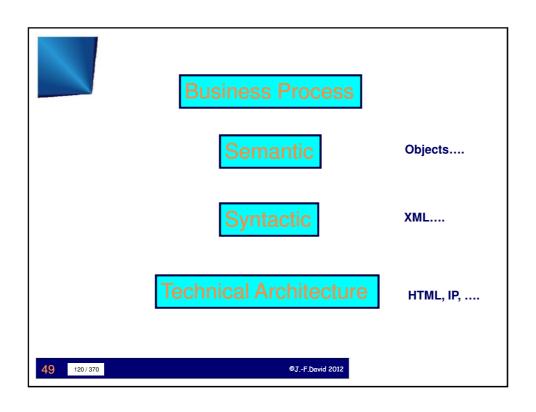




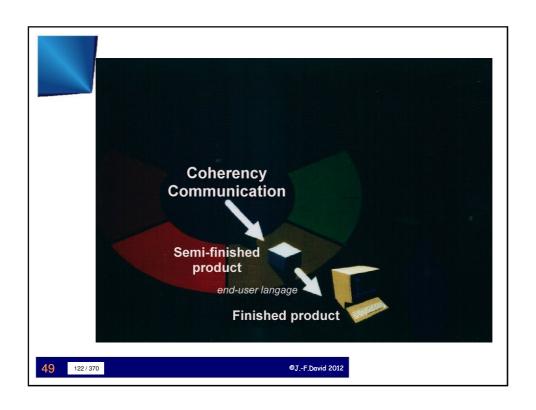


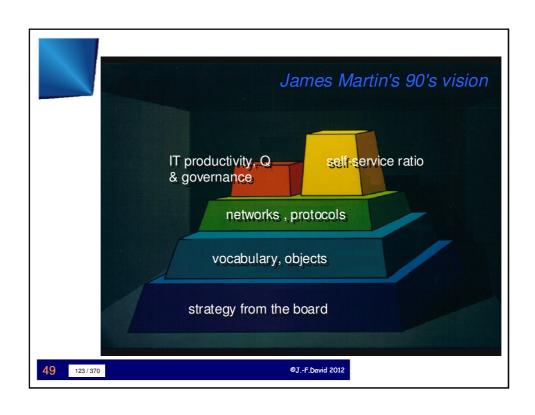




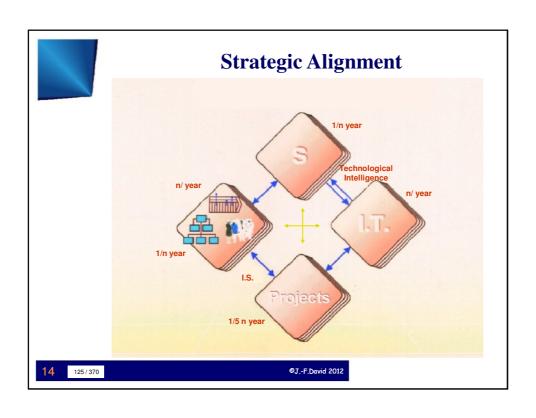


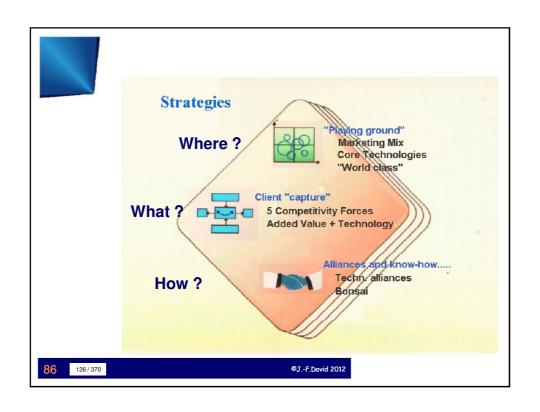


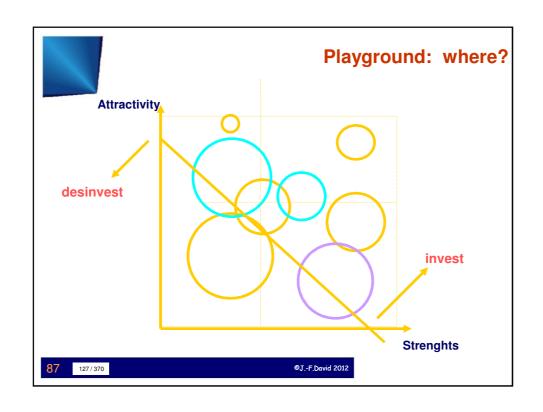


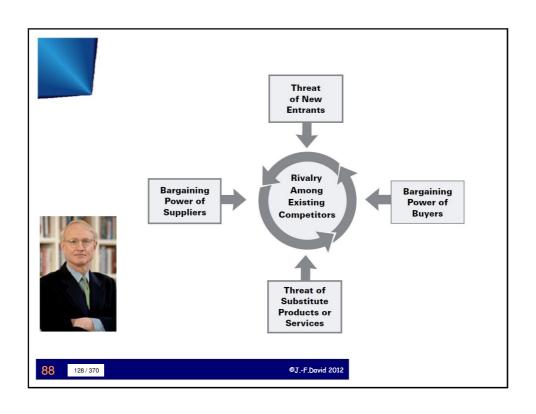


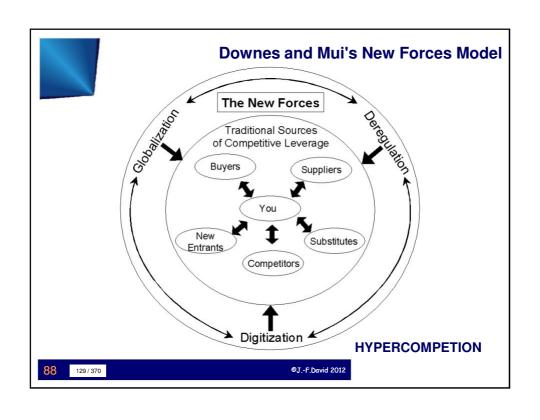


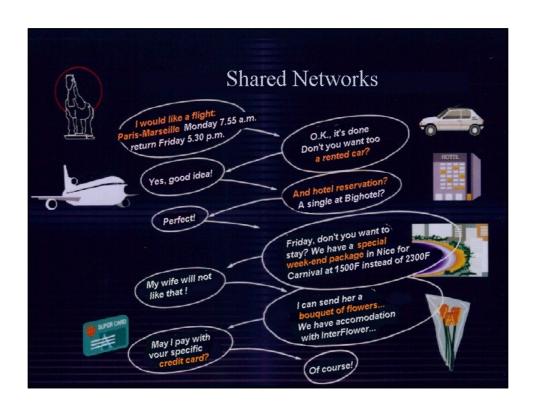


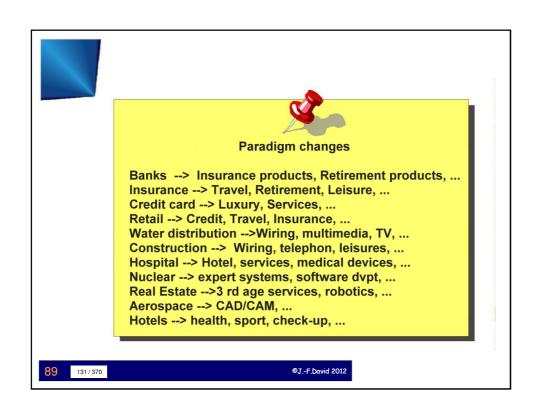


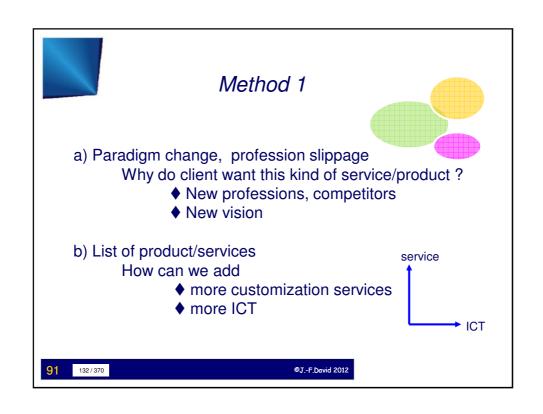


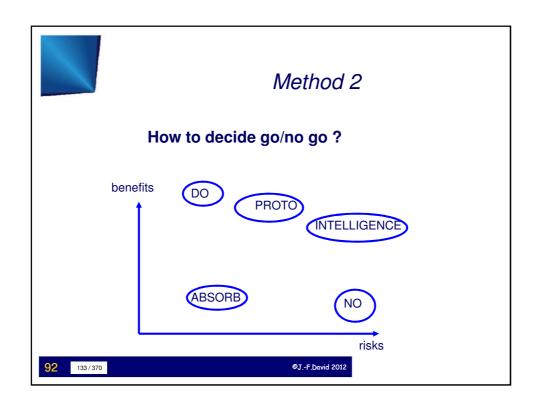




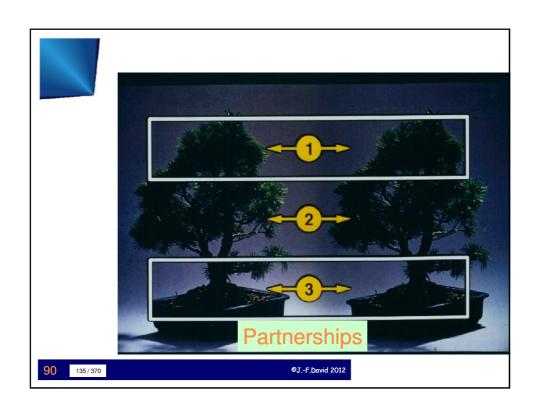


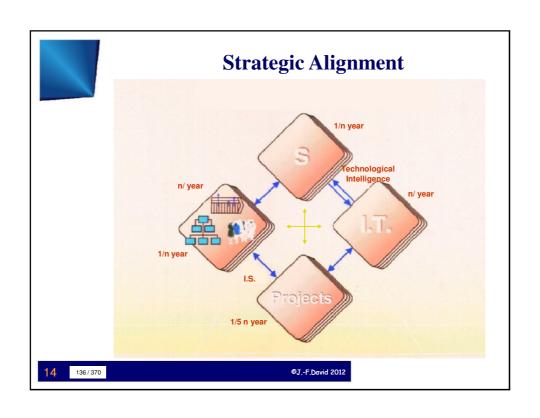




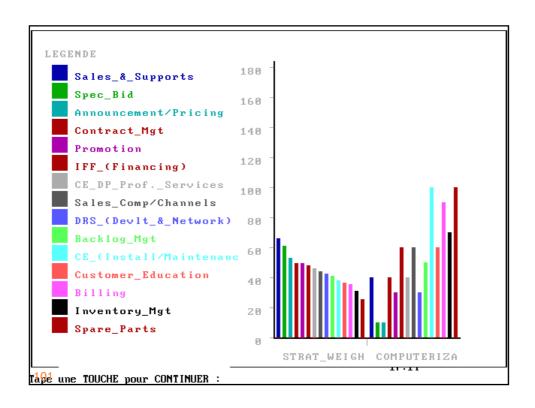


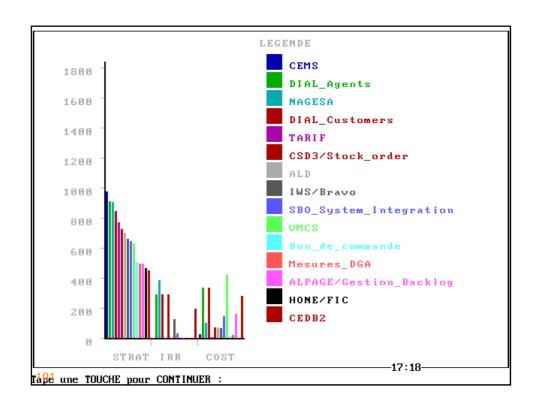


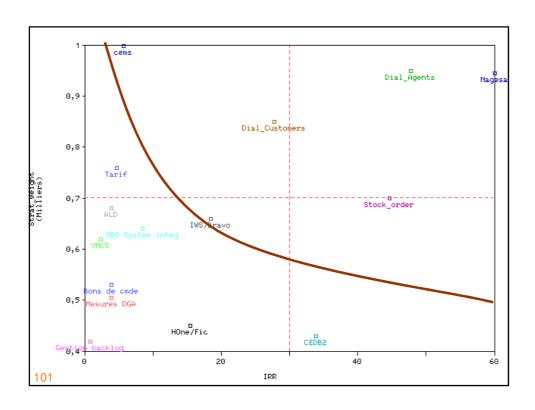




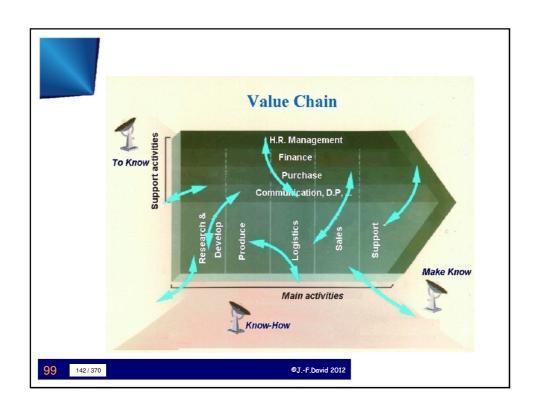
Impact des Processus		ĸ	Announcement	16	SALES				ė,		Fullfilment						CE		
orientés CLIENT	١	pecialBid	£	Promotions					٥	Α	l			_		ecei			
sur les	Offer	E B	ŏ	ç	Channels		14	DRS	Educ	CE/D]	o t		ы	Inventory		ō		Ŵ	•
indicateurs	£	<u>(4</u>	5	÷	ě		Ŧ	5	B	5	ığ	e.	Ö	2	ы	Re		Parts	
stratégiques	0	ci	õ	ž	5	Ň				-	Ž.	ā	7	5	- 5			8	
strategiques		ě	۶	9	ē	Sales					Ĕ	Order	Backlog	5	Billing	ö	田		
:		S	₹	ŭ	5	Š	Sve	ces	Ac	hie.	ŭ	õ	Ř	I	Bi	Acc.	C.E.	ø.	
Growth	!										_								
Hard Revenue grow	th	5	5	5	4	5	4	5	4	5	3	2	2	4	1		5	5	
Soft " "		4	5	5	3	5	3	5	5	5	3	2	2	í	1		5	•	
Services " "		5	4	4	5	5	1	5	2	5	2	1	2	ī	2		2		
,, ,,,,		4	4	5	4	5	1	3	5	3	_	2	3	_	2		_		
" "		5	4	4	4	5	5	2	2	2	3	2	3	3	2		2	1	
<i>""</i>		4	4	5	3	5	3	2	3	5	4	_	-	-	2		2	2	
Partnership															_		_	_	
Mk Share/Industry	1	5	5	5	4	5	3	5	4	5	2	1	1	2	1	1			
" " Soft		5	5	5	4	5	2	5	4	5	2	1	1	1	1	1			
Services/Tot reven	ue	5	4	4	4	5	4	5	5	5	2	1	1		2	1			
		5	5	5	5	5	3	2	3	3	3	1	2	3	2	2			
Productivity																			
Indirect/tot manpo	wer	3	1	1	1	4	1	1	1	3	5	4	4	2	3	4	4	3	
Indirects/Revenue		3	1	1	1	4	1	1	1	3	5	4	4	2	3	4	4	3	
OP. Expenses/Rev		3	1	1	4	5	2	1	2	1	4	4	4	2	3	4	4	3	
Customer Satisfacti	on																		
Customer sat		_	_	_	_	_	_	_	_										
<u> </u>		5	3	3	1	5	3	5	5	5	5	1	4	5	4	5	5	4	
Simplification Workload		_	_	_	_	_	_				_	_	_	_		_		_	
Non opérational ti		5 5	5 5	2	3 4	5 5	3 5	1 2	3	1	5	2	4	4	4	5	5	3	
React cust req /OE		5	5	3		3	5	2	2	1	5	_	5	2	5	2	2		
Reac OE/ Shipping	•				3	4	3	3	3	_	5	4	_	_	_	2	2	2	
					3	4	3	3	3	3	4		5	5	5	3	3	2	
Profit Net Result/revenue		5	3	4	3	5	4	4	4	4	_		_	-	_	_	_		
		_	_	_	_	_	_	4	4	4	3	1	2	2	2	5	5	1	
Assets Turnover ra	ιτe	4	4	4	4	4	3				1	2	4	3		5		3	
Morale		-		_	_		_			_	_	_	_	_			_	_	
Morale index		3	4	3	3	4	2	1	1	2	2	2	1	3	1	1	3	2	
101																			

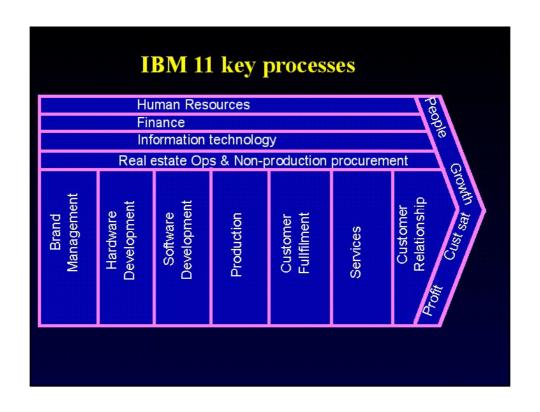


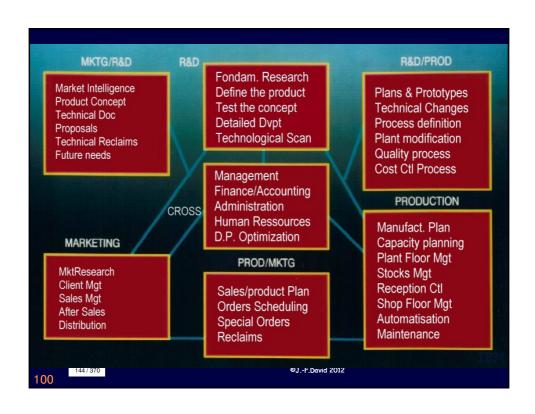














Process Management

What is Process Management?

A business process is any broad collection of activities within your company that is involved in the ultimate goal of developing your product or service for the customer.

Business processes are typically evaluated from the customer's viewpoint.

Ensuring a smoothly running business process is critical in maximizing the added value you are providing to your customers.

Managing the key processes efficiently is critical to the success of the company.

But managing the processes is harder than it may seem at first - mostly because these processes don't stand alone, but interact with one another.

