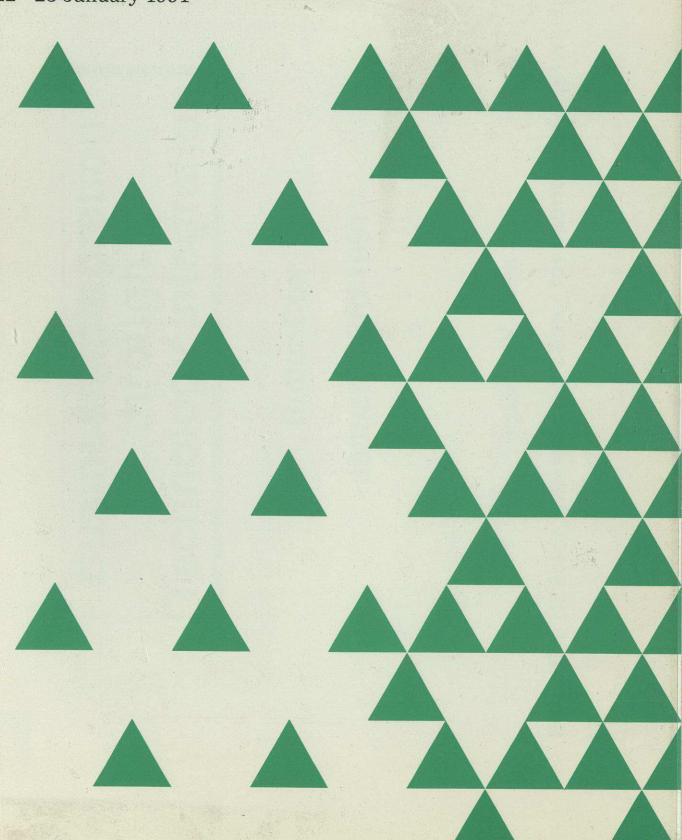
Directors' Exchange A Day with Peter Keen BUTLER COX FOUNDATION

Down Hall, Hertfordshire 22 - 23 January 1991





Business Integration through Technology Integration

Butler Cox

January 23rd 1991

Peter G.W. Keen

Executive Director, International Center for Information Technologies

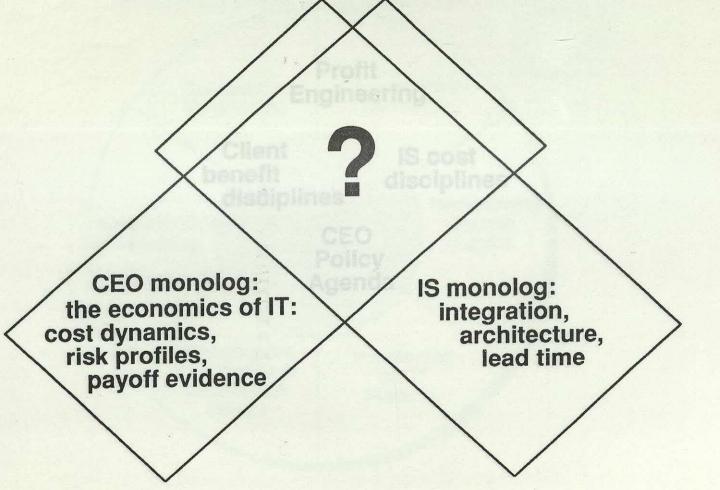


The Mainstream Business Realities of 1993

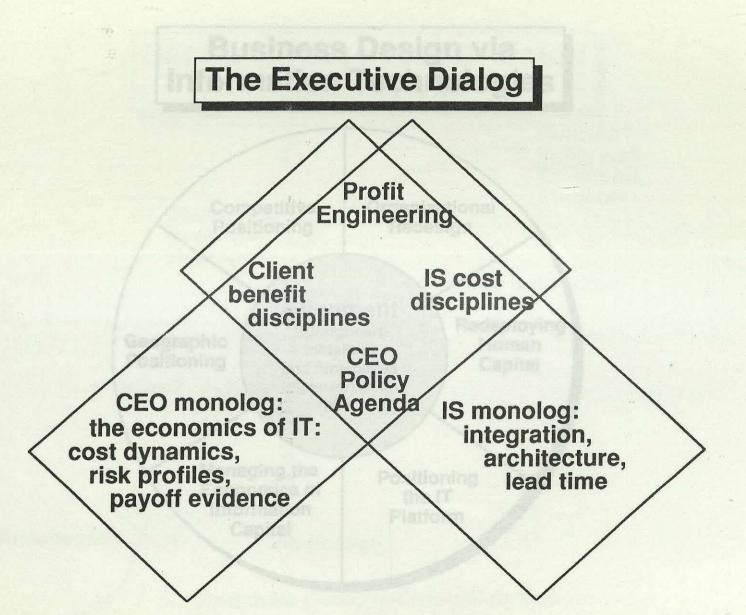
- 25%-80% of cashflow on-line
- Electronic Data Interchange as the norm
- Point of sale and electronic payments as one facet of core services
- Image technology as an operational necessity
- Distributed work
- Location independence
- Electronic partnerships
- Technology risk is business risk



