

TIM 50, BIS, LECTURE # 3 (7/6/17) ^{3.1}

Agenda:

1. Evolution of IT
2. Quick review of L#2
3. Achieving Operational Effectiveness (reducing costs) & Supplier & Customer Intimacy (Increasing Sales Revenue)

$$\text{Profit} = \text{Sales Revenue} - \text{Costs}$$

4. E-commerce
5. Project feedback.
6. HW#2 & Project Phase 1 assignment
Thursday Tuesday with Wednesday project reviews

1. Evolution of IT

There are 5 eras of traditional IT evolution
from $\approx 1950 - \approx 2005$

Era	Time period
1. Electronic Accounting Era specialized machines to sort time-cards, accumulating totals, programs were hard-wired into circuit boards	1930s - 1950s
2. General purpose mainframe & mini- computers - UNIVAC } early - IBM 700 } IBM 360: Time-sharing, multi-tasking 1959 - first airline reservation system IBM leader since 1965 (\$27B sales in 2004)	1959 - present Data processing era (financials, operations,)

- ③ Personal Computer Era
 - first PC in 1970
 (Xerox Alta; Apple I, II)
 - IBM PC (1981); birth of
 the PC Era

1981 - present

- ④ Client-Server
 era (using Local Area
Networks [LAN])
Distributed computing
 work a number of
 smaller inexpensive machines
 (servers) that cost a
 lot less than mainframes
 & mini-computers

1983 - present

Early enterprise computing

- ⑤ Enterprise Internet
 computing era
 Integrate disparate
 networks of computers
 and applications throughout
 the enterprise using an
 enterprise-wide IT
 infrastructure