102 145/370

©J.-F.David 2012

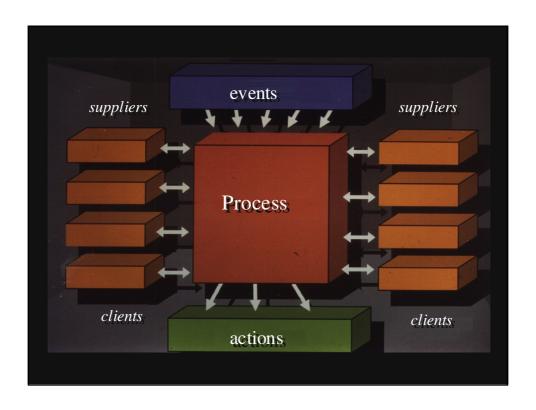


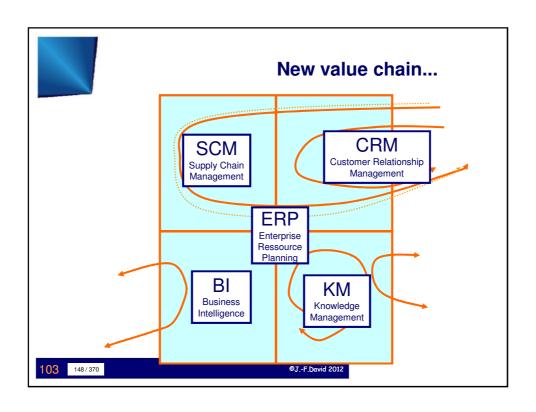
Process Management

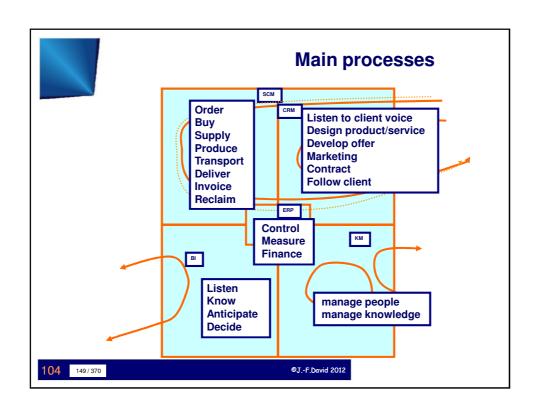
There are many types of business processes such as key processes, support processes and sub-processes. Typical business processes include:

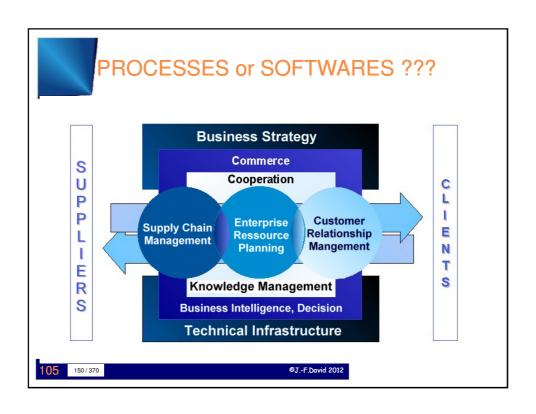
- * **Procurement**: Securing the materials and equipment necessary to produce your goods or services.
- * **Product development**: Planning new goods or services for your customers or refining existing products.
- * **Production**: Creating those goods or services.
- * **Order delivery**: Receiving orders from customers and ensuring that those orders are fulfilled.
- * **Distribution**: Ensuring smooth distribution of goods to customers.
- * **Customer support**: Providing assistance to customers after they've bought your product or service.

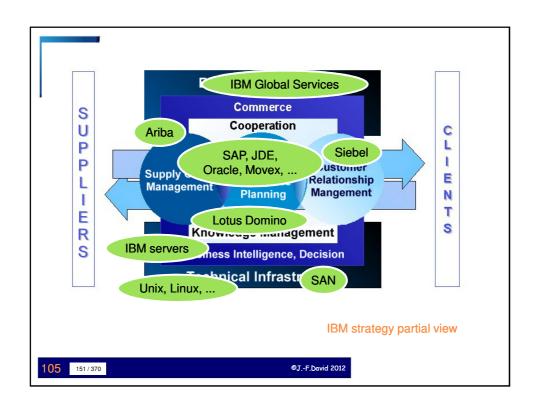
102 146/370

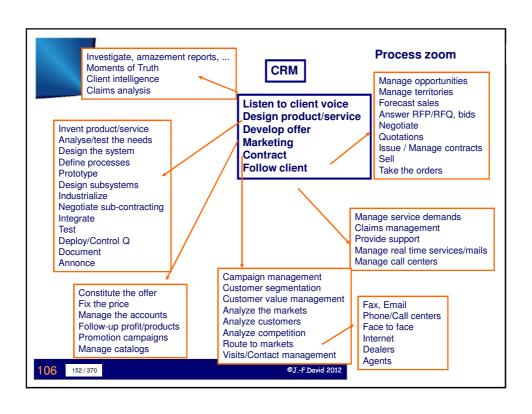


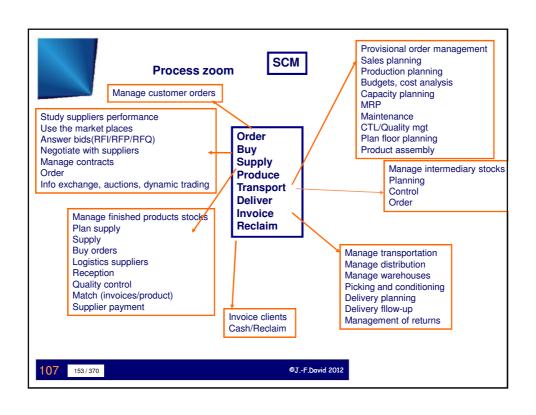


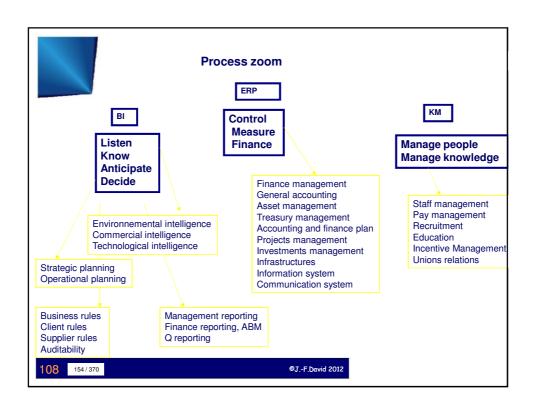


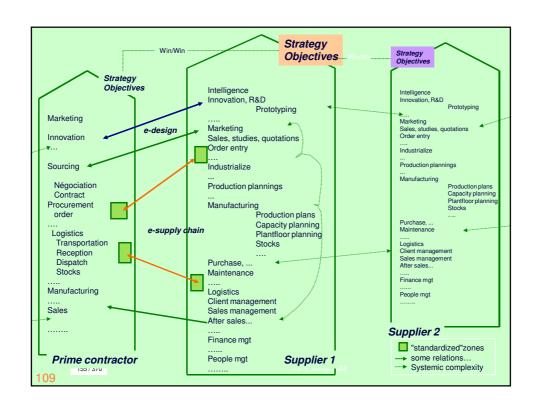


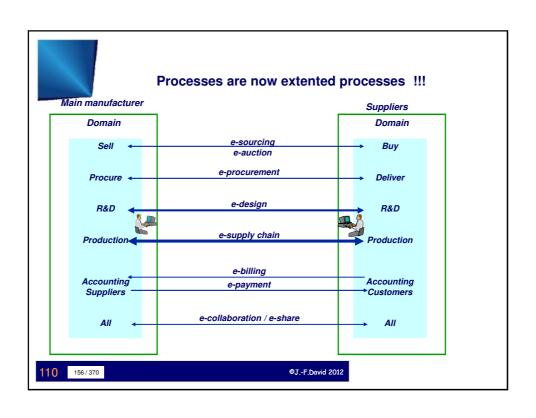


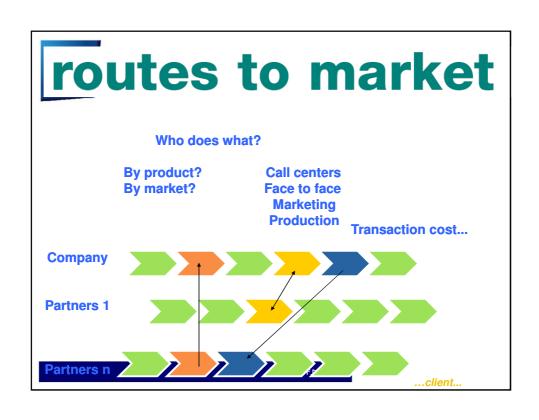




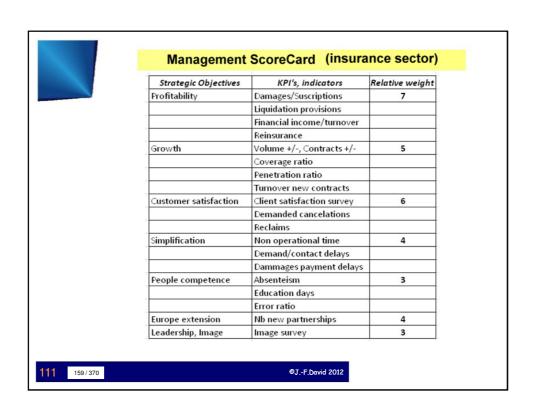


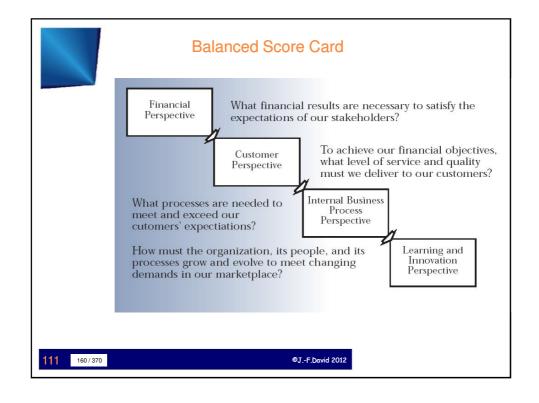














Value Chain, list of Business Processes

- 01-Study the market (Competitive intelligence, Marketing strat, ..)
 02-Design products (New contracts , Mking, Techn Dept,)
 03-Sales sector management (prospect, update client/prospect file)

- 03-Sales sector management (prospect, update citeraphospect me)
 04-Sell (informations, pricing, conclusion)
 05-Contracts management (create docs, modifications,)
 06-Maintain clients (informations,garanties adaptation, follow-up)
 07-Invoice payment actions (computation, letters, cashing, reclaim,..)
 08-Damagesrefund and payment (open files, inquiries, payment, ...)
 09-Client follow-up (follow results, negotiation modifications, ...)
- 10S-People management (enroll,education,management,...)
- 10s-People management / Control (budget, controls, measurements, ...)
 12s-Experts structure management
 13s-Reinsurance management
 14s-Communicate (internal, external)
 15s-Infrastructure supply (Is, facilities,...)

112 161/370

@J.-F.David 2012

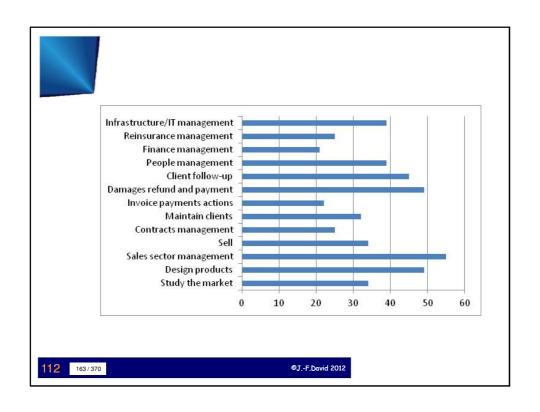


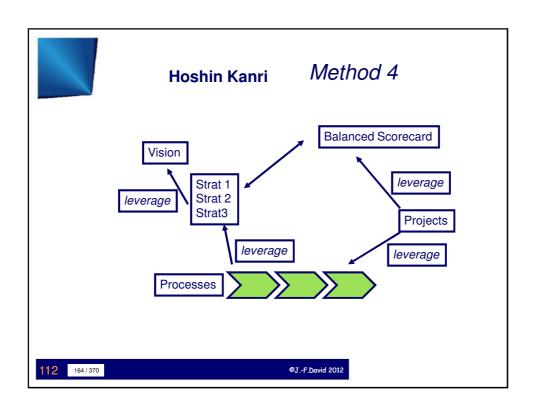
Leverage effect of processes on strategic objectives

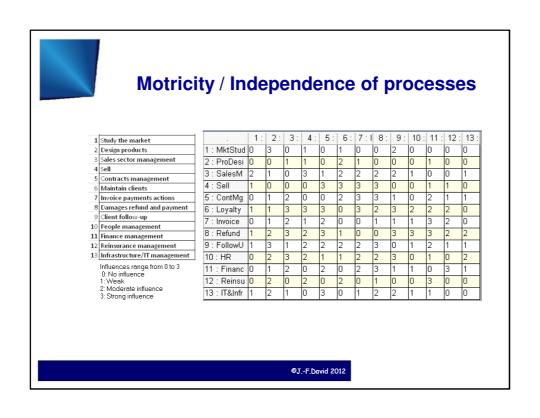
	7	5	6	4	3	4	3
	Profit	Growth	Cust.sat	Simpli	People	Europe	Image
poids>>	7	5	6	4	3	4	3
Study the market	55096	2	2			3	
Design products	1	3	2	1		2	1
Sales sector management	3	1	2	2	2		1
Sell	1	4	1		1	1	
Contracts management			1	4	1		
Maintain clients	1	3				1	2
Invoice payments actions	2			2			
Damages refund and payment		1	4	2	1		3
Client follow-up	2	2	1	2	1	1	
People management	1		1	2	4		2
Finance management	1			2			2
Reinsurance management	2					2	1
Infrastructure/IT management	3		1		3		1

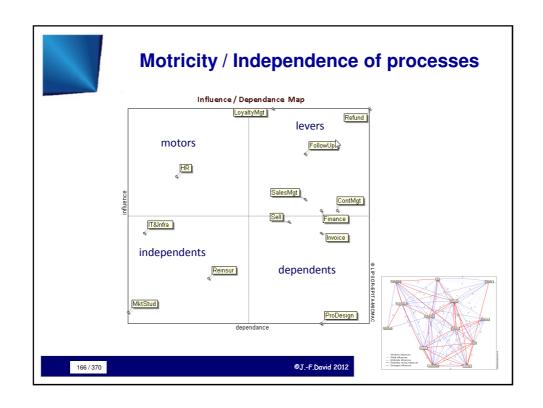
@ Jean-Français DAVID 1995

112 162/370









In "my" use of words, lever in "hoshin kanri" approach, is used when something plays on something different (projects on processes processes on strategies, strategies on vision, ...)

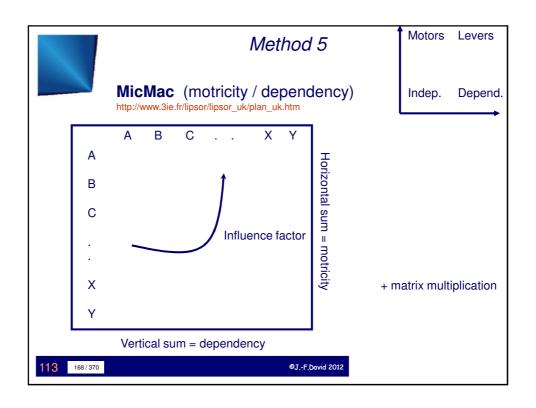
In the other method, where people try to disentangle a complex problem of interference of objects of the same category (people on people, processes on processes, strategies on strategies, ...) and try to detect where is the "hen" and where is the "egg" and where to start, motricity means action of something on the others, dependence means the contrary.

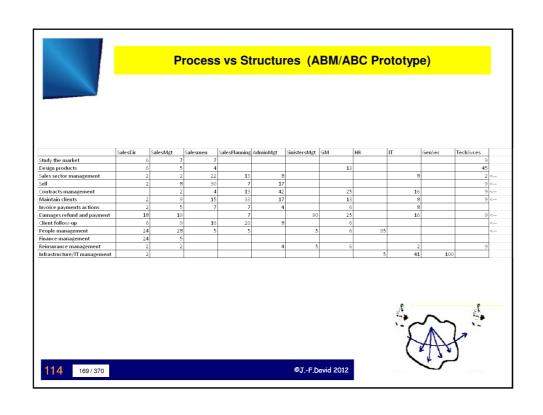
Any factor has a certain level of motricity on the others, and a certain level of dependency.

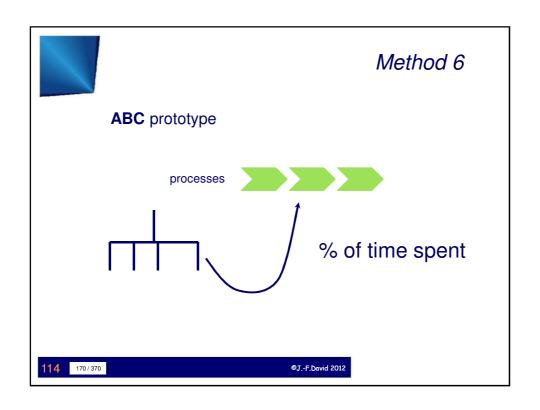
If motricity ++ and dependency -- elements are called MOTORS
If motricity -- and dependency -- , elements are called INDEPENDENTS
If motricity -- and dependency ++, elements are called DEPENDENTS
If motricity ++ and dependency ++, elements are called LEVERS

This use of word lever is not the same than within Hoshin Kanri.

113 167/370 ©J.-F.David 2012









Henry Mintzberg

- Cleghorn Professor of Management Studies, Faculty of Management, McGill University, Canada
- Ph.D. Sloan School of Management, M.I.T., 1968.
- Current Work: focuses on the development of a family of programs for educating practicing managers, as well as a book entitled Developing Managers, not MBAs, and a pamphlet called Getting Past Smith and Marx... toward a Balanced Society.
- http://www.henrymintzberg.com/

171 / 370

©J.-F.David 2012

Organization and Structures (Mintzberg) Simple Structure Machine Bureaucracy Professional Bureaucracy Divisionalized Form Adhocracy +... Missionnary +... Political

Organizations

Direct supervision

One person gives direct orders to others

Standardization of work processes
One person designs the general work procedures of others to ensure that these are all coordinated.

Standardization of output

One person specifies the general outputs of the work of another.

Standardization of skills

A person is trained in a certain way so that he or she coordinates automatically with others.

Mutual adjustment

Two or more people communicate informally among themselves to coordinate their work.

Operating core

The basic work of producing the organization's products and services gets done.

Strategic apex

The home of top management

Middle line

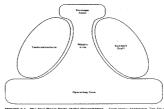
Managers who stand in a direct line relationship between the strategic apex and the operating core.

Techostructure

The staff analysts who design the systems by which work processes and outputs are standardized in the organization.

Support staff

The specialists who provide support to the organization outside of its operating workflow.



116

173 / 370

Organizations

Direct supervision

One person gives direct orders to others

Standardization of work processes
One person designs the general work procedures of others to ensure that these are all coordinated.