The Executive Monologs

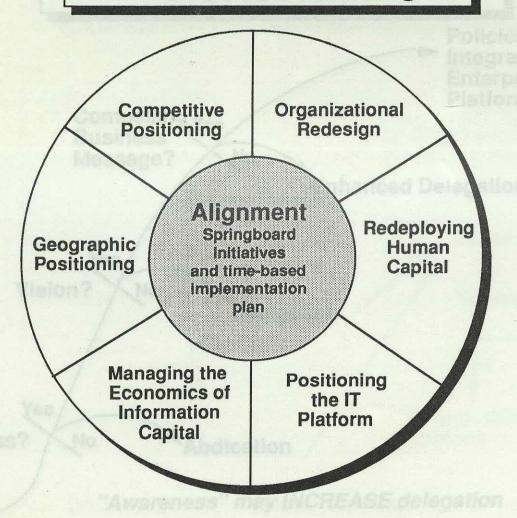








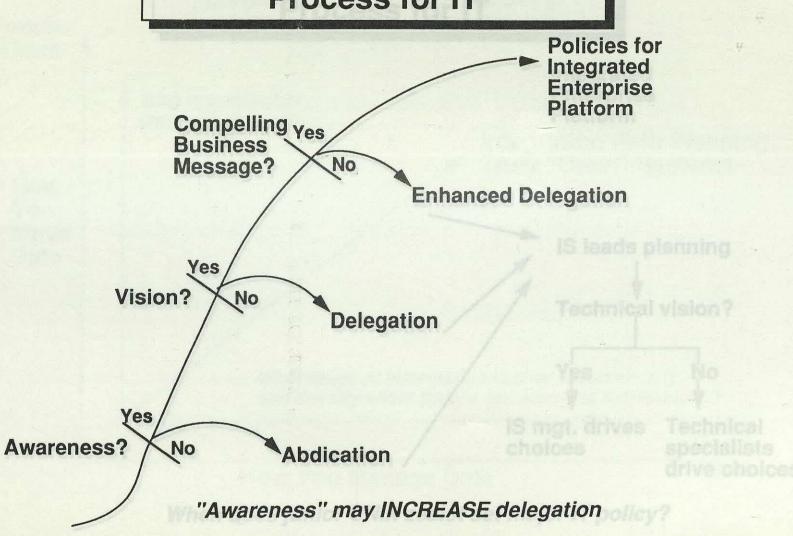
Business Design via Information Technologies



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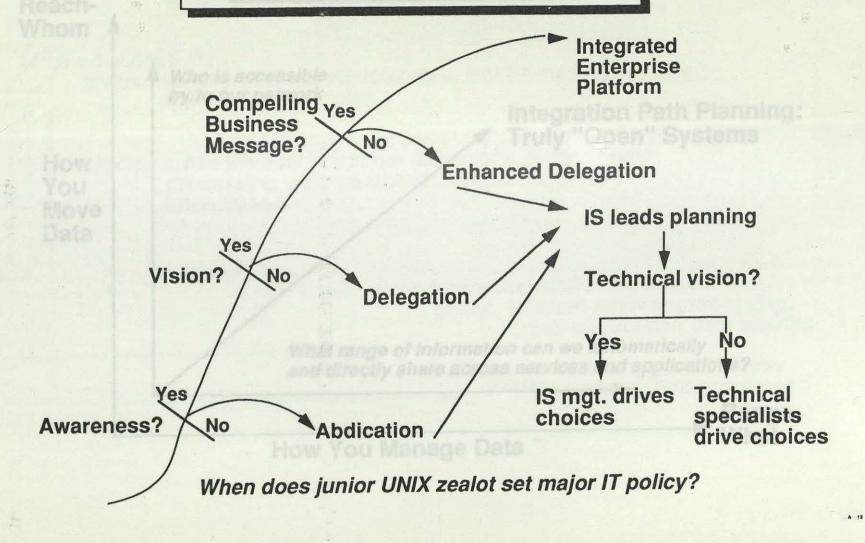