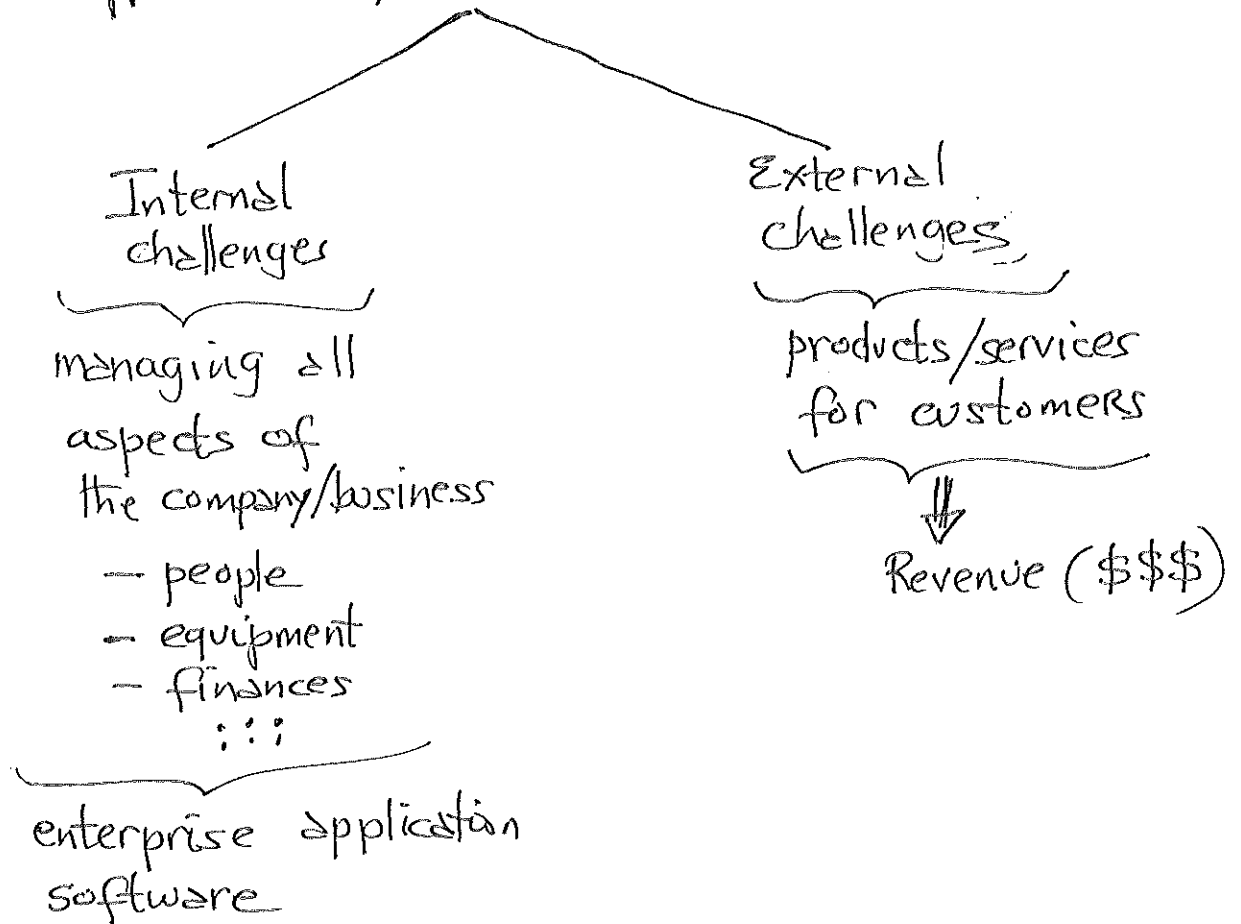
1992 - present

Later enterprise
 computing

2. Quick review of lecture #2

Process Summary of Lectures 1 & 2 [Important for the project]

(a) What are the business challenges that could be improved or enhanced or supported by an Info System (IS)?