Standardization of output

One person specifies the general outputs of the work of another. Standardization of skills

A person is trained in a certain way so that he or she coordinates automatically with others.

Mutual adjustment

Two or more people communicate informally among themselves to coordinate their work.

Operating core

The basic work of producing the organization's products and services gets done.

Strategic apex

The home of top management

Middle line

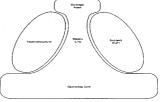
Managers who stand in a direct line relationship between the strategic apex and the operating core.

Techostructure

The staff analysts who design the systems by which work processes and outputs are standardized in the organization.

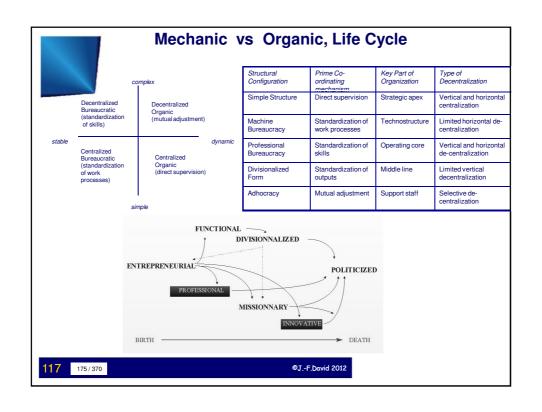
Support staff

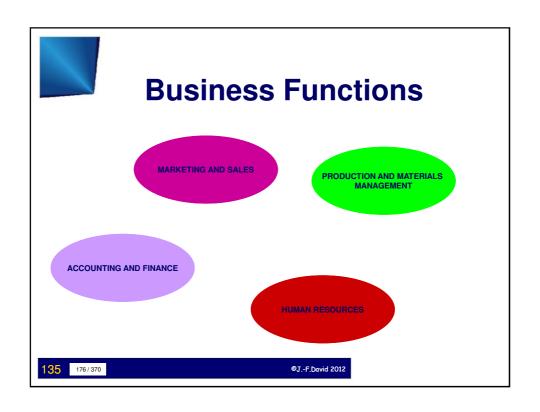
The specialists who provide support to the organization outside of its operating workflow.

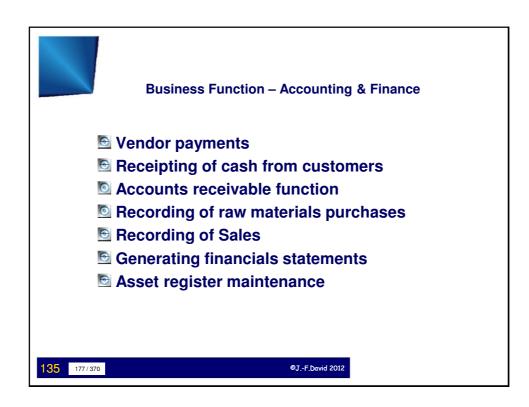


116

174 / 370















ERP Systems

- Early 1990s first fully integrated software system
- © Current ERP systems evolved as a result of development of hardware and software technology needed to support systems
- Developments of vision of integrated systems
- Release of personal productivity software (word-processing)
- 1979 Introduction of first spreadsheet software (complex business analysis without programming) hence need to connect individual users' PCs
- Telecommunications allowed sharing of data (server to client)
- ERP began on a factory floor (inventory tracking system Materials Requirements Planning)

135 181 / 370

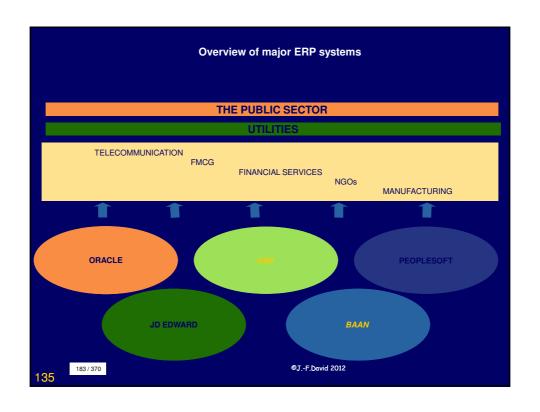
©J.-F.David 2012

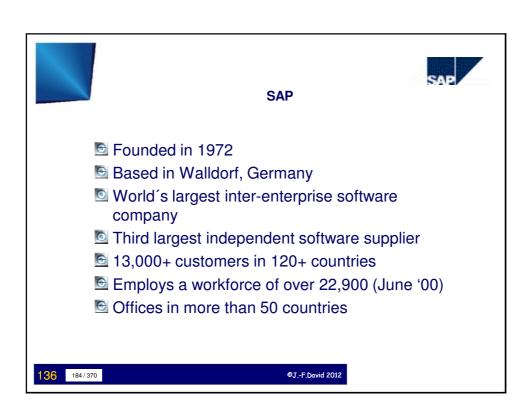


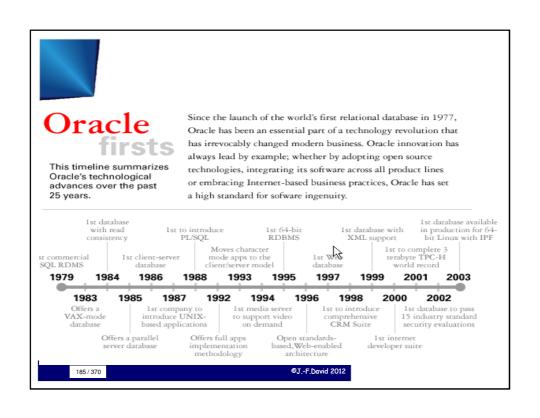
ERP Systems

- An ERP system is defined by Markus et al. (2000: 245) as a software package which makes possible the sharing of business information stored on a common database among targeted business units in the entire organisation.
- Enterprise Resource Planning is a way of making internal processes in an organisation to work in harmony. In an ERP software all components of an organisation functions are supported therefore data or information is shared across the entire organisation.
- The purpose served by an ERP system is of organising, codifying and standardisation of the business processes and information or data. Furthermore ERP systems provide an enterprise with a common language and a common pool of data (Norris *et al.* 2000: 12-13; Adam and O'Doherty, 2000: 306)

135 182 / 370











Overview PeopleSoft

Product Lines

Get information on the business product lines available profitability.

AppConnect

Application Integration

Customer Relationship Management

Enterprise Performance Management

Enterprise Service Automation

Financial Management Solutions

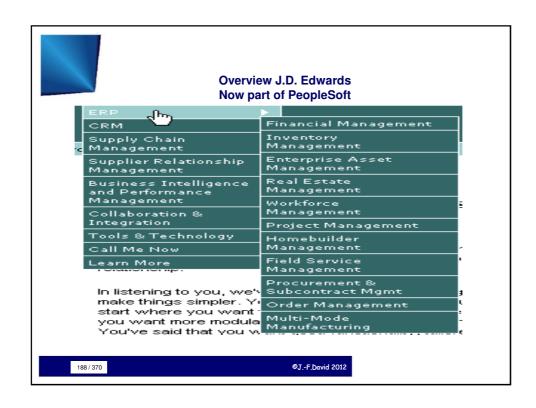
Human Capital Management

Human Resources Management Solutions

Manufacturing (formerly Supply Chain Management)

Supplier Relationship Management

187 / 370







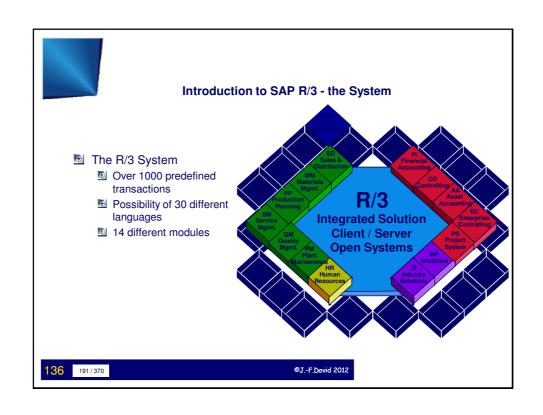
Benefits of ERP systems

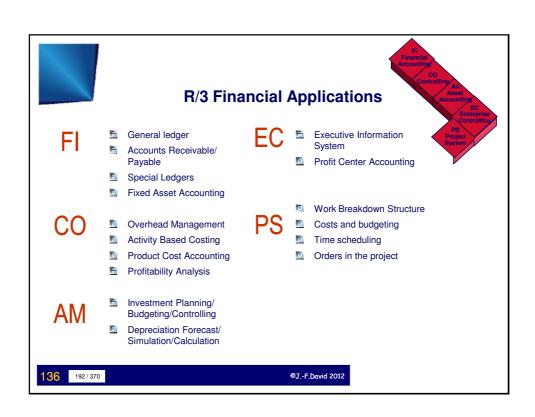
Benefits of implementing ERP system \equiv

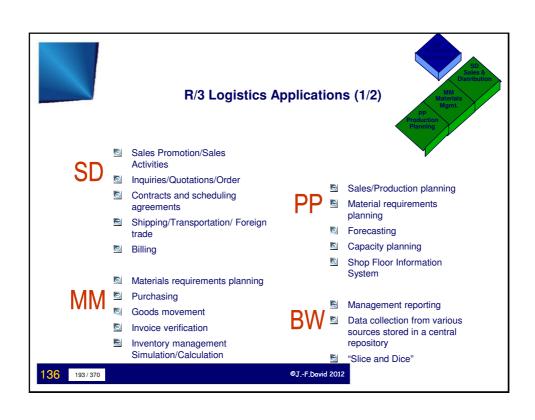
Benefit type	Organisational benefits
Operational	Process cost reduction, cycle time reduction and productivity improvement
Managerial	Better resource management Improved decision making
Strategic	 Supporting business growth Building cost leadership, product differentiation Linkage to customers and suppliers
Information Technology	Business flexibility IT cost reduction e.g. software maintenance
Organisational	 Supporting organisational change, facilitating organisational learning, empowering of staff Building common vision

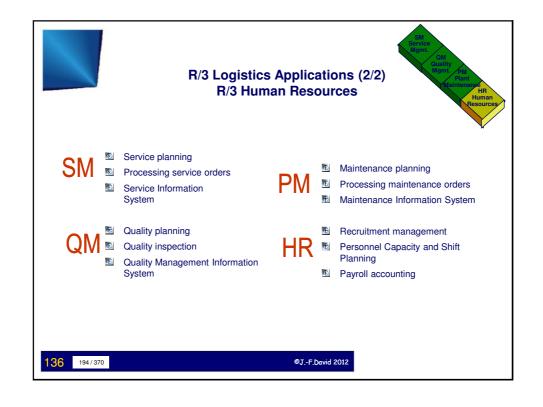
(Source: Adapted from JTT 2000d, editorial comment: 243-244)

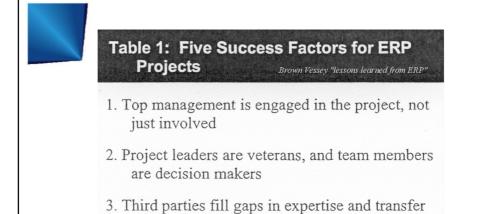
135 190 / 370





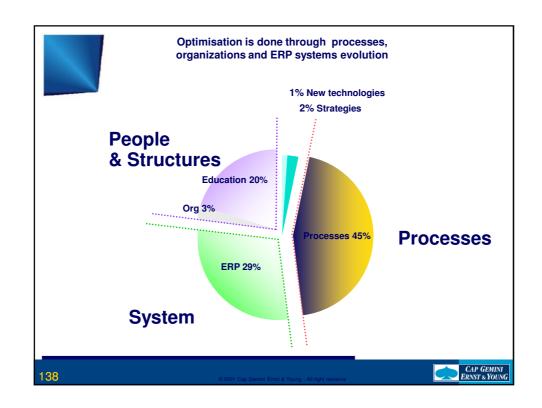


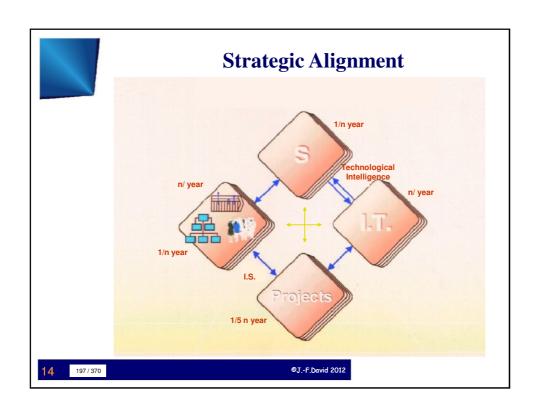


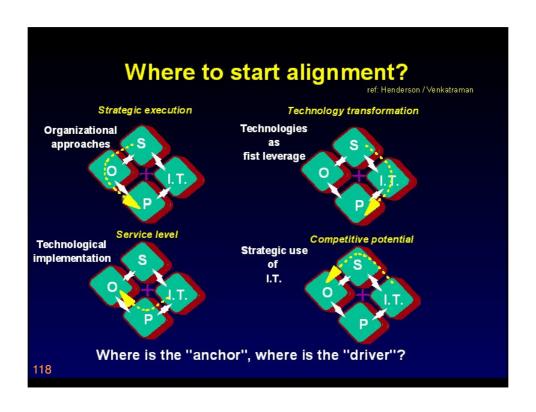


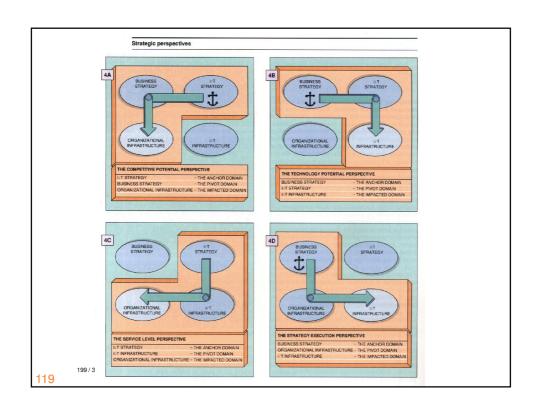
- their knowledge
- 4. Change management goes hand-in-hand with project management
- 5. A satisficing mindset prevails

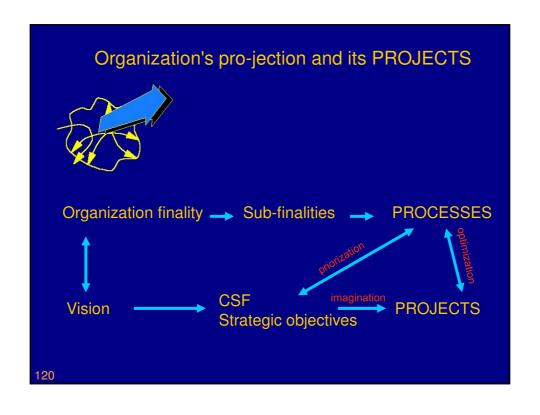
195 / 370







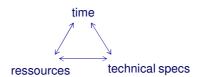






The Pharaoh and the pyramids time, short delay limited human resources technical specifications

Project triangle



X50-105 Afnor standard: « a specific approach which enable methodically and gradually to structure a reality to come ... »

« ... a project is implemented to work out a response to the need of one user, one customer or one market. It implies an objective, actions to be undertaken with given resources ... »

201 / 370

@J.-F.David 2012



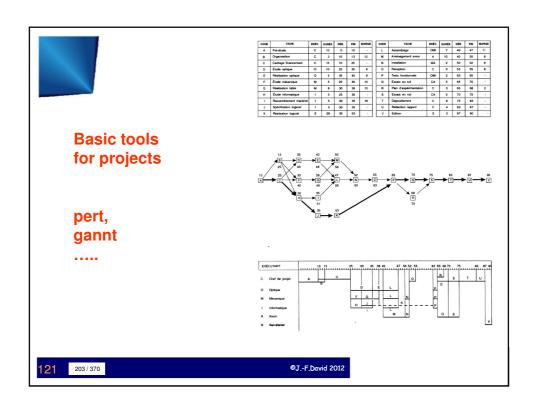
PROJECT definition

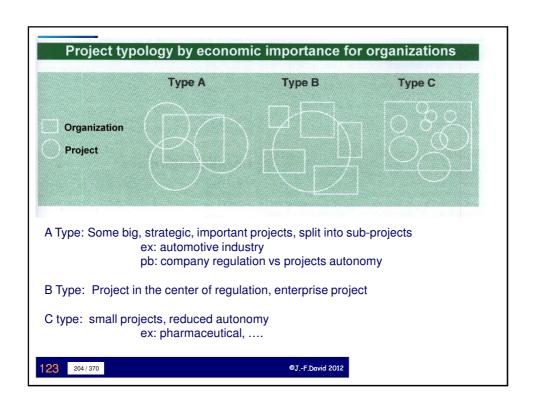
A project is

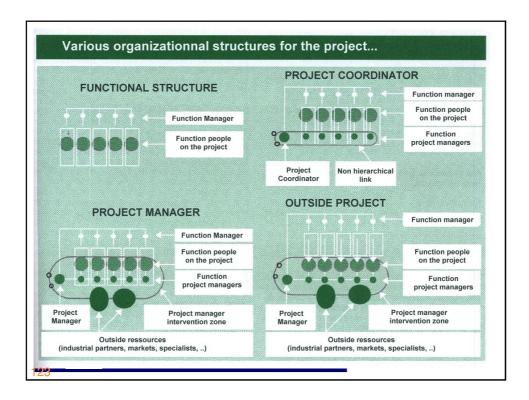
- a coordinated set of works,
- accomplished by people
- using means and supports
- in order to equip a company with a product, a service or a system
- to deal with anticipated situation aimed
- at the slightest cost

the cost can be financial, social, human, technical

121 202/370







For instance, the Standish Group's research on IT project failure found that:

- 16.2 percent of software projects completed on time and on budget;
- 31 percent of projects were cancelled before completion; and
- 53 percent of projects would cost over 189 percent of their original estimates.

There hasn't been a significant improvement since then. A Conference Board survey in 2001 found that:

- 40 percent of projects failed to achieve their business case within one year of 'live';
- Where benefits came through, it was six months later than expected;
- Implementation costs were, on average, 125 percent of budget;
- Support costs were, on average, 120 percent of budget.

But it's not only about project failure. 80 percent of corporate assets today are digital and, as shareholders and boards focus on the extent to which information and intellectual capital are fundamental to their competitive position and long term survival, so they recognize the fiduciary nature of their responsibility to shareholders in respect of the organization's information assets and IT.

Project failure

The strategic vision must be translated into operational systems and organizations don't have much of a track record of successful execution. According to research ('the Chaos Report') by the Standish Group, the US Govt and businesses together spent US\$81 BN on failed projects in 1995 alone; on top of that, there was another US\$59 BN for project over runs.

- On average: one-sixth of the projects were completed on time and within budget.
- On average, at the point a halt was called, the failed projects were:
 - 189 percent over budget;
 - 222 percent behind schedule;
 - Contained only 61 percent of the original specification.