Senior Management Decision Process for IT





Senior Management Decision Process for IT

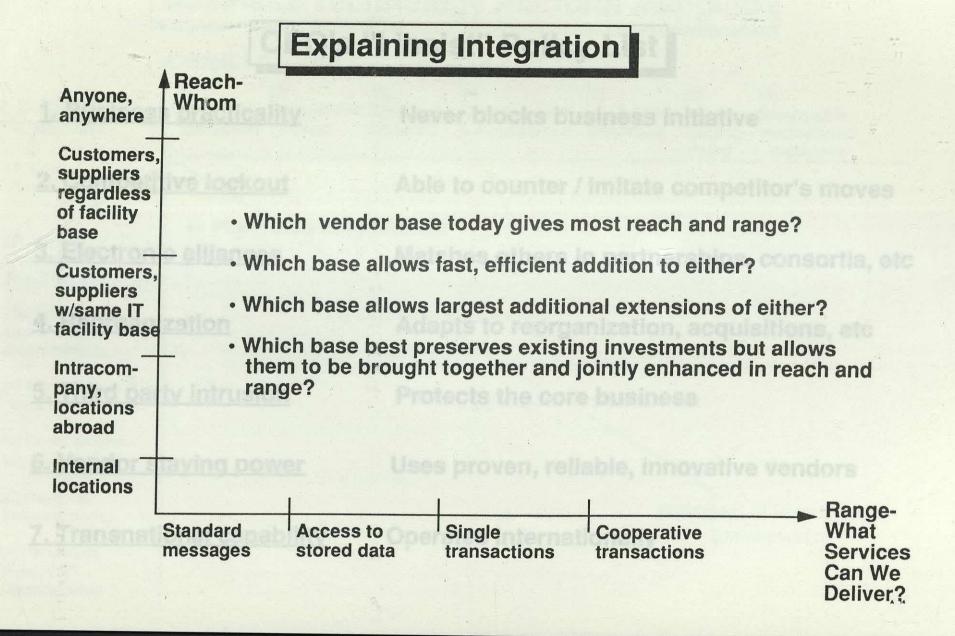




Business Degrees of Freedom

Sim	ple connectivity gives: funds transfers, advise notes, SWIFT messages, single application strategies
Custon Gupp la Se/Salle	blocks: cross-product customer databases, point-of-sale processing with merchants, electronic data interchange
Intrate pany locatio	Proprietary Corporate Resource gives: efficient internal processing, cross-application data sharing
lateria locatio	B blocks: intercompany, interindustry online transaction processing







CEO's "I insist" Policy List

1. Business practicality Never blocks business initiative

2. Competitive lockout Able to counter / imitate competitor's moves

3. Electronic alliances Matches others in partnerships, consortia, etc

4. Reorganization Adapts to reorganization, acquisitions, etc

5. Third party intrusion Protects the core business

6. Vendor staying power Uses proven, reliable, innovative vendors

7. Transnational capability Operates internationally



Business/Technology Platform Mapping

A. POLICY DRIVERS

B. BUSINESS PROCESSES

- (1) Core
 Business
 Transactions
- (2) Current Competitive Priorities
- (3) New Corporate Goals and Commitments
- (4) Key Industry "Business Chains"
- (5) Cost Structure Improvements
- (6) Revenue Enhancements
- (7) "Business Invention" Opportunities

(4) (3) (1) (2) Competitive Electronic Reorganization Third -Party Comparable Vendor Business Intrusions International & Acquisitions Staying **Alliances Practicality Lockout** Capability Power

C. PLATFORM CAPABILITIES

(1) Degree of Enablement

(2) Degree of Disablement

(3) Impact of Reach/Range Enhancement



The 1990s Reality

- Margin erosion in every industry
- Manage as if in a permanent recession
- Deregulation cuts prices by 20% (e.g. airlines, telecommunications)
- Globalization adds service, quality, cost premium; can't charge for quality and service
- Technology plus productivity has created world overcapacity (eg. airline reservations, banking)
- Profit is not the "bottom line" byproduct of revenues
- Cost structures must be reinvented
- IS agenda is profit engineering



The Economics of IT

50% of incremental capital investment

15% per annum compounded growth for three decades

only 20% of costs visible

\$1 of development is \$4 of committed capital

Development compounds "maintenance" and operations

Unproven business payoff

Competitive necessity - you can't afford not to invest

Economic reality - you can't afford to invest



Managing the Economics of Information Capital

Managing Costs

- IS Achilles' heel
- Iceberg costs
- Lifecycle cost dynamics
- Professional discipline

Managing Benefits

- Who is accountable?
- Client responsibility, not ISOrganizational enablers, disablers

Investing in Infrastructures

- Only top management can decide
 Impossible to measure value of enabling infrastructures
- Reach/Range "I insist" list



The "Bottom" Line

Revenue-centered view

1990's Reality Centered View

Revenues

Less: Traditional Costs

Quality Premium

Service Premium

Equals: Operating Profit

Extras, Adjustments

Less: and Taxes

Equals: Profits

Profits

Plus: Traditional Costs

Quality Premium

Service Premium

Planned Profit Loss (eg. R & D)

Plus: Extras, etc.