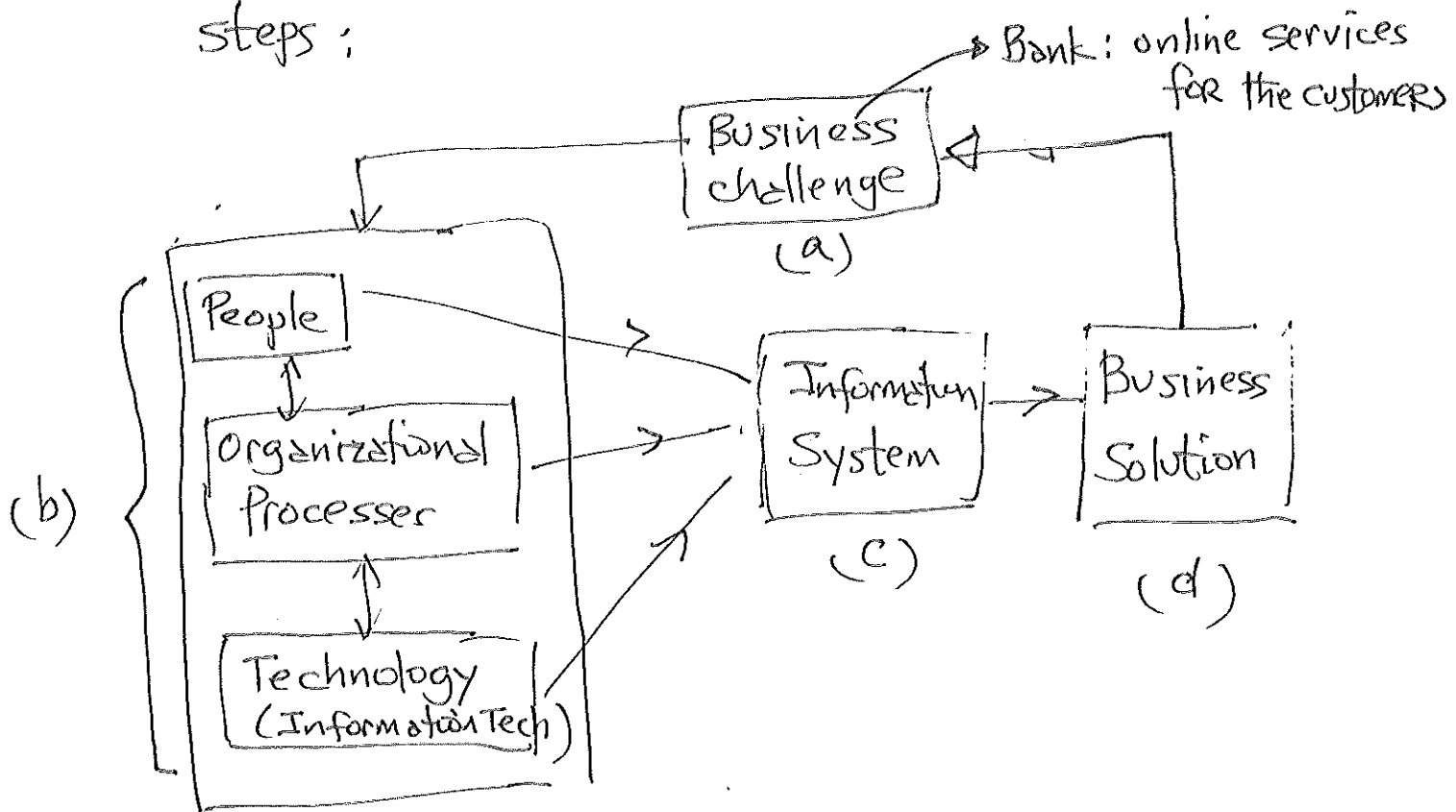


(b) How can people, organizational business processes, and info technology be used to create the information system?

(c) Define the information system to solve the business challenge [answer to (b)]

(d) Define the information technology based business solution to the business challenge

(e) Draw a diagram showing the above 4 steps:



3. Operational Excellence & Customer Intimacy through Enterprise Application Software

What is an application?

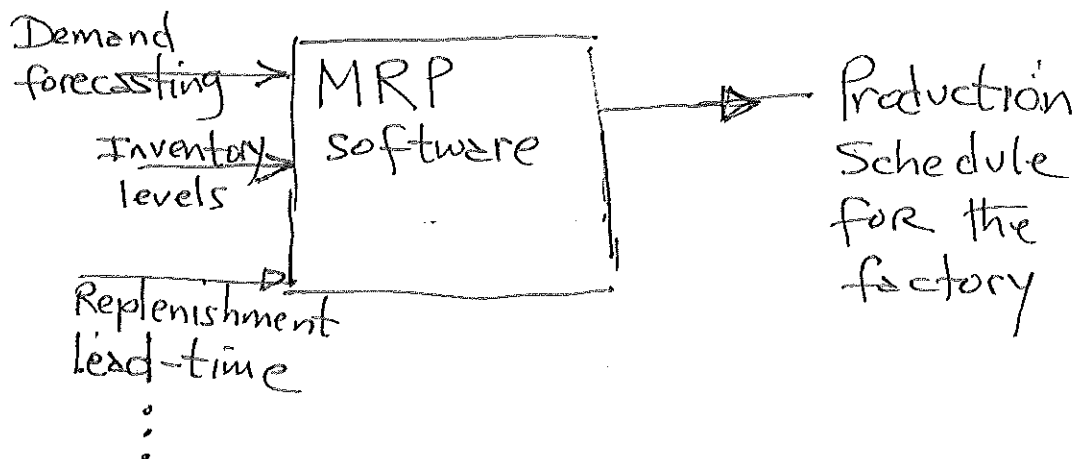
Computer software that performs useful task for a user or an organization, involving storage, manipulating, & communicating information.

If the application supports an organization, it is called an Enterprise application.

How did Enterprise Applications evolve?

1. MRP systems

Material or Manufacturing Resource Planning:



2. Add other useful features to MRP software

- order processing
- product costing/pricing



more active role
in the business processes

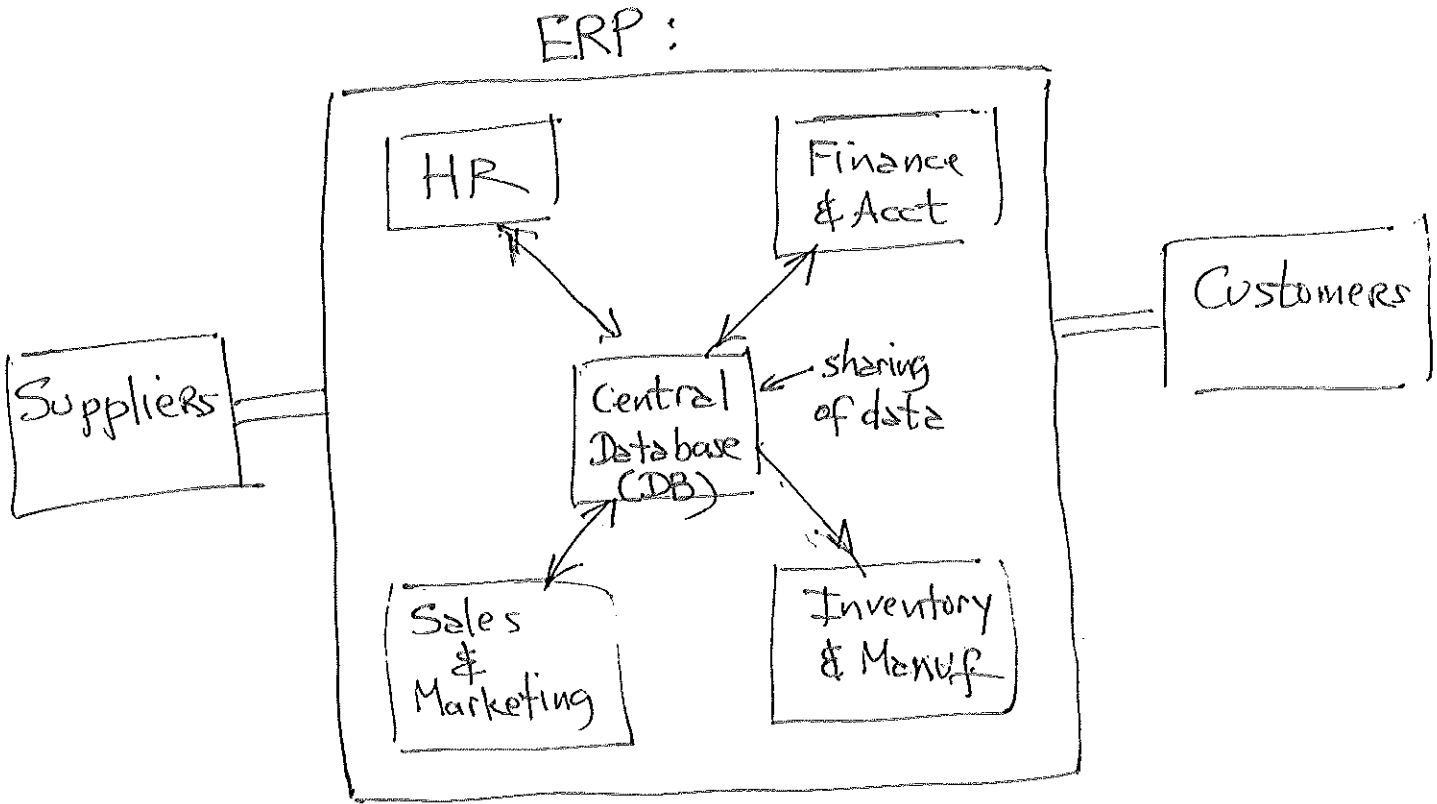
updated
MRP

3. Link the "updated" MRP system across functional areas [Finance, Marketing, ...], including the sharing of data.

4. Result: MRP becomes ERP or ERM
Enterprise Resource Planning

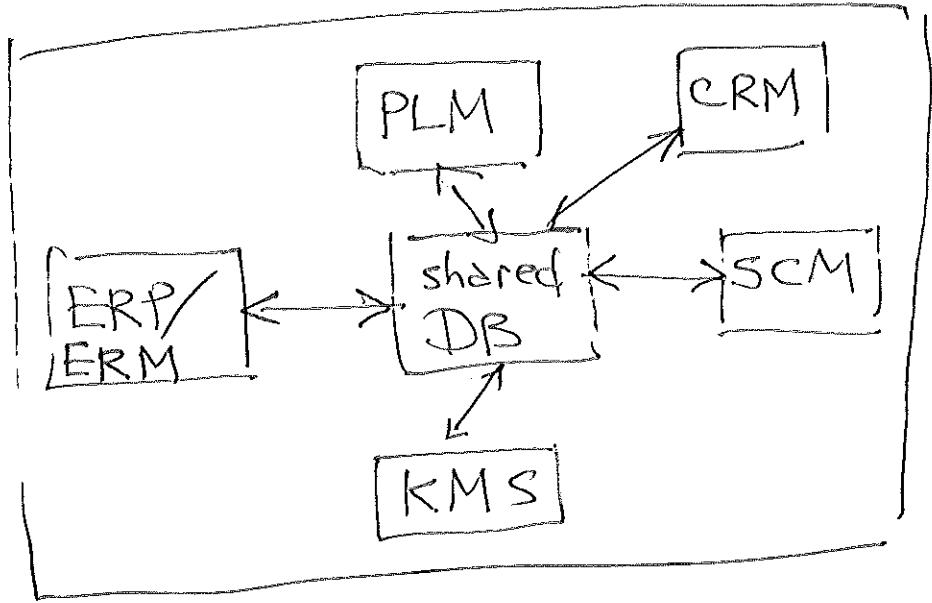