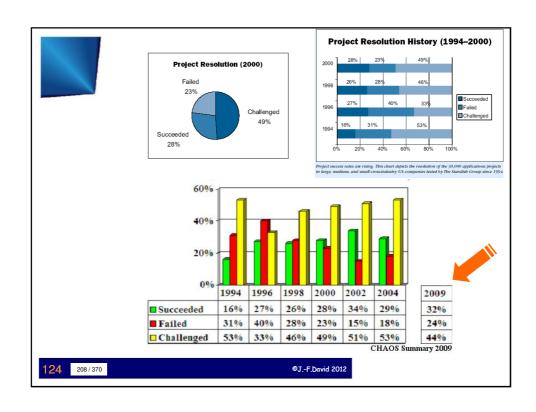
The Standish

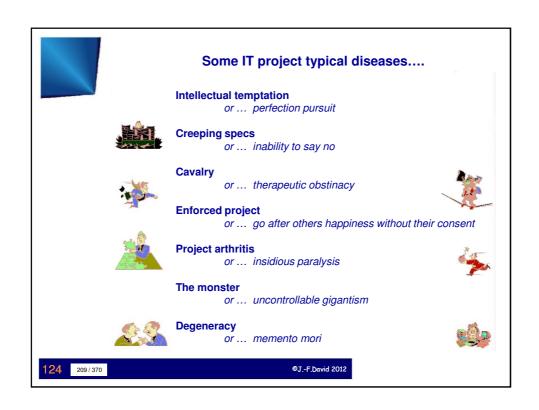
Group, in a 2000 repeat of its earlier survey, identified project success factors, and their average contribution to the success of the project, as:

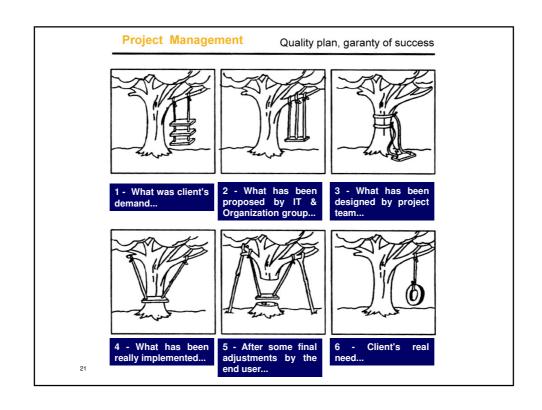
- 1. Executive support (18 percent)
- 2. User involvement (16 percent)
- 3. Experienced project manager (14 percent)
- 4. Clear business objectives (12 percent)
- 5. Minimized scope (10 percent)
- 6. Standard software infrastructure (8 percent)
- 7. Firm basic requirements (6 percent)
- 8. Formal methodology (5 percent)
- 9. Reliable estimates (5 percent)

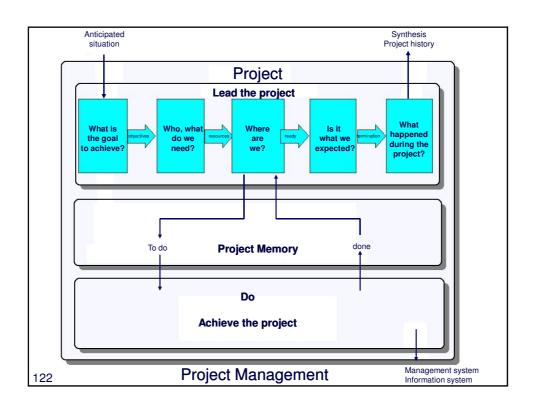
124

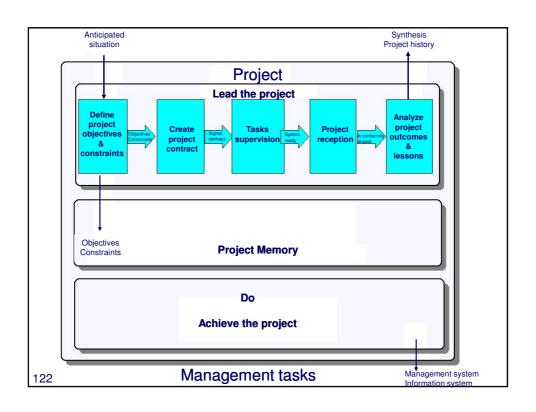
207 / 370

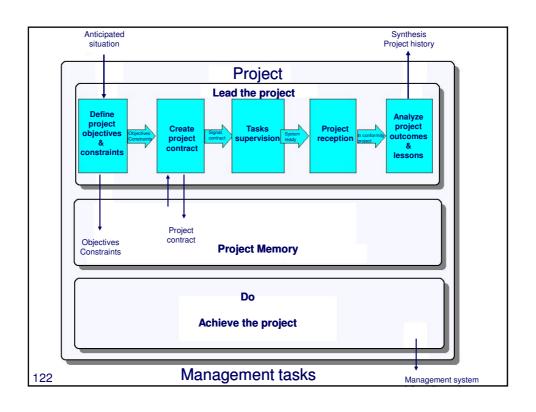


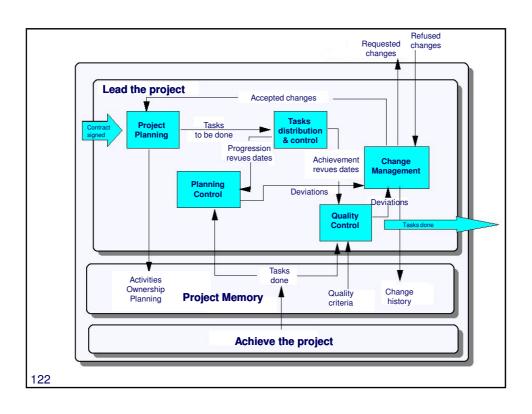


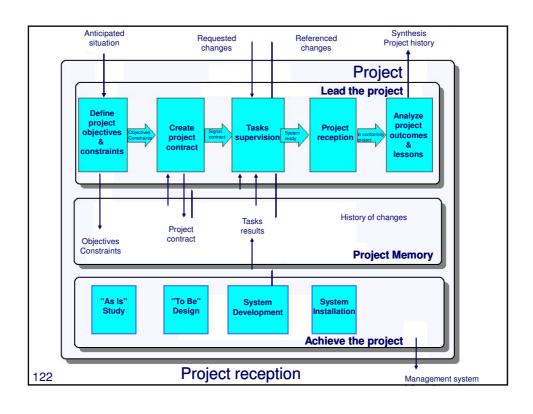


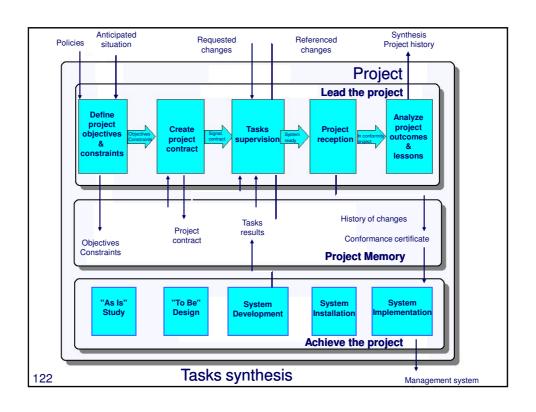


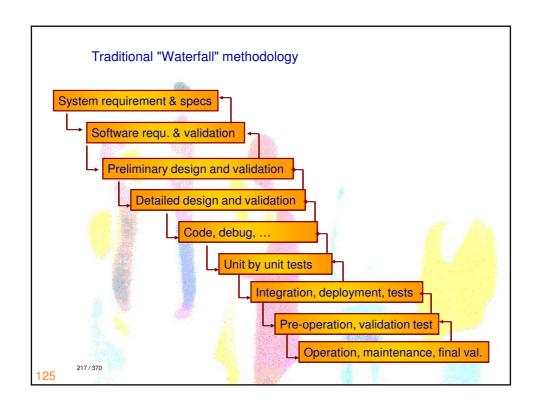


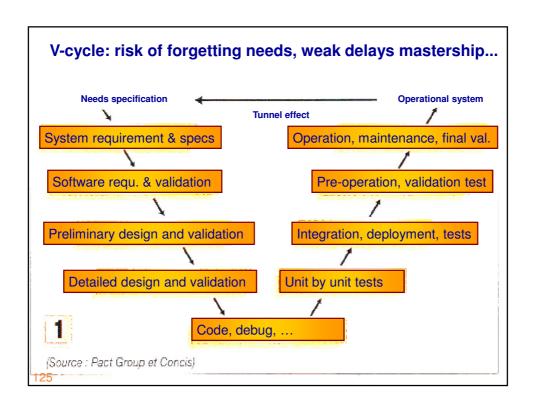


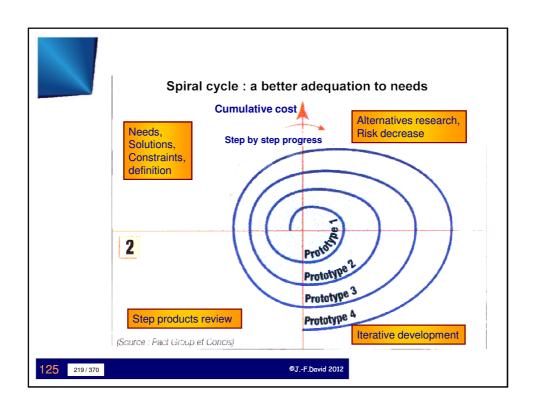














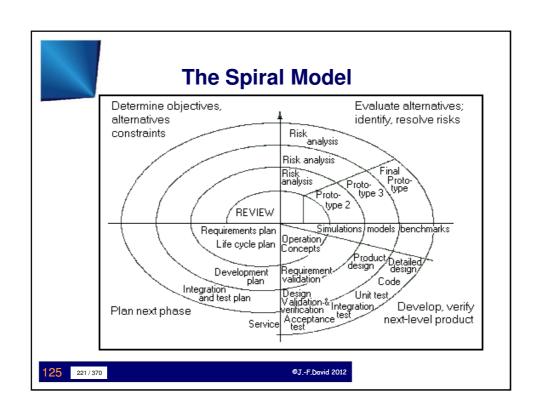


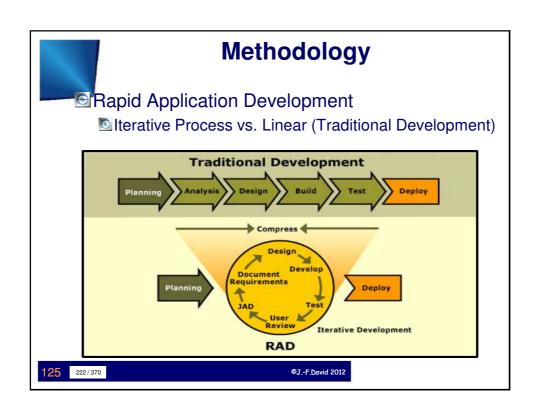
In 1986, Dr. Barry Boehm created the Spiral Method which he recognized and incorporated the factor of "**project risk**" into a life cycle model. The aim of the new model ways to incorporate shifting the management emphasis to risk evaluation and resolution.

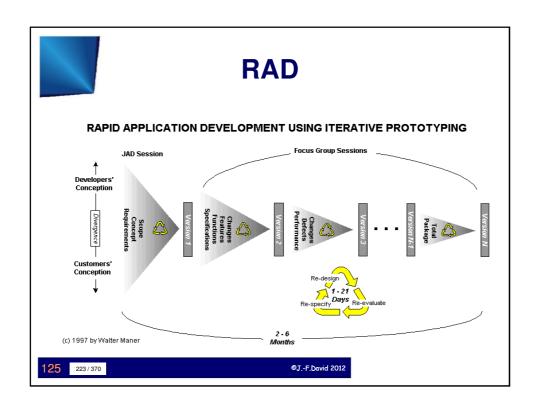
The spiral model illustrated one strength, in which the system size grows but the resources can be held constant. This sometimes known as "project risk". The spiral model is an attempt to provide a disciplined framework for software development that both overcomes deficiencies in the waterfall model, and accommodates activities such as prototyping, reuse, and automatic coding as a part of the process.

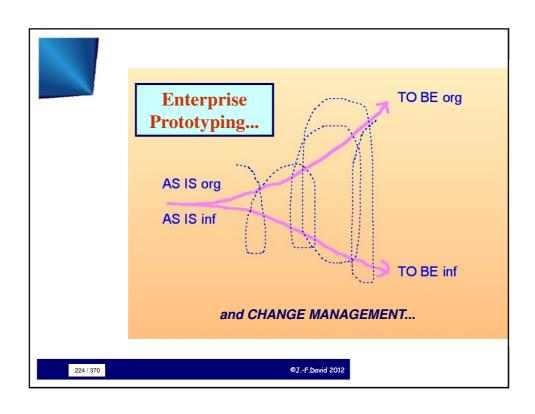
@J.-F.David 2012

125 220/370

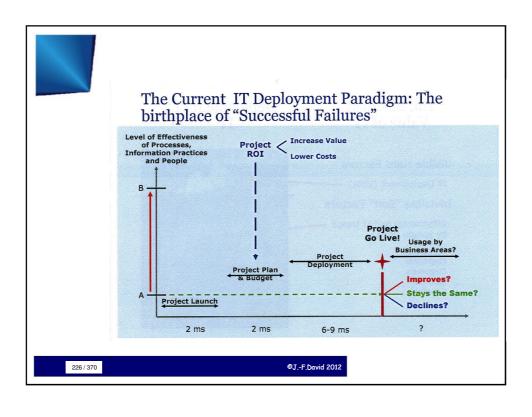
















Corporate Governance:

A system by which companies are directed and controlled, incorporating both legislative regulations and corporate policies and procedures designed to ensure accuracy in reporting on the financial activities of an entity for use by interested parties.

IT Governance: What is it?



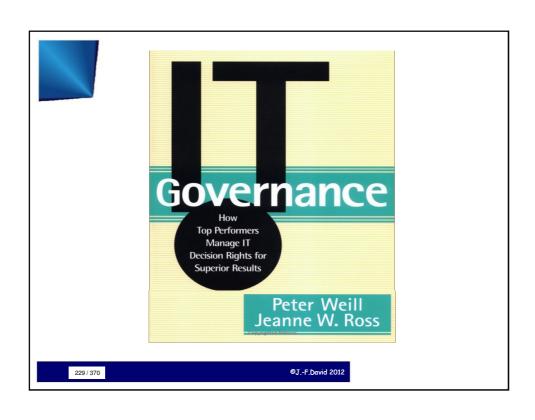
IT GOVERNANCE

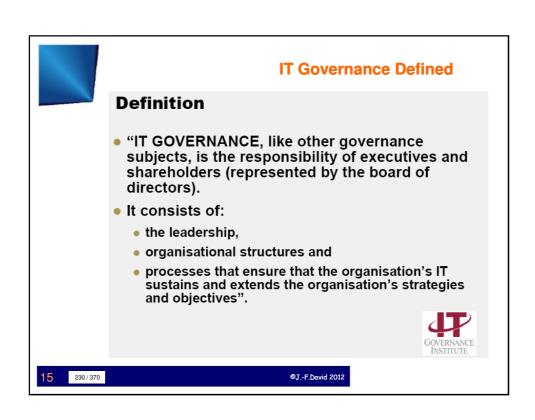
A structure of relationships and processes to direct and control the enterprise in order to achieve the enterprise's goals by adding value while balancing risk versus return over IT and its processes.

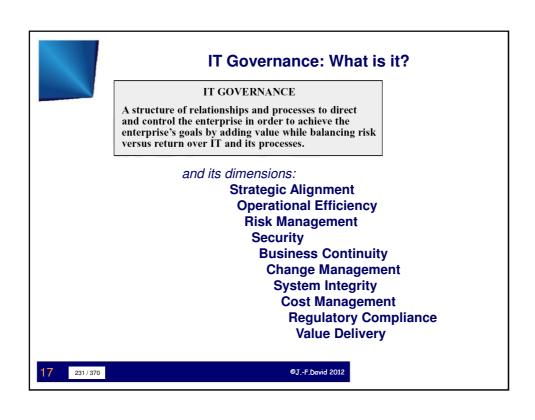
16

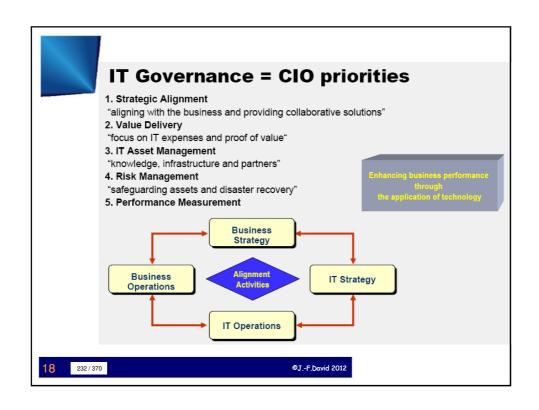
228 / 370

©J.-F.David 2012

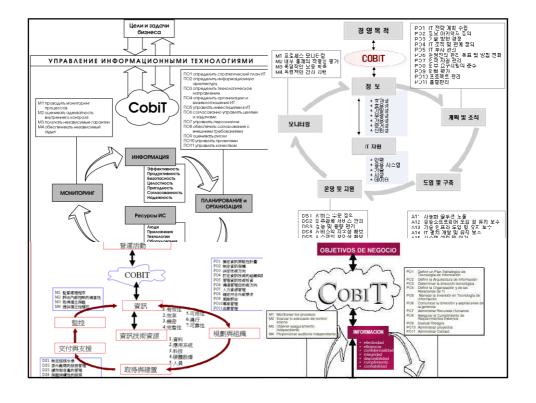


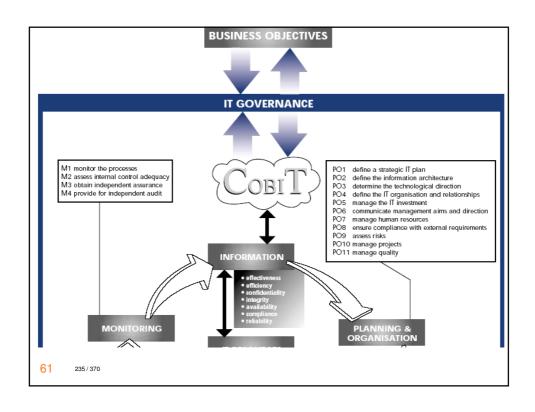


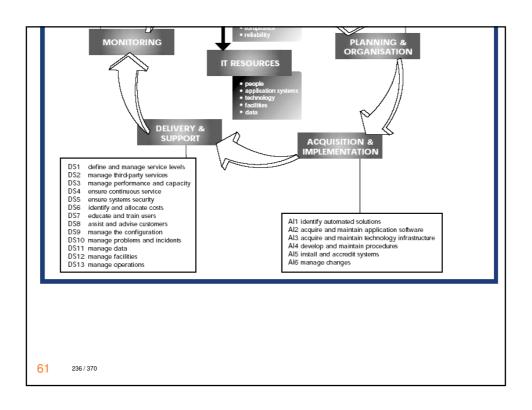


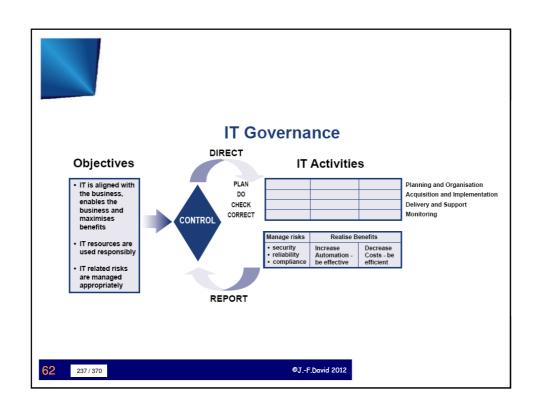


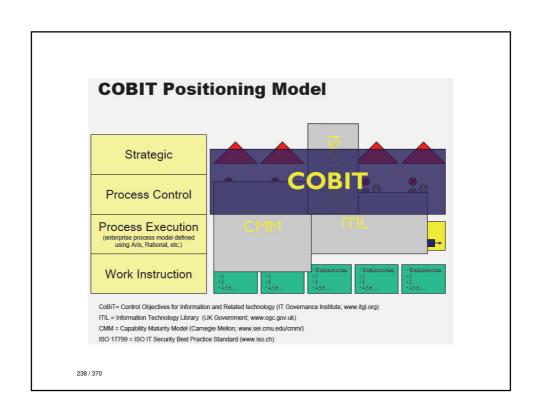
COBIT: An IT Control Framework ◆Starts from the premise that IT needs to deliver the ◆Planning information that the enterprise needs to achieve its ◆Acquiring & Implementing objectives. Promotes process focus and process ownership Delivery & Support Divides IT into 34 processes belonging to four Monitoring domains and provides a high level control objective for each ◆Looks at fiduciary, quality and security needs of enterprises, providing seven information criteria that Effectiveness ◆Efficiency can be used to generically define what the Availability business requires from IT ◆Integrity ◆Is supported by a set of over 300 detailed control Confidentiality objectives Reliability ◆Compliance 61 233 / 370