Equals: Profit

Generator Base

A 5



Differences

Profit as:

Bottom-Line

Assumes cost structures fairly acceptable

Views profit as byproduct of revenues

Revenue growth-driven

Assumes fairly fixed prices

Role of IT: competitive product & market advantage

Top-Line

Recognizes margins declining world-wide in every industry

Views revenues in terms of "yield management;" revenues as byproduct of profit

Restructuring cost dynamics

Revenue Growth may hurt, not help

Focuses on the next price

Organizational advantages; redesigning cost structures

A .



Profit Engineering through IT

Profit

+

Traditional Costs

+

Service Premium

Quality Premium

Planned Profit Loss Point of event MAS (Management Alerting Systems)

Cost avoidance technologies (office, transactions, volume-independent operations)

EDI, customer-supplier links

CIM, image, barcoding

Platform investments



Organizational vs. Competitive Advantage

- Managing discontinuity
- Organizational simplicity
- Federated organizational structure
- Creating the time resource



Environmental Complexity

- Globalization
- Hyperextension of services and operation
- Breakdown of concept of an "industry"
- Time stresses
- Discontinuities
- Strategic alliances and interorganization business



Organizational Complexity

- Managerial layers
- Administrative overhead
- Procedures and controls
- Impersonal paper



Organizational Pathologies

- Fragmented understanding
- Depersonalization of leadership
- Middle-management dilemmas
- Field/HQ tensions
 - Subservience to documents
 - Obsolete managerial skills
 - Negative value of experience

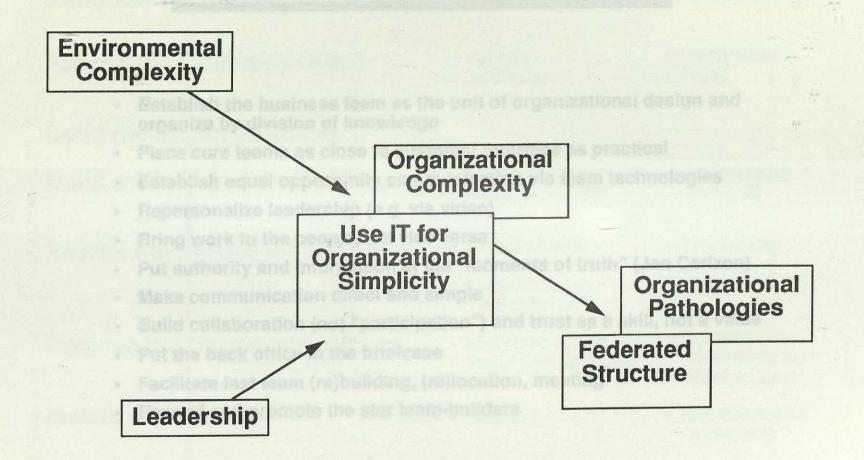


Information Technology for Organizational Simplicity

- Give the leadership the tools to lead
- Increase direct flexible contact between people
- Provide simple access to simply organized information and focus on document-based needs
- Fast reaction mechanisms
- Relocatability of functions
- Restructure via information technology base



IS Strategy for Breakthrough





Emerging Practical Principles For Organizational Redesigning

- Establish the business team as the unit of organizational design and organize by division of knowledge
- · Place core teams as close to customer interface as practical
- · Establish equal opportunity communication via team technologies
- Repersonalize leadership (e.g. via video)
- Bring work to the people, not vice versa
- Put authority and information at the "moments of truth" (Jan Carlzon)
- · Make communication direct and simple
- · Build collaboration (not "participation") and trust as a skill, not a value
- Put the back office in the briefcase
- · Facilitate fast team (re)building, (re)location, meeting
- Reward and promote the star team-builders



Summary: Steps In Organizational Redesign Via IT

 Continuance Identity Reform the Executive Office Authority Trust **Build the Business Vision** Policy Architecture **Build the Information Highways** Integration Path for ICCS Review the top 300 managers Coordinators Trustability of Action Communicative competence Remove the beams and girders Collaborative Business teams incentives and Team technologies Mechanisms Mobilize for change Repersonalize Catalyst leadership

Springboard initiatives and plan for taking charge of radical change