ERP ⇒ software architecture with modules for:
(or ERM)

- Accounting & finance
- Sales & Marketing
- Human Resources (HR)
- Materials Management
- ...



5. How do enterprise applications help businesses achieve operational excellence?

(a) Link all the different types of enterprise application software using a common database



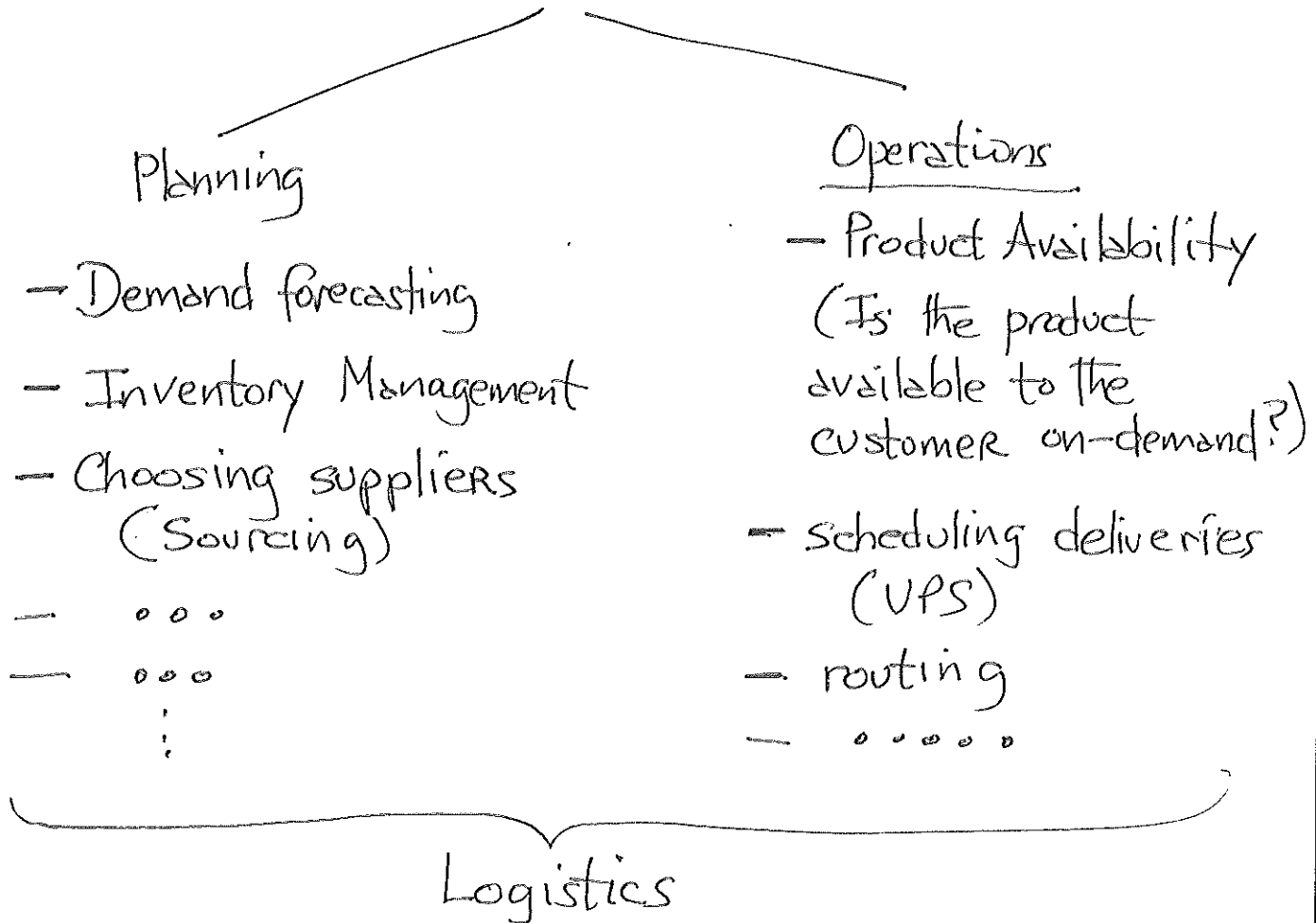
; Note: all these software applications were defined in Lec #2.