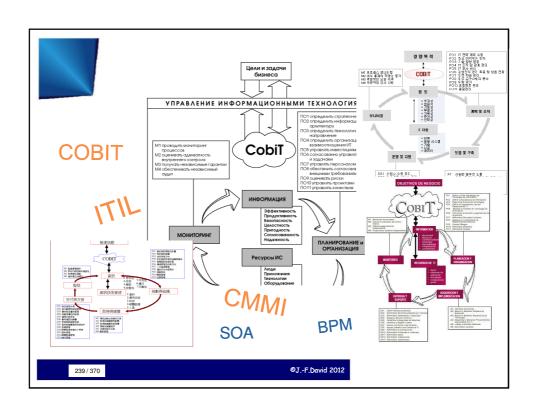


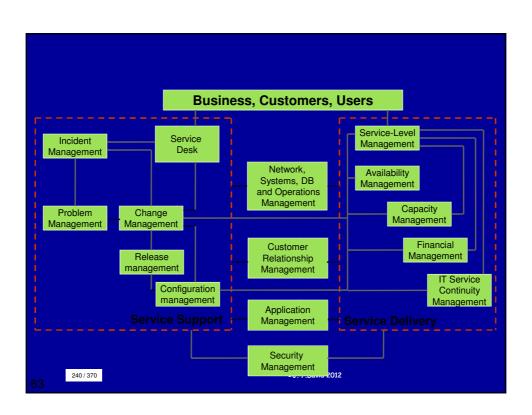


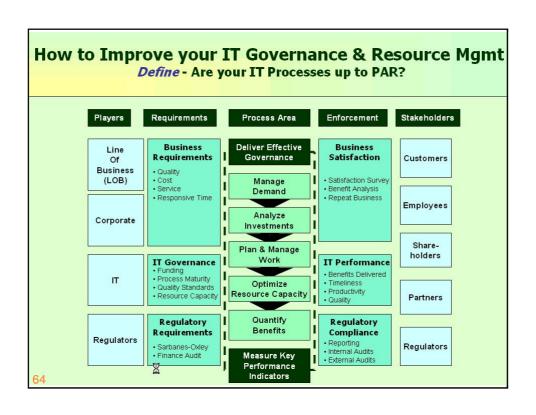






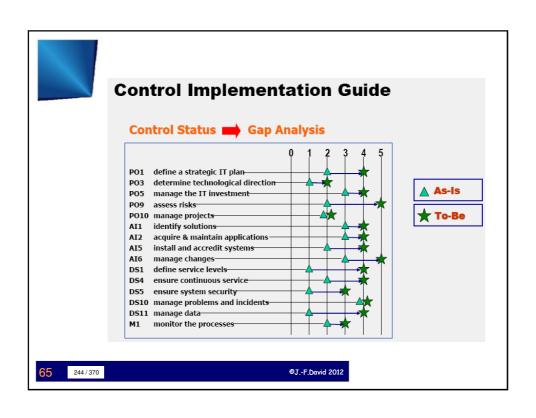


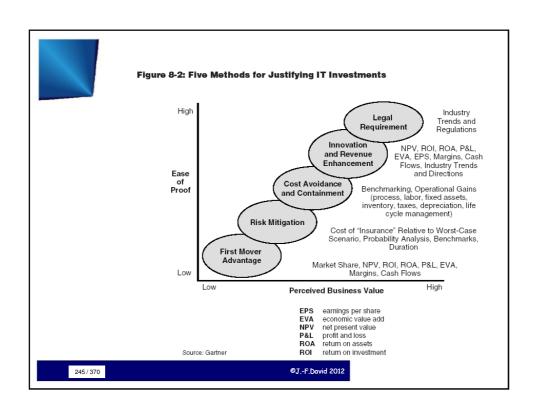


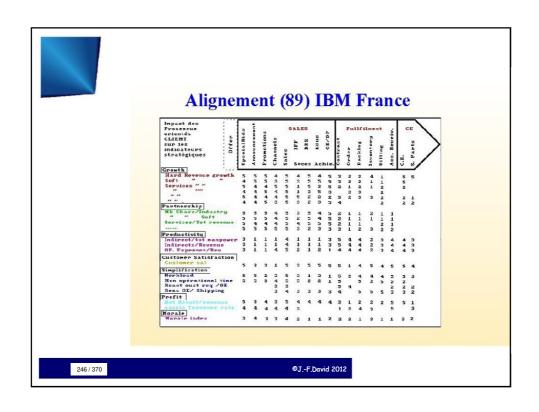


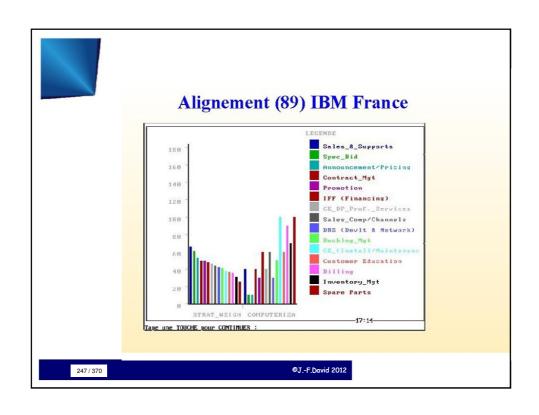
Example IT Governance Maturity Scoring Assessment Framework					
Process Area	Informal	Defined	Repeatable	Measurable	Outstanding
Deliver Effective Governance		С		T	
Manage Demand	С			T	
Analyze Investments	С		T		
Plan & Manage Work			С	T	
Optimize Resource Capacity		С		7	
Quantify Benefits		С		T	
Measure Key Performance Indicators		С		<i>T</i>	

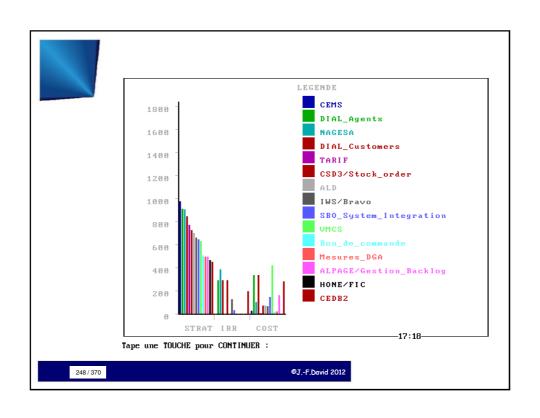


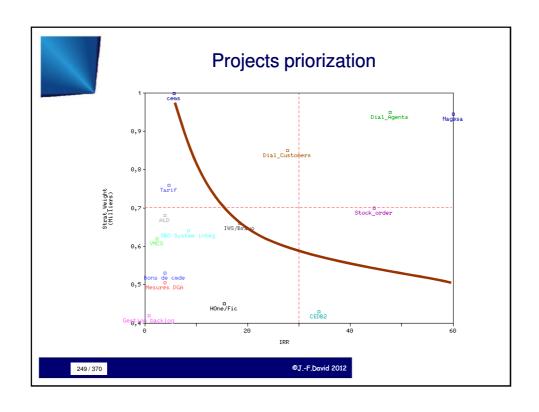


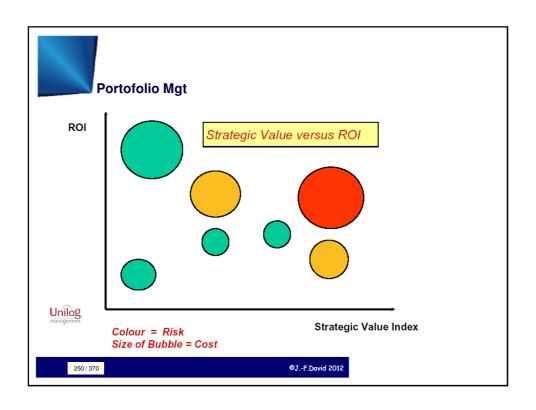


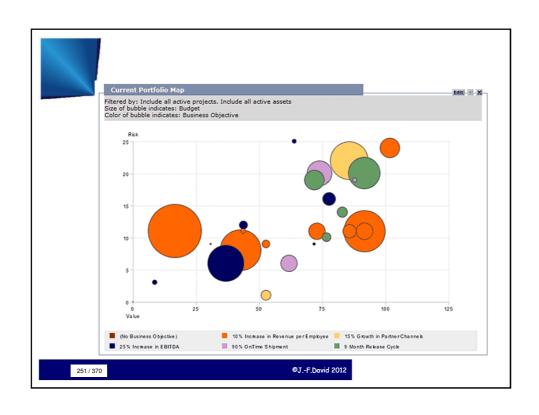


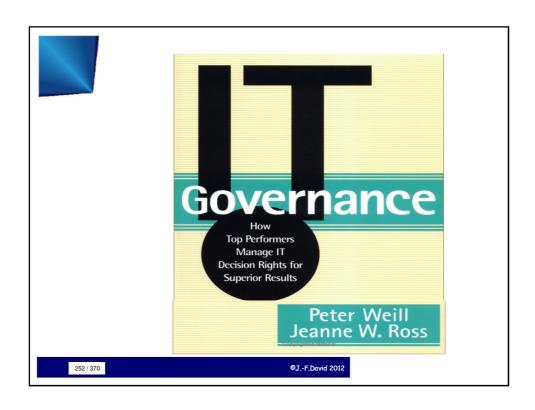












AUGUST 30, 2004 (COMPUTERWORLD) -

IT Governance: How Top Performers Manage IT Decision Rights for Superior Results, by Peter Weill and Jeanne W. Ross (Harvard Business School Press, 2004; 269 pages, \$35).

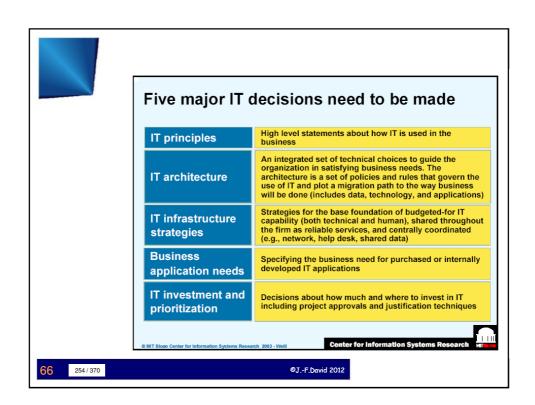
IT governance is a pressing issue these days, particularly since technology spending accounts for up to half of all capital expenditures at many companies. But few managers can accurately describe IT governance within their companies, much less quantify the impact of good governance on their bottom lines.

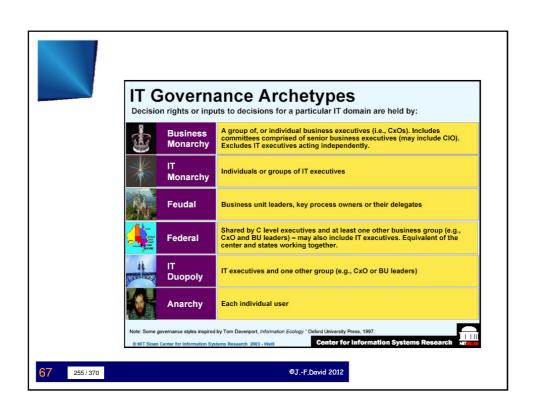
Weill and Ross, research scientists at the Center for Information Systems Research at MIT's Sloan School of Management, do just that and more. For instance, a CISR study of 256 global companies reveals that the profits of companies with top-notch IT governance practices are 20% higher than those of companies with poor IT governance.

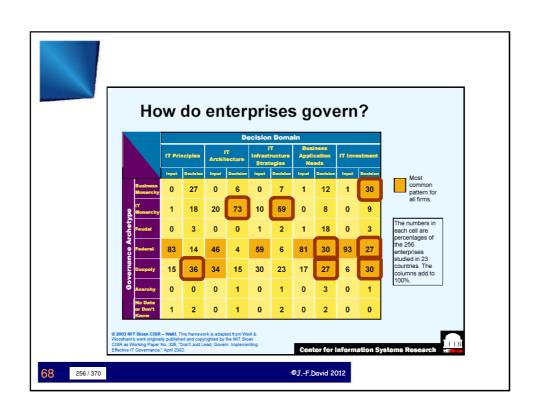
More important, the authors thoroughly describe what IT governance is, classify the approaches used to govern IT and offer advice on how to set up an IT governance committee.

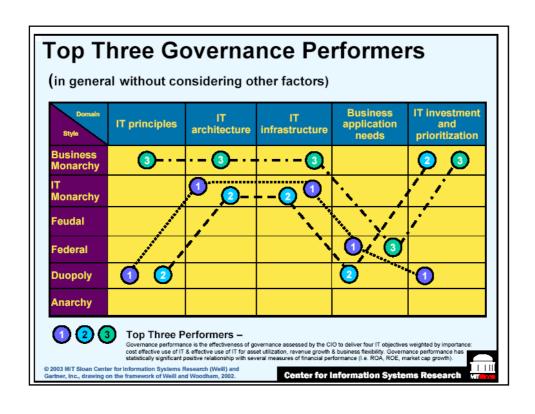
While the authors acknowledge that there is no one-size-fits-all approach to effective IT governance, their research finds that companies that are focused on either profits or growth tend to have similar governance models.

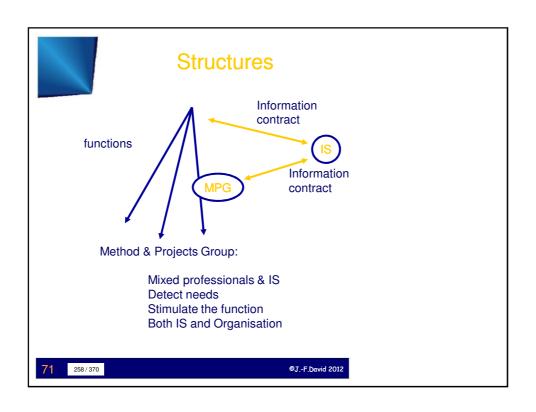
The book is aimed at for-profit companies, but it has a chapter devoted to government agencies and not-for-profits. This is highly recommended reading for anyone who's struggling with these issues 253/370 OJ-F.David 2012













Contracts

Service contract

signed for any project part of project

- Application definition and objectives
- Project owner (function) responsibilities
- IS responsibilities
- Revision conditions
- Service level
- Education
- Implementation rules
- Indicators

signed by operations and managers same for internal and external

259 / 370

©J.-F.David 2012



Q indicators

Usually around 30...

Examples:

1A: What is your feeling about the service given by the recently installed application? (excellent, good, average, bad)

For every question, subsidiary questions on : response time, screen design, education, doc, availability, ...

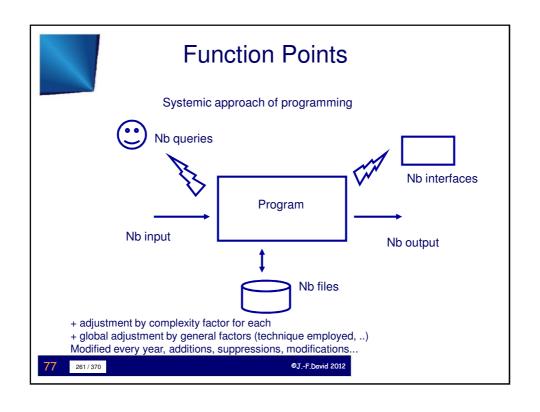
1B: During the development, judge your relation with IS dpt

(understanding the need, planning, relation with project mgr, ...)

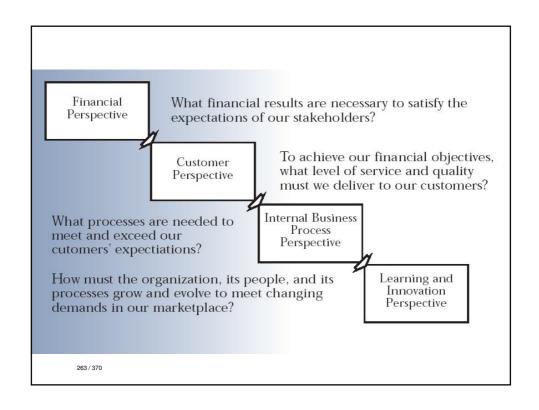
- 2: Modifications ratio nb of function point modified/ nb of function point
- 3: Nb validated bugs/function point

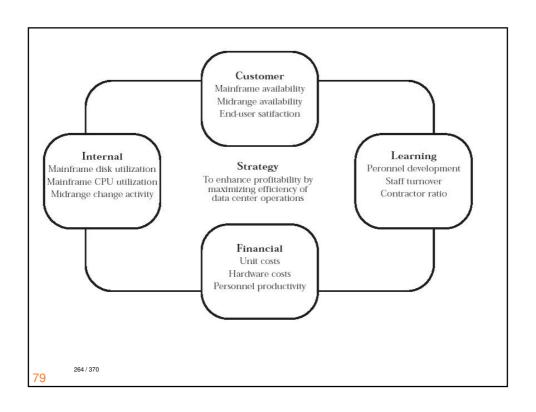
76 260 / 370 ·

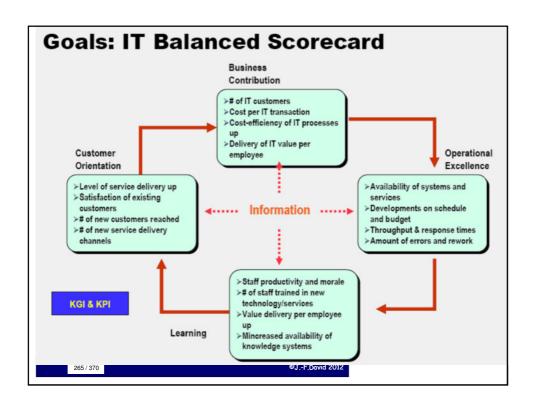
@J.-F.David 2012











		group, a sample scorecard
Organization Agility	7	Nb of reengineered processes/year
Image	2	Image indicator
People	5	Morale index Absenteeism
Innovation	4	% innov vs existing
Speed	7	Time / function point Delay demand/delivery
Client satisfaction	9	Ratio treated vs demanded Claims nb Engagement observance (pts, t)
Product Q	8	Bugs / function points Fulfillment delay
Production cost	5	\$ / function point

```
For internal IT development group, a sample value chain (processes)

...

01- Client's needs knowledge
02- Study/complement specifications
03- Study demands impacts (estimation, points)
04- Develop formal contract
05- Studies, production, quality planning
06- Project launching and follow-up
07- Development management
08- Software objects production
09- Prepare middleware and data structures
10- Integrate versions
11- Implement versions
11- Implement versions
12- Correct bugs
13- Documentation production
14- Educate users
15- Educate production centers
16- Problems management (hot line)
17- Corrections distribution
18- Assist users for new versions
19- Define/maintain dypt methods (guides, reviews, Q, ..)
20- Define/maintain application architecture (principles, urbanization, ...)
21- Developers assistance (hot-line)
22- Dypt information system
23- Control/measure applications
24- Data/ Application directory
287 (Whi process control
```

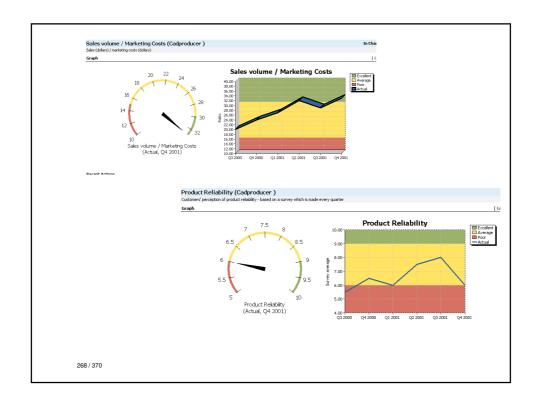






Tableau de bord DTSI

- satisfaire nos clients:

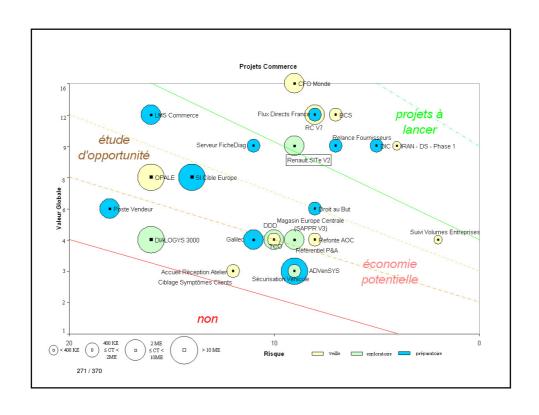
note globale de l'enquête >3,3/5

- assurer la disponibilité maximale des applications AQE(Action Qualité Exploitation) >152,5
- réussir le partenariat (HP) postes de travail
 - + de 42000 postes gérés par le partenaire
- développer les projets dans l'esprit QCD (Qualité Coûts Délais)
 80% jalons négociés avec MOA(Maître d'ouvrage) respectés
 - 80% jaions negocies avec MOA(Maitre d'ouvrage) respecte sur les 35 bilans de projets effectués
 - couverture fonctionnelle à 90% de la référence
 - coûts hors déploiement < 105% de la référence
 - délais hors déploiement < 115% de la référence
- doubler l'utilisation des fonctionnalités de la plate forme d'intégration
- développer les synergies avec Nissan

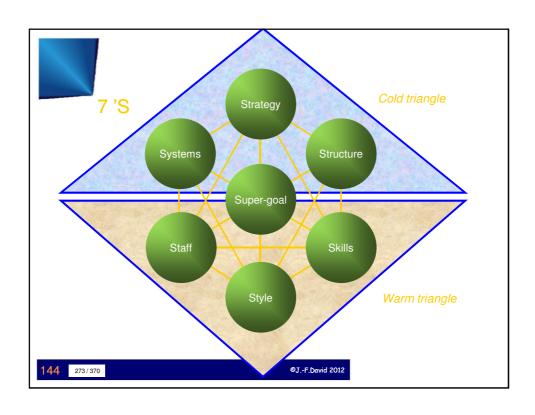
réussir les 5 actions prioritaires reconnues

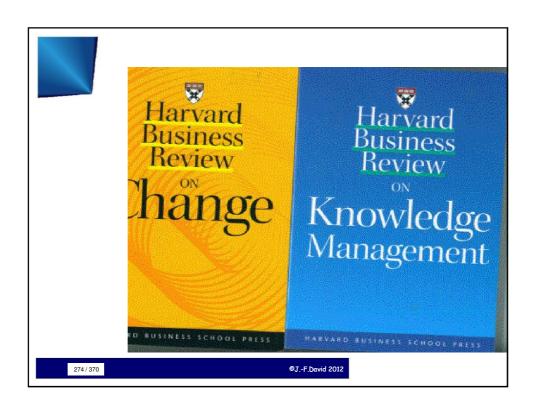
- contribuer au bénéfices de nos clients >70M€
- réduire notre coût applicatif TQC(*)
 - de 21M€
- accroître la productivité du développement
- + de 1,2 point de fonction / jour homme
- développer nos compétences métiers et notre professionnalisme
 Chaque famille d'emploi type est parrainée par un conseiller métier
 Chaque entretien contient un volant formation et orientation professionnelle
- 2(0) \Re QC = tel que construit, les applications anciennes sans amélioration majeures en cours (les autres sont MQC mieux que construit et AQC autre que construit)

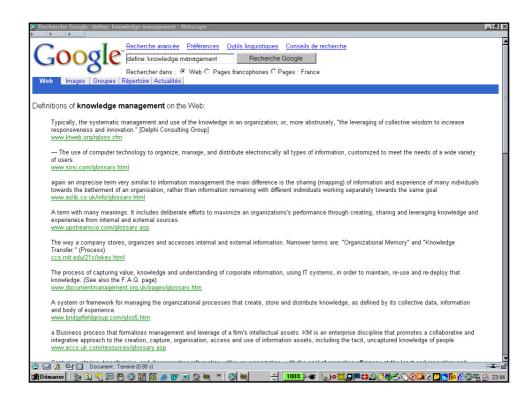


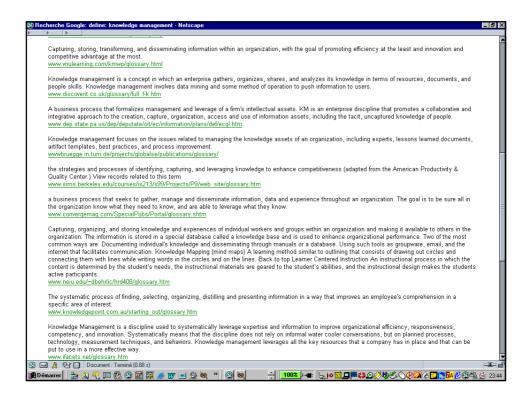


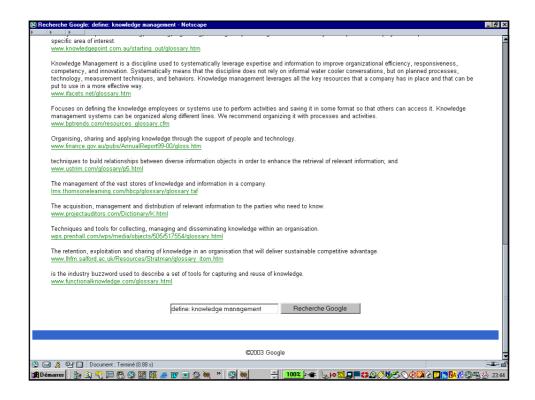


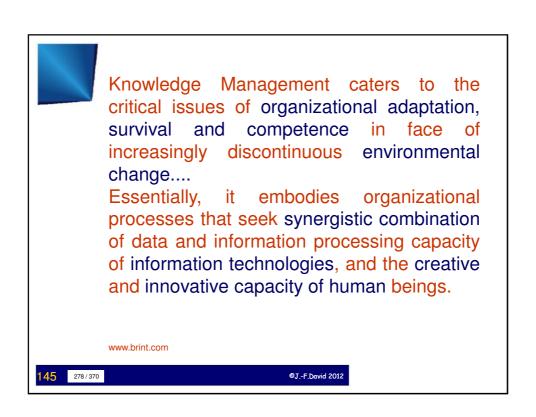


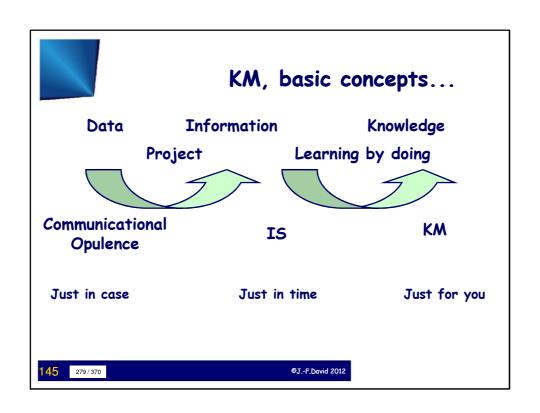














Data

- Objective observed facts about organizational events.
- · Source of error measurement related

Information

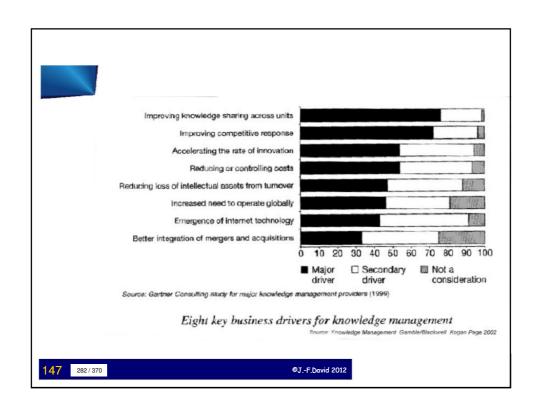
- A communication carrying a message.
- •Can be found from data by adding relevance and purpose.
- Source of error interpretation related

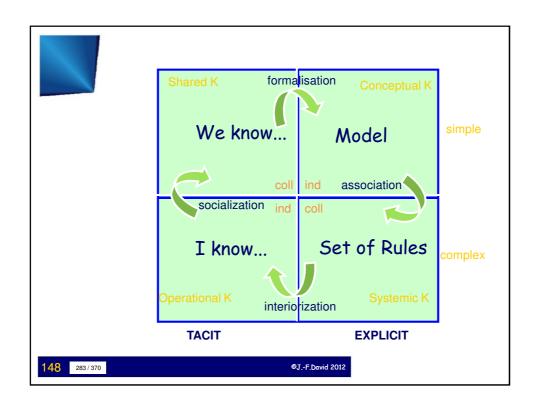
Knowledge

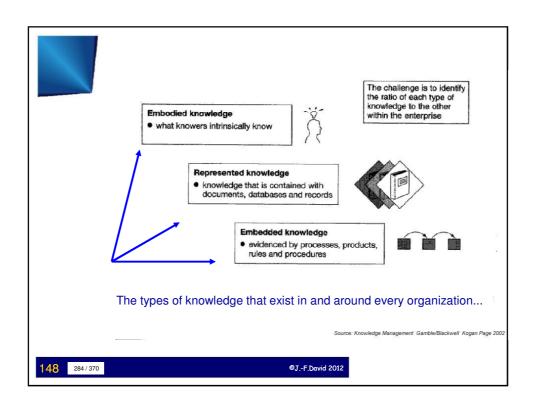
- Knowledge is a fluid mix of framed experience, values, contextual information, and expert insight that provides a framework for evaluating and incorporating new experiences and information.
- It originates and applied in the minds of knowers.
- · Closest to "Action."
- Various forms: Experience, Judgement, Intuition, Value and Beliefs,
- Source of error validity related.
 Internal validity is this knowledge sound?
 External validity is this knowledge sound elsewhere?

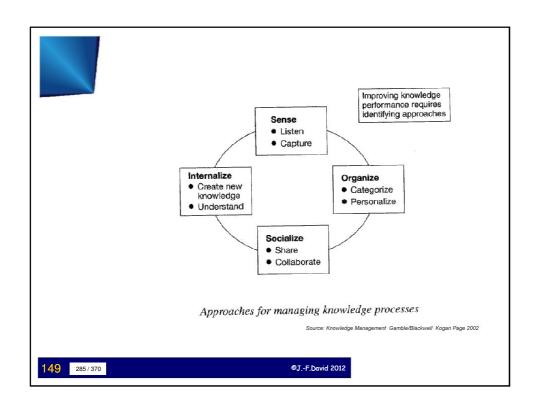
146 280/370 @J.-F.David 2012

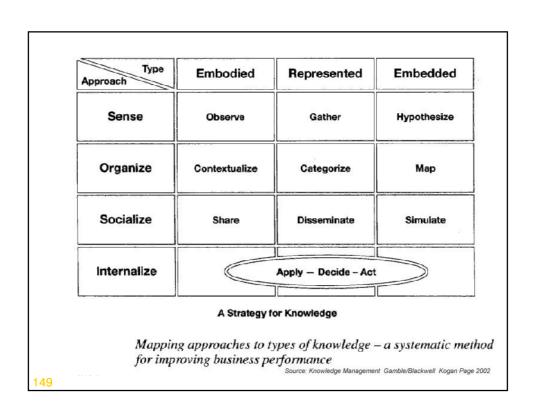


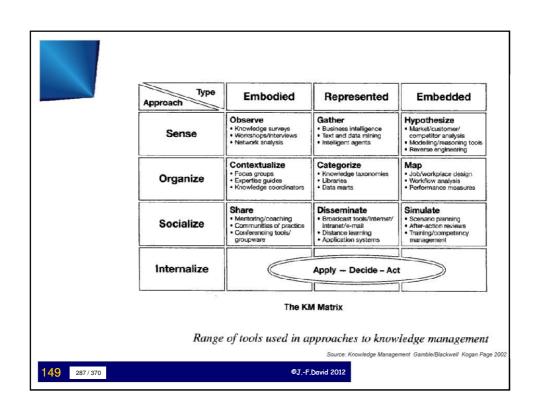


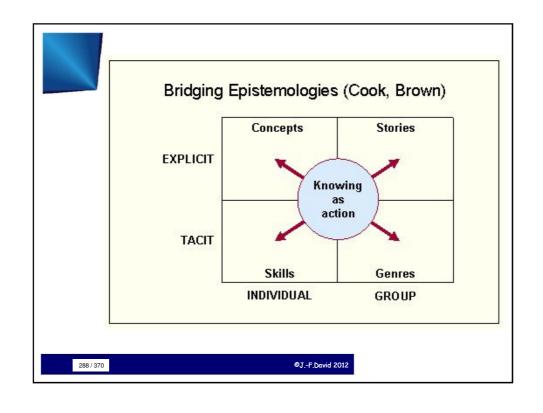


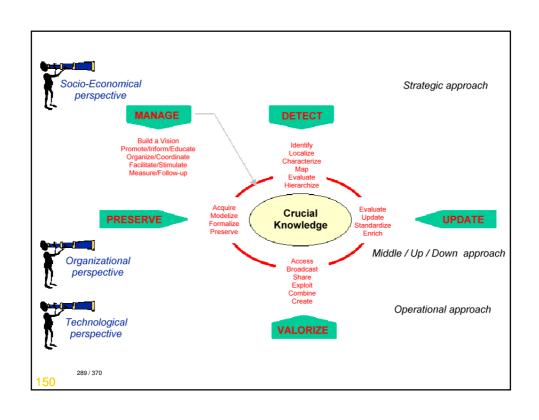


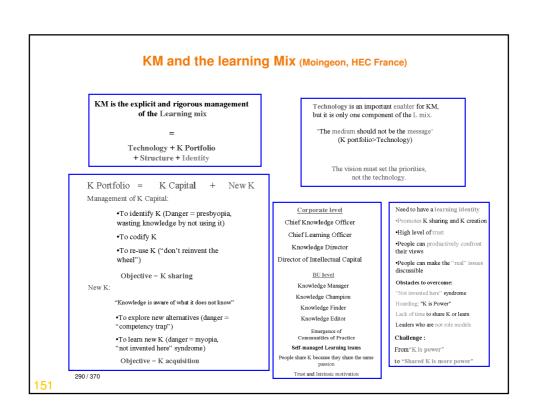


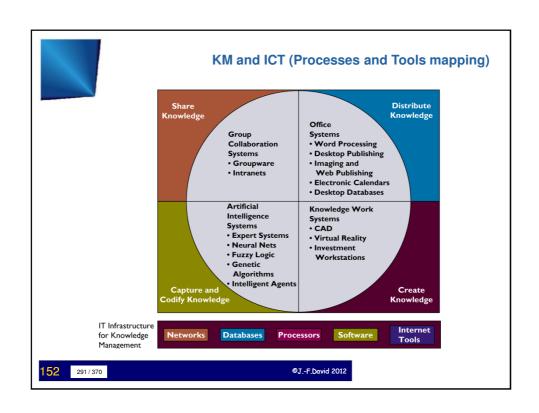
















KM and cognitive styles

"Cognitive style may be defined as individual variations in modes of perceiving, remembering and thinking, or as distinctive ways of apprehending, storing, transforming and utilizing information." (Kogan, 1971)

"Learning is any relatively permanent change in behavior that occurs as a result of experience." "Learning styles are cognitive, affective, and physiological traits that serve as relatively stable indicators of how learners perceive, interact with, and respond to the learning environment." (James W. Keefe)