- (b) Result is an information or virtual model of the enterprise which can be used to monitor and control all the operations in the firm: purchasing, payroll, sourcing, manufacturing planning,
- (c) All enterprise apps are connected to a common data base to enable info exchange & use between the apps
- (d) Enables "centralization" by enforcing uniform data standards and a unified technology platform.
- (e) Enterprise-wide data generation enable performance evaluation & improvement (Business Intelligence)

6. Important Enterprise Application software

(i) ERP/ERM (studied above)

(ii) SCM: Supply Chain Management



SCM software integrates manufacturing, planning, sourcing, and delivery of products & services.

(TIM 125: Supply Chain Management)

See Chapter on "Achieving Operational Excellence & Customer Intimacy in EMIS by L²."

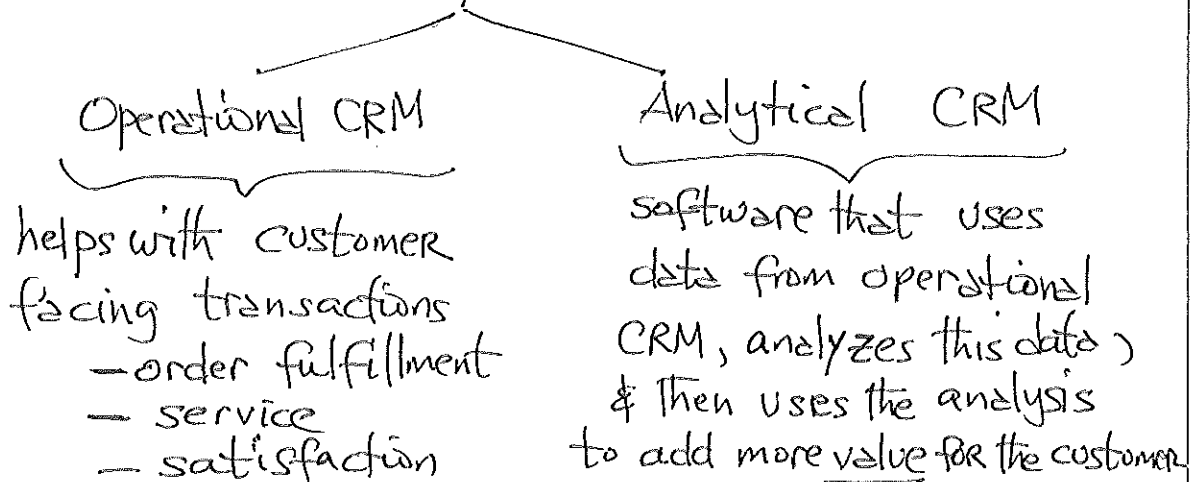
(iii) Customer Relationship Management (CRM)

CRM helps the firm (enterprise) to achieve customer intimacy. How?