EX: Serialist/Analytic -

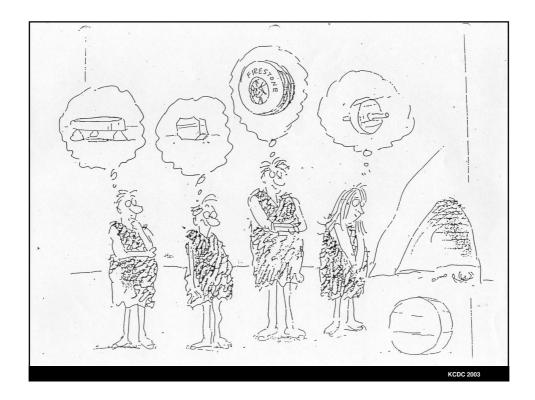
Wholist/Global Verbal/Linguistic – Visual/Spatial

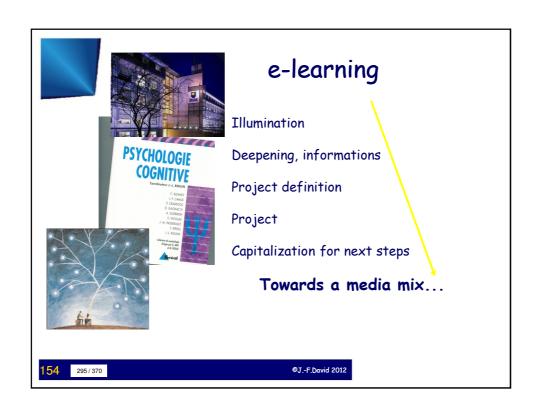
Field Dependent - Field Independent

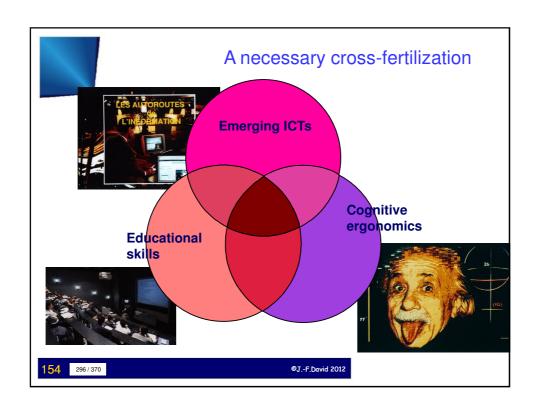
Impulsive - Reflective

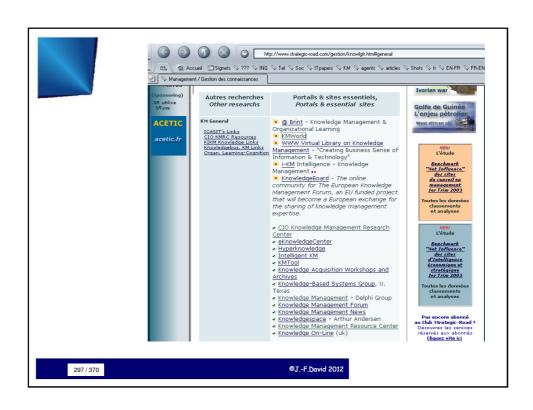
293 / 370

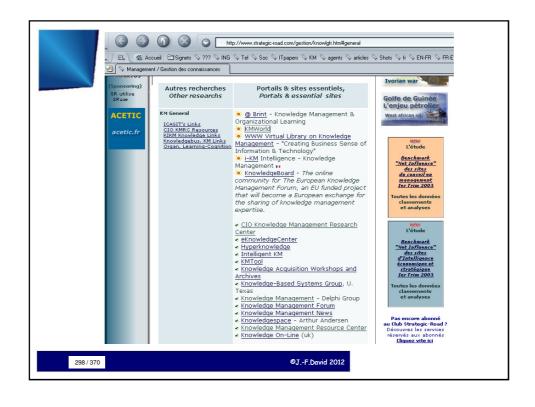
@J.-F.David 2012

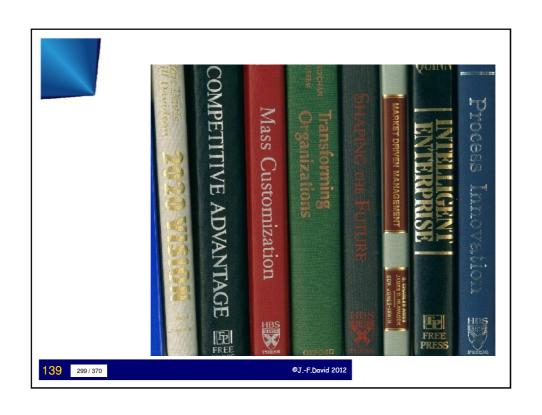


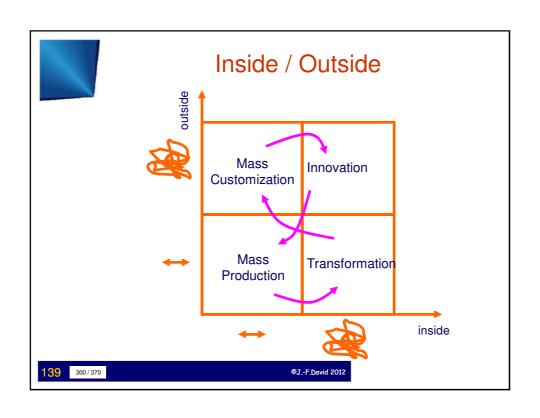


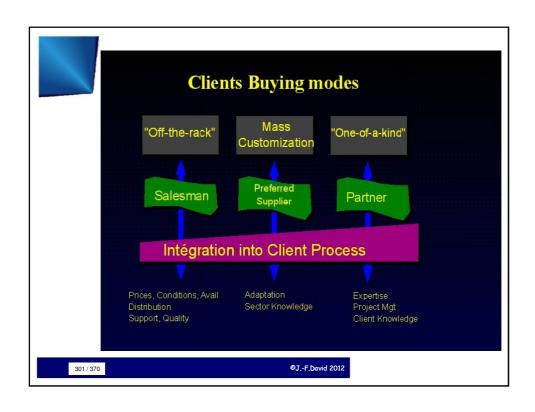


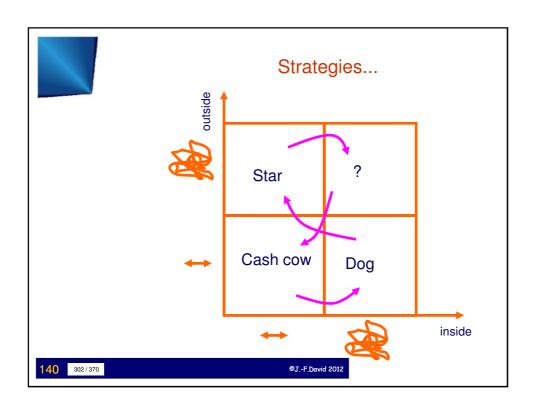


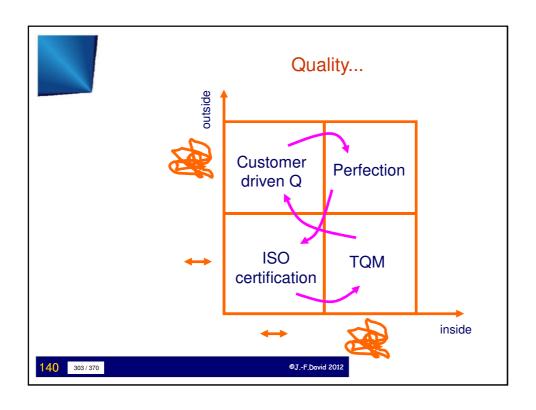


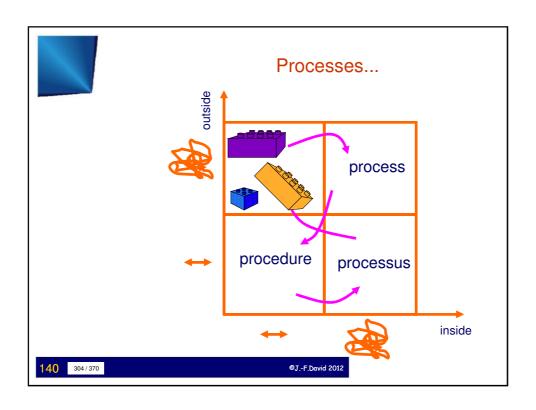


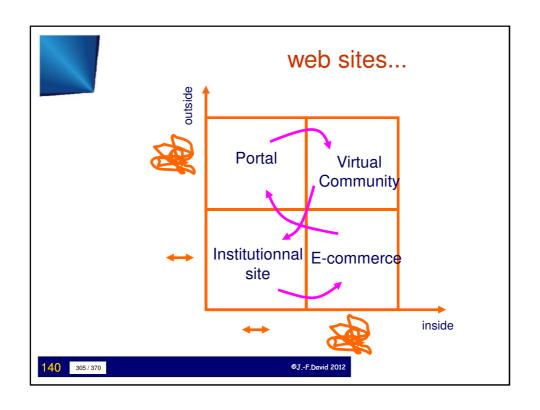




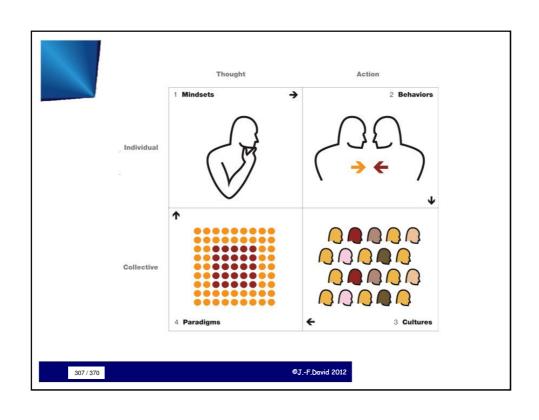


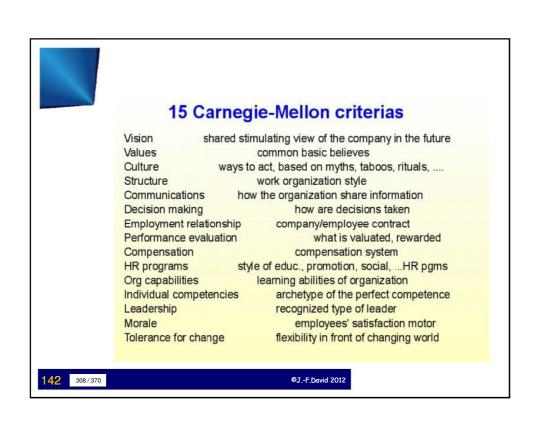




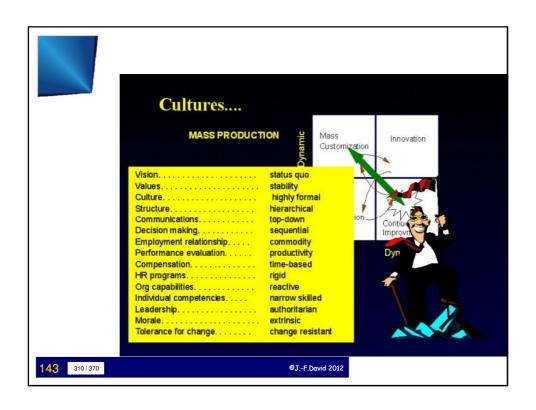


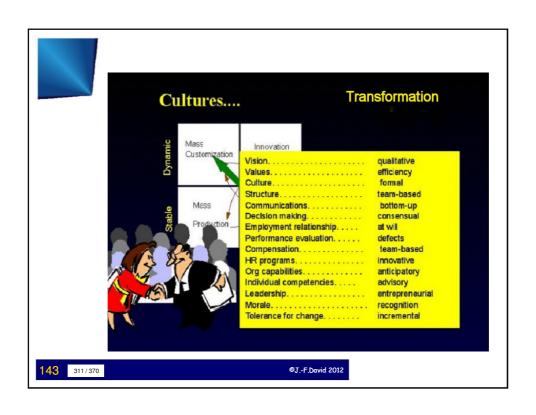


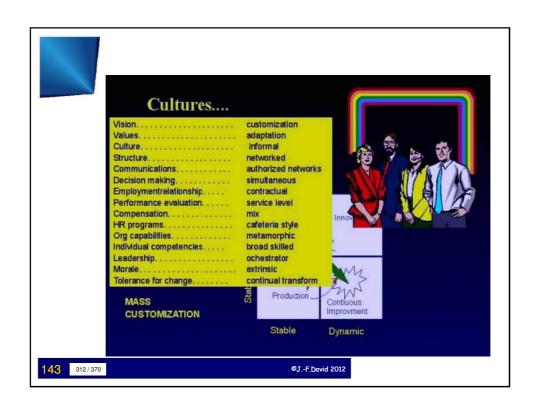


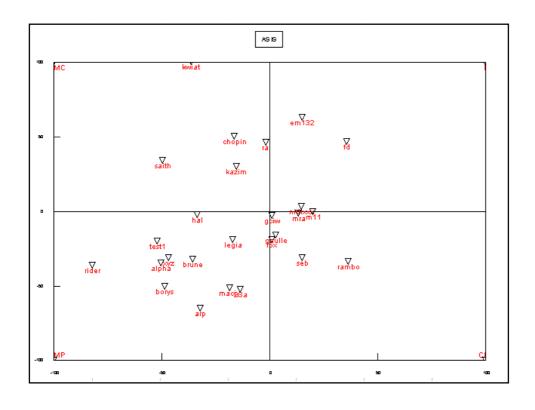


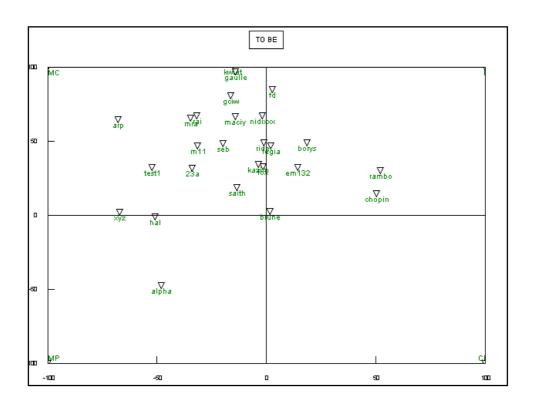




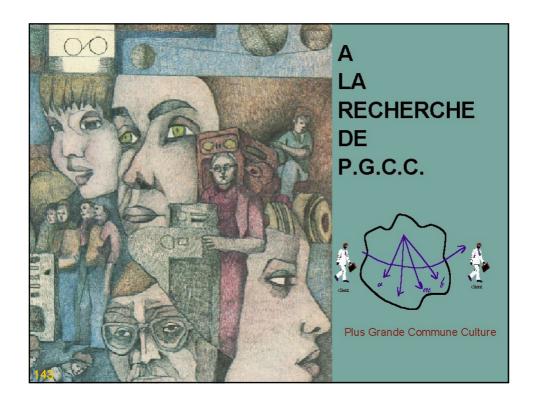


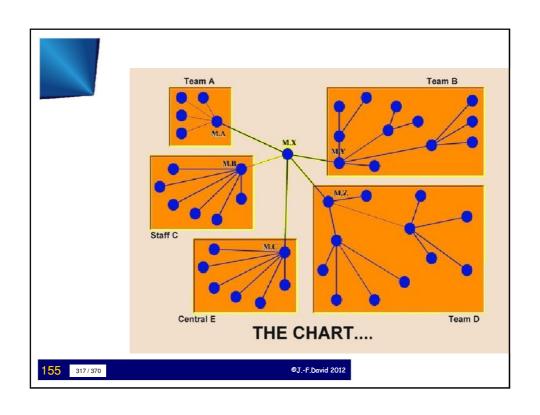


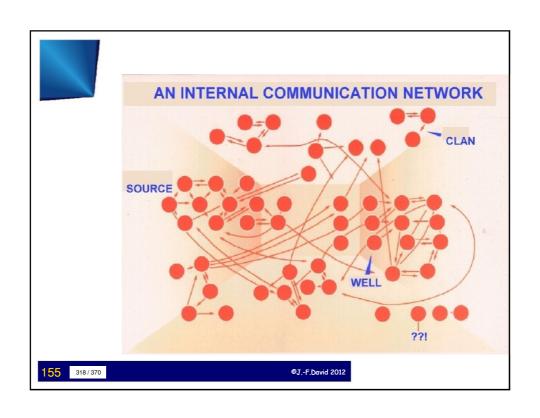


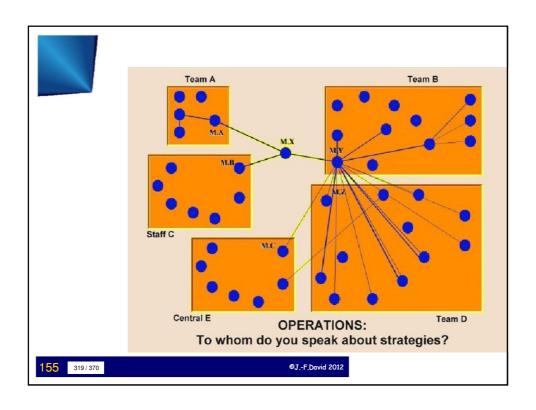


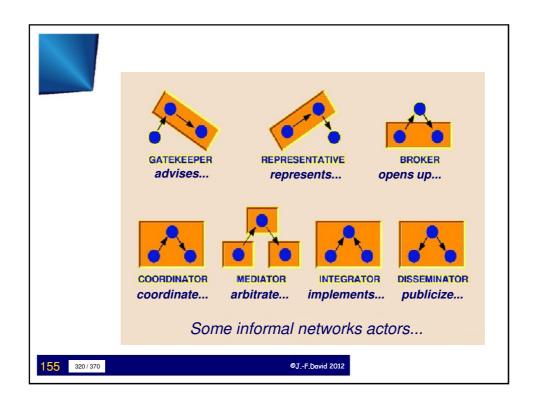
AS IS /ision		m11	gciw	23a	arp	em13:	fny	rai	hal	ramhr	kazim	nidiyy	Lwiat	test1	borys	lenia	mra	seb	XVZ	rider	brune	chopir	alpha	fd	gaulle	sait
	MP	Т	MC	MP	- I	1	T		T	1	MP	1	1	MP	T	T	T	T	T	MP	Т	MC	MP	Т	MP	T
alues	MP		T	T	MP	T	Ť	T	MP	T	MP	MP	MC	MP	MC	MC	MP	T	T	MC	MP	MC	MP	T	T	M
rgCult	MC			Т	MP	MC		MC		MP		1	MC	-	MP		1	Т	MC	MC	MP	MC	MC	MC	- 1	
truct	Т	MP	MP	MP	MP	MC	MC	MC	MP	Т	MC	Т	MC	MC	MP	MP	MC	Т	MP	MP	T	MC		MP	T	М
omm	Т	MC		MC	MP	MC	MC	MC	MC	T	MC	Т	MC	MC	MP	MC	- 1	MP	MP	MP	MC	MC	MP	MC	MC	М
ecis (MP	MP	MP	T	MP	T	T	MC	MP	MP	T	Τ	Τ	MC	MP	MP	T	MP	MP	MC	MP	1.	MP	<u> </u>	1 1	М
'erf	MC	MC	MP		MC	MC	П	MC	MC		T	MC	MC	-	MC	T	MP	Ī	MC	1	MP	1	MP	1 1	MP	M
earn	MP	T	T	MP	T	T	T	T	MP	T	1	T	MC	T	1	MP	T	MC	MP	MP	<u> </u>	T	NAD.	MC	MP	
kill	Ţ	MC	MC	T	MP	MC	MP	T	1 1	MC	MC	MC	MC	MP	MP	MC	MC	1 1	MC	MP	MP	MC	MP	-	MC	M
ead	1	T		MP	MP	- !	MP	MC	MC	MC	110	MP	MC	MP	MP	MP	T	MP	MP	MP	MP	MC	IVIP	-	MP	M
foral	MP	+	MP	MP	T	-	MP MP	+	MC T	+ T	MC	MP	_	MP	MP	+ T	MC	MP	MC T	MP	MP	T	MP	Ť	<u> </u>	M
hange	- 1	-	IVIP	IVIE		-	IVIP	- 1	-	-	IVIC	IVIP	-	IVIP	-	-		IVIP		IVII	IVII	-	IAII	-	 '	IVI
O BE	mach	m11	aciw	23a	arp	em13:	fov	rai	hal	ramho	kazim	nidiyy	busist	test1	borys	cinal	mra	seb	XVZ.	rider	hrune	chonir	alpha	fd	gaulle	sait
ision	laciy	MP	guiv	ZJA I	ai p	I I	T	I al	T	arribo	Kaziii	MP	rvviat	T	DUTYS	legia	T	Sen	MP	T	MC	L	MC	1	gaune	M
alues	Ť	MC	Ť	MC	MC	Ė	÷	MC.	MP	i i	H	MC	MC.	MC.	H	i i	MC	MC	T	Ť	T	Ť	MP	T .	Η	T
OrgCult	Ť	MC	i i	MP	MC	MC	MC	1	MC	Т	MP	MC	1	MC	МС	MP	MC	MC	MC	MC	MC	MC	MP	МС	1	М
truct	MC	MC	MC	MC	MC	MC	MC	MC	MP	MC	T	MC	MC	MC	Т	MC	MC	Т	MP	T	MC	MC	MC	MP	MC	М
	MC	MC	MC	MC	MC	MP	MC	MC	MC	Т	MC	MC	MC	MP	MC	MC	MC	MP	MP	MC	MC	MP	MP	MC	MC	M
omm		T	MC	MC	MC		T	MC	MP	MC	T	Т		MP	MC	MC	MC	T	MP	MC	MC		MP	MC	1	1
	MC	T									MC		MC	MC		MC	MC	-	MC		-		MP		MC	M
ecis	-	MC	MC	MC	MC	- 1	- 1	MC	MC	-		,														
ecis erf earn	I MC	MC MP	MC MC		MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	MC	T	MC	MC	MC	MC	MP	T	- 1	MC	MC	I
ecis erf earn kill	MC MC	MC MP	MC	MC T		MC MP	П	MC T	MC MP	MC T		MC I	MC MC	-	MC T	T	MC T	MC	MC	MC I	Q	T	Q	MC I	MC	Fi
ecis erf earn kill ead	MC MC MC	MC MP T MC	MC MC	MC T I MP	MC MC	MP T	I MP	MC T MC	MC MP	_	MC MC	1	MC	I MC	T	İ		MC MC	MC MP	-	_	T I T		MC I		M
ecis erf earn kill	MC MC MC T	MC MP	MC MC	MC T	MC		П	MC T	MC MP	_	MC	MC I I T	MC MC	-	MC T I T MC	T I T MC		MC	MC		Q	T T T	Q	MC I I I MC	MC	M M

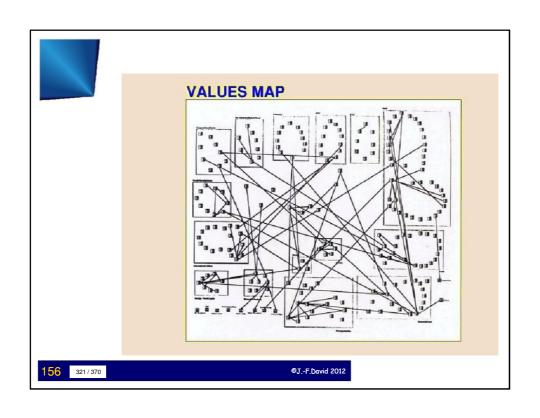


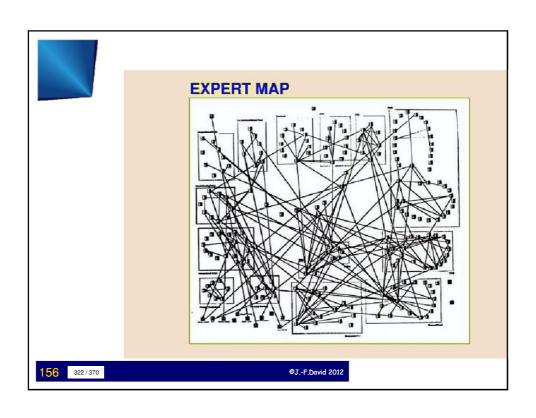


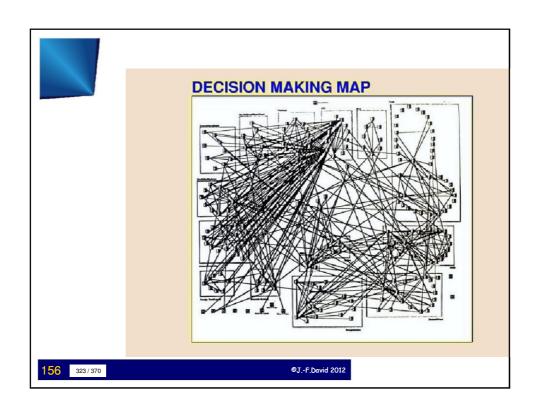


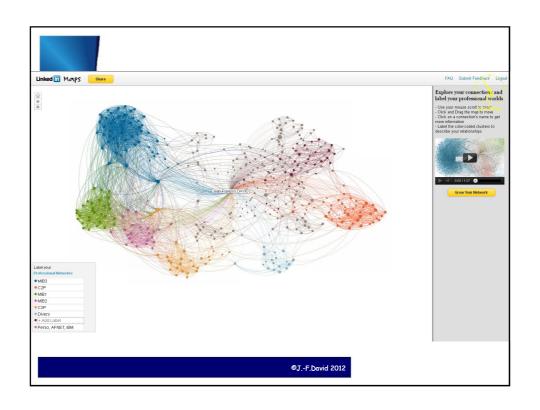


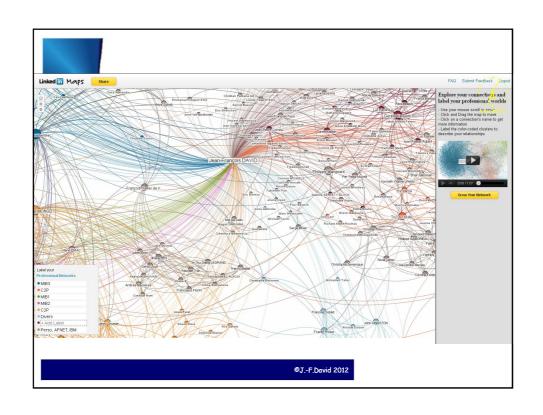


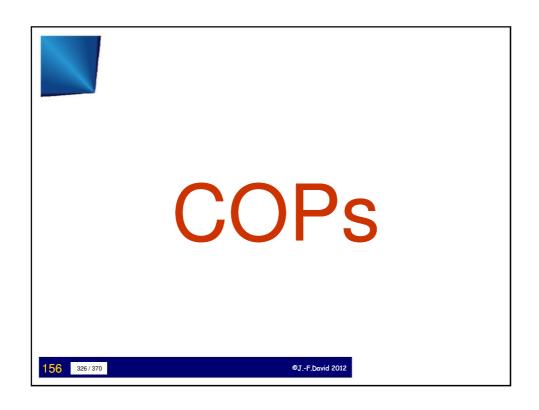


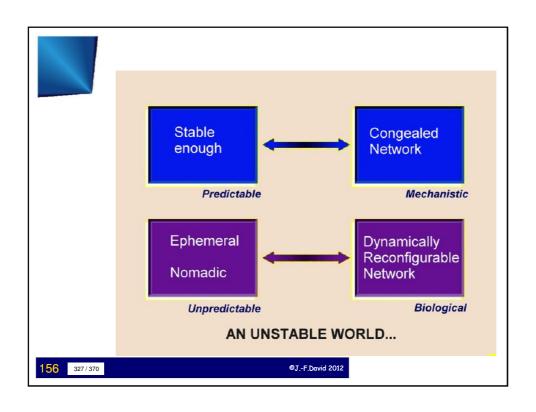


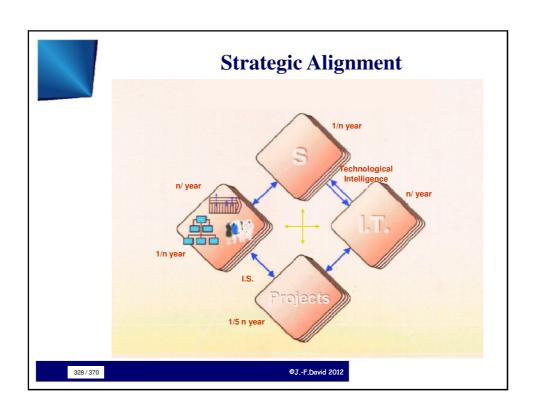














...decoding grids,

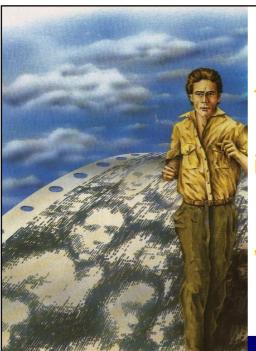
useful to executive, to understand and behave, within permanent creative mess generated by galloping technologies...

and

...the clear need to generate your own personal ideas and methods on these matters, capitalizing on acquired past and present knowledge.

329 / 370

@J.-F.David 2012

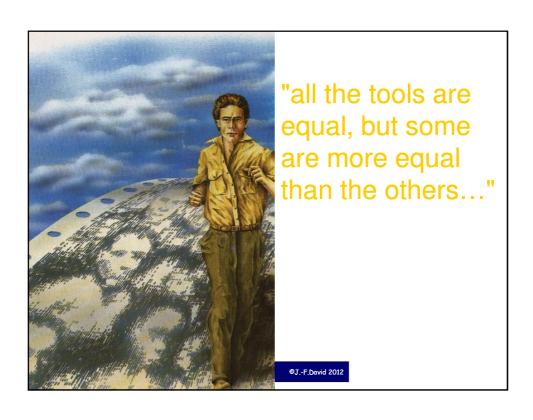


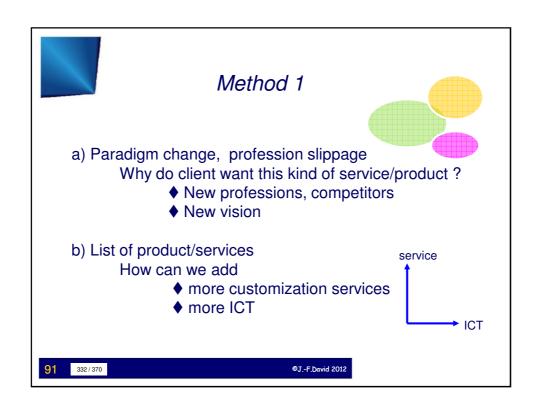
10 basic TRICKY TOOLS

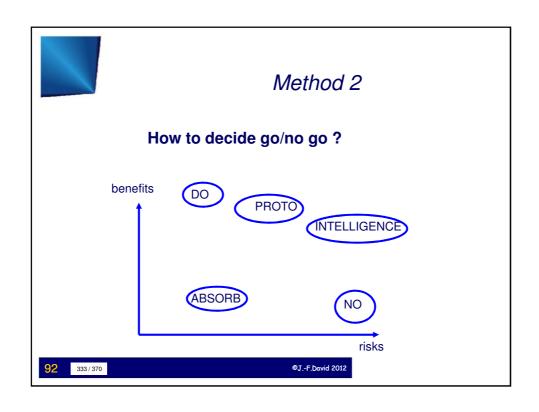
inside a

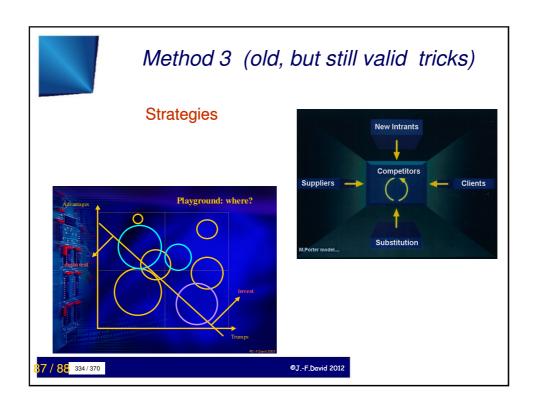
FUZZY WORLD

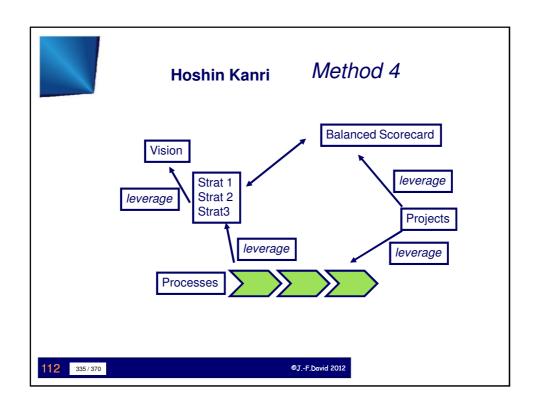
©J.-F.David 2012

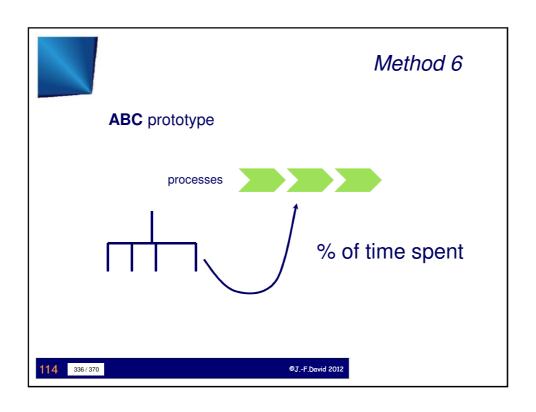


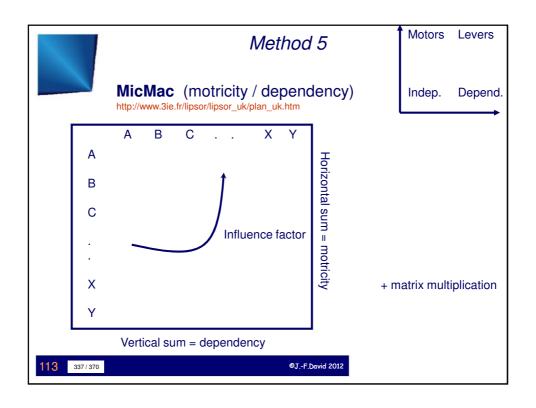


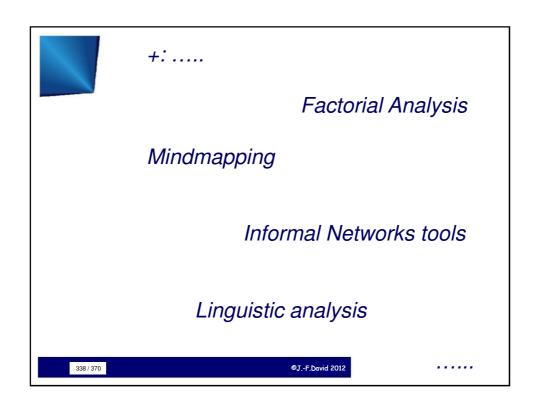




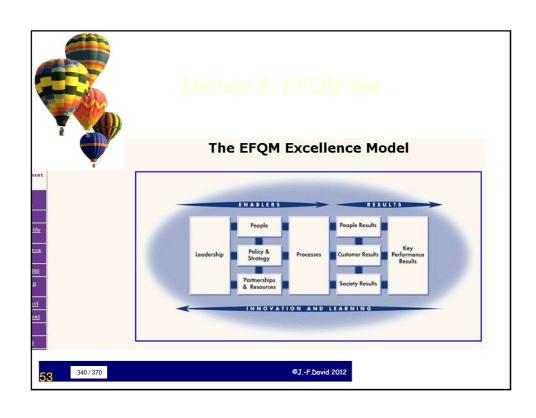














Method 9: Culture benchmarks...

15 Carnegie-Mellon criterias

shared stimulating view of the company in the future

Values common basic believes

Vision

Culture ways to act, based on myths, taboos, rituals,

work organization style Structure

Communications how the organization share information Decision making how are decisions taken Employment relationship company/employee contract Performance evaluation what is valuated, rewarded

Compensation compensation system HR programs style of educ., promotion, social, ...HR pgms

learning abilities of organization Org capabilities Individual competencies archetype of the perfect competence

Leadership recognized type of leader

Morale employees' satisfaction motor Tolerance for change flexibility in front of changing world

143 341 / 370

@J.-F.David 2012



Short "Culture" test based on IBM Consulting Group expertise

- 1) Which of these sentences describes in closer the "vision" of your entity
- a) We focus on the value creation thanks to our innovations and to our know-how
- b) We focus on the rise of the customer satisfaction thanks to the improvement of our processes c) We focus on the increase of the variety and the level of adaptation of our products / services offers
- thanks to the flexibility of our processes and the decrease of the response times d) We focus on the efficiency through our objectives and our controls
- 2) What of these various approaches is the most valued in your entity?
- a) Be capable of adapting itself quickly to changeable needs
 b) Make things for the way they must be made
- c) Find new innovative manners to make things d) Always look for the most effective way of making things
- 3) What of these sentences describes best your organization?
 a) We have habits and some main rules and we are flexible
- b) We have clear and described rules and they must be respected and followed
- c) We have habits and some main rules, but we are strict on their application
- d) We have clear and described rules, but we are flexible
- 4) What describes best the way people work in your entity?
 a) The work is mostly made in cooperation between people of different structures b) People work mainly only
- c) People work mostly in cooperation, in multi-professions teams formed in a informal way according to the task to be made
- d) People work mostly with colleagues of their specific profession
- 5) What describes best the way people communicate professionally?
 a) People rely mainly on informal information
 b) The information rises permanently towards the hierarchy (bottom / up)

- c) The information navigates freely in all the directions, in a formal and informal way d) The information comes mainly from the hierarchy (top / down)
- 6) What describes best the way the decisions are taken in your entity?
 a) In a collective way
- b) Hierarchical
- c) In a transverse, inter-functional way
- d) Delegation, empowerment

342 / 370