CRM system

- automates customer facing processes in Sales, Marketing, and customer services
- enables the entire enterprise to view & understand the customer
- These views can be used to understand & quantify customer satisfaction (via metrics) in order to provide better service, & also sell market/sell new products [Targeted advertising, marketing, sales, ...]

- There are 2 types of CRM software



Challenges (road-blocks) posed by enterprise applications:

- Requires extensive organizational change
- Difficult to implement (owing to complexity of the software)
- Large new software investment (Capital Expenditure: Cap Ex)
- needs a careful Cost-Benefit analysis, performance improvement,
- requires re-engineering existing business processes
- employees require training
- Data management is a crucial aspect of introducing enterprise application software

Next generation Enterprise Applications

The latest trend is

Enterprise Solutions
Enterprise Suites
e-Business Suites } that integrate core
ERP/ERM processes, &
make them available as
function-specific
Web Services :

Example (a) SAP Business Suite

Core ERP system

- Purchasing
- Finance & Accounting
- HR
- ...

(+)

function-specific

Web Services
[over 500] :

- Recruiting
- Collections Mgmt.
- ...
- ...

(b) Oracle e-Business Suite

(c) Microsoft Dynamics Suite (for mid-sized companies) [Sales Revenue: \$250M-500M.]

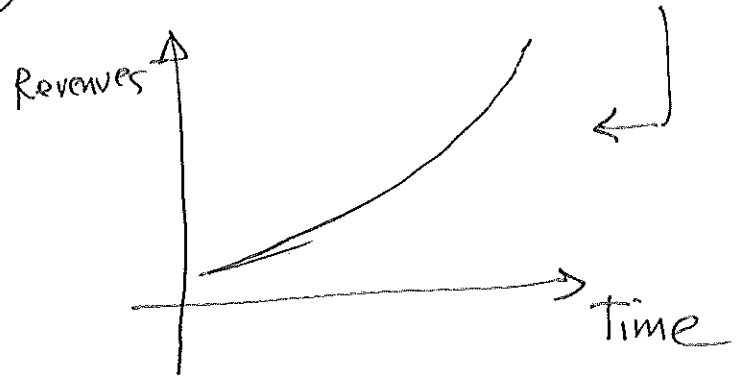
4. E-commerce

4.1 Definition

E-commerce involves digitally enabled commercial transactions between & among organizations & individuals using the Internet & the Web

- started around 1995

Revenues: $\sim \$5B (1998) \rightarrow \$50B (2000) \rightarrow \$350B (2013)$



Digital market is a market created by information technology to connect buyers & sellers

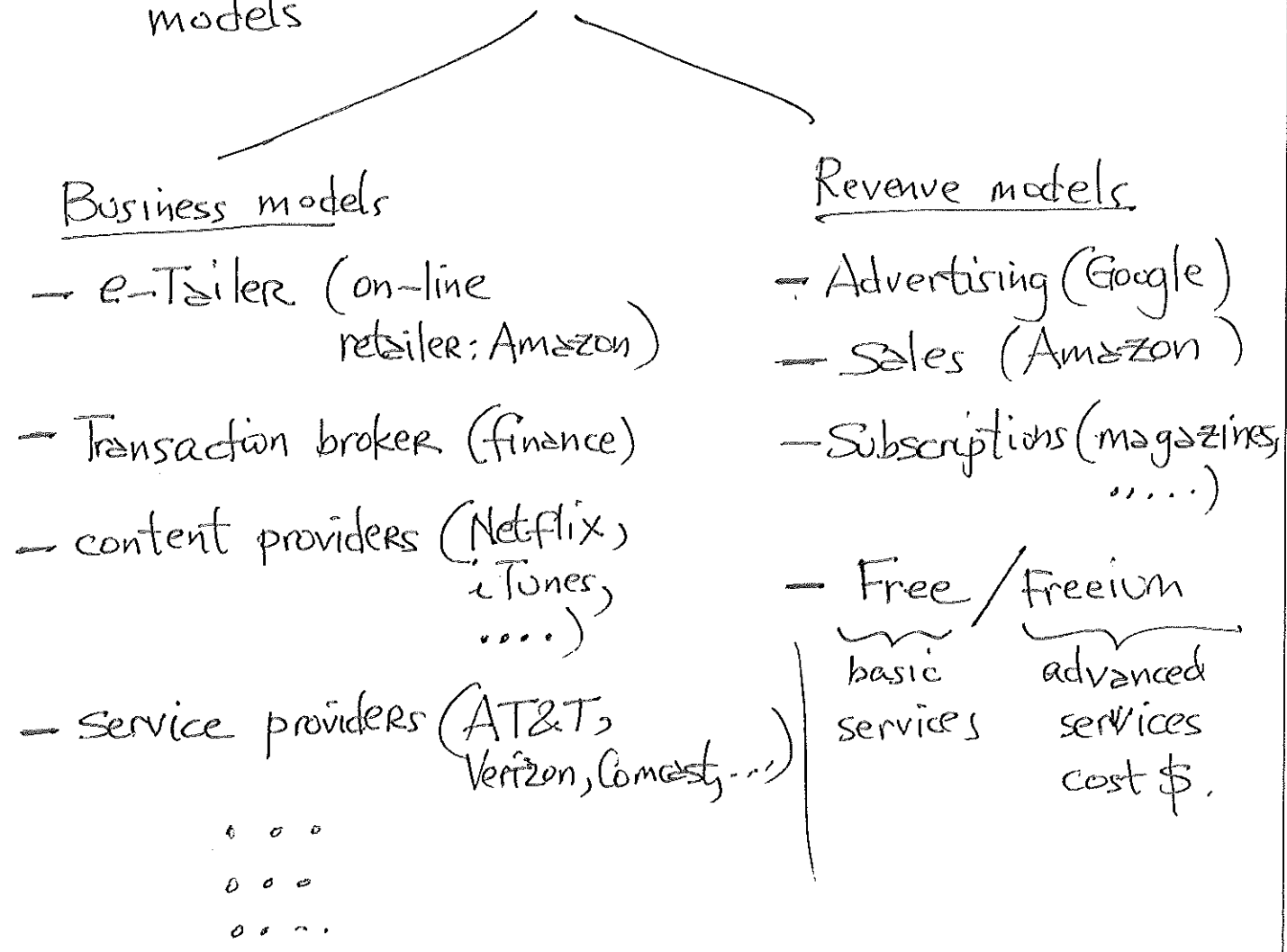
Digital goods: goods delivered over a digital network.

examples: music, movies,
(iTunes) (Netflix)

4.2 Unique features of eCommerce

- Ubiquity : accessible to everyone, anywhere, anytime (in general)
- Global reach : everyone across the globe
- Uniform standards for the IT involved
- Interactivity between buyers & sellers
-

4.3 Principal e-commerce business & revenue models



4.4 E-commerce has transformed marketing

- New ways to identify & communicate with millions of potential customers
- Crowdsourcing is based on the "wisdom of crowds" & provides customer feedback on improving products and services

4.5 E-commerce has improved the efficiency of Business-to-Business (B-to-B) transactions by connecting any Business with its suppliers (Supplier Intimacy)

Read "E-commerce" chapter in EMIS

by L² for more details & discussion on this topic.

Project feedback

Companies:

- Yelp
- ✓ - Uber
- Netflix
- ✓ - Adobe
- Netflix

You are a team
working in these
companies

Action items:

1. Work as a team; do team problem-solving; higher quality work, better solutions, checking solutions, ...
 2. Read your notes
 3. Use your notes
 4. Plan your work over several days
(don't work at the last minute)
- along with the EMS text
- also apply to HW

Do the Database SQL tutorial on the class web-site.

SQL Tutorial
SQL; structured query language
(language for manipulating data in a DB)

TIM 50 DB
problems to be done in DB assignments