Advanced Topics on Global Information Systems:

Introduction (1)

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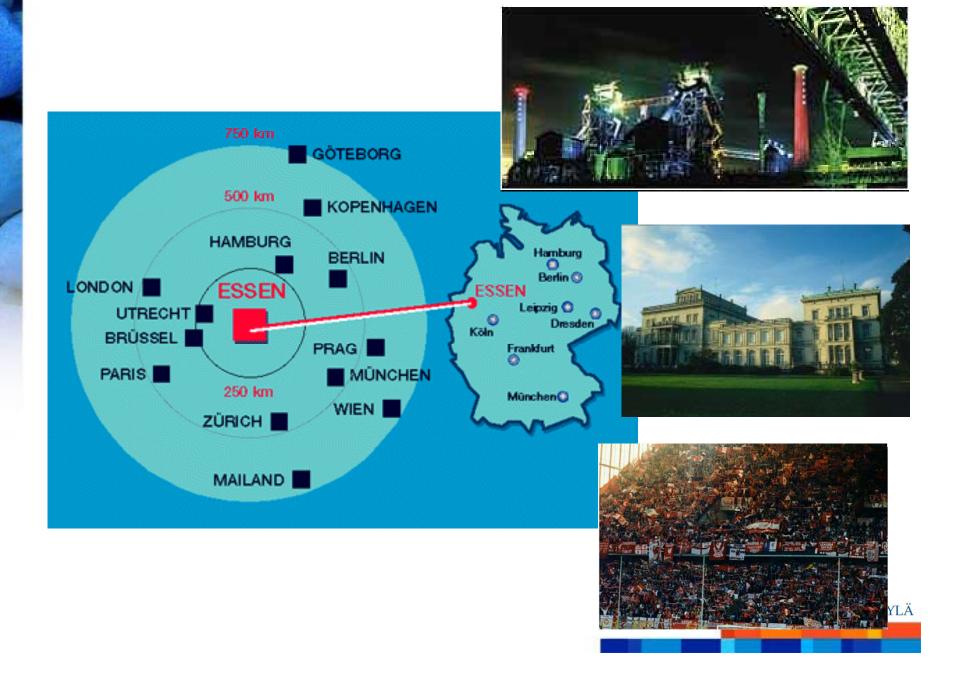


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Where I am from...



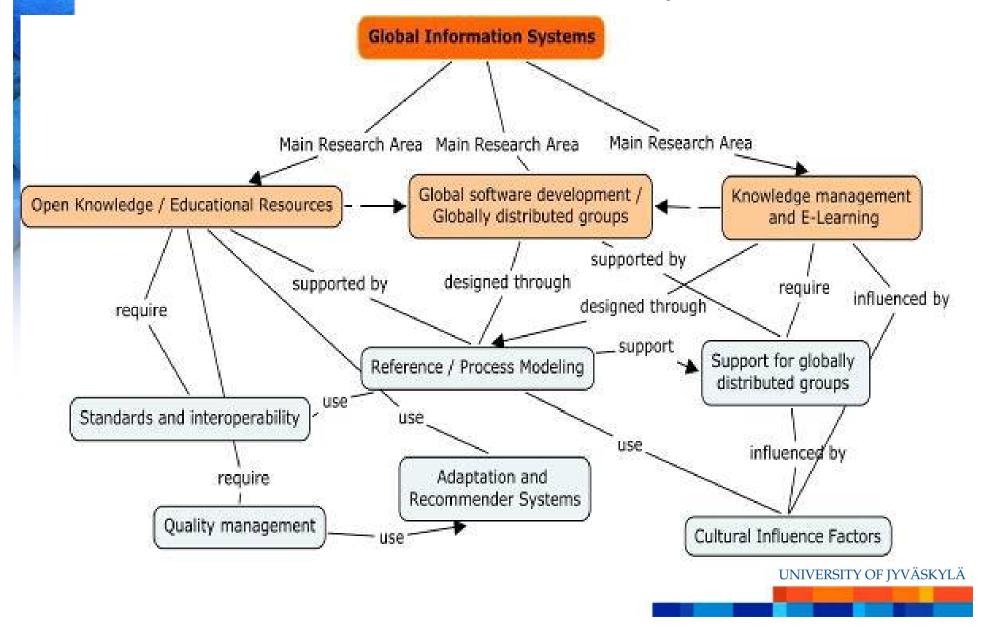
Global Information Systems, University of Jyväskylä (JYU)

- Focus area
- Global Information Systems (GLIS)
- Knowledge Management & E-Learning
- Internationalization /
 Globalization; support of
 globally distributed groups
- Cultural aspects for learning and knowledge management
- Support through Information and Communication Technologies
- Standardization, Quality
 Management and Assurance for E-Learning
- Adaptive Systems

- Projects
- OpenScout: Management education in Europe and North Africa as application field for open content
- COSMOS / Open Science Resources: Exchange of Scientific Content
- ASPECT: Open Content and standards for schools
- iCOPER: New standards for educational technologies
- Nordlet: Nordic Baltic community of Open Educational Resources Exchange
- LaProf: Language Learning Open Educational Resources for Agriculture

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Global Information Systems



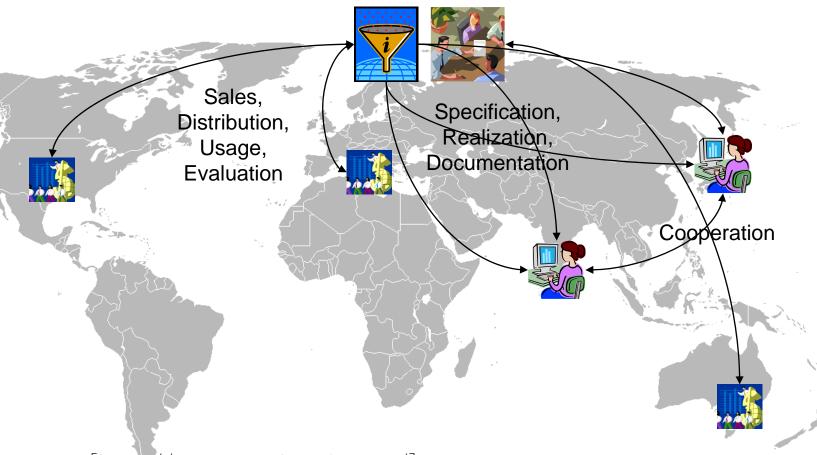
Contents

- Motivation
 - Expectations
- Global Information Systems
 - A quick summary
- Advanced Topics in Global Information Systems
 - Definition and Scope
 - Examples
 - Questions, problems, opportunities
- Group formation





Management



Source: [http://commons.wikimedia.org/]



What can you expect?

- Analyze and evaluate management and development problems in globally distributed organizations
- Develop solutions based on existing research
- To apply and extend research concepts to the field of global information systems
- To evaluate approaches and concepts
- To design and develop research-led systems to be used in a international context

Your expectations?

Why did you choose this course?

Which experiences do you have in the field?

Which issues would you like to discuss?



Approach

- Course outline
 - Short Introduction on the topic
 - Determining the topic
 - Continuous discussion / support
 - Presentation
 - Elaboration of the topic
 - Final presentation
- Interaction & Discussion
 - Preparation: Slides, readings & recent papers
 - Questions: E-Mail, Forum, Skype (jan_m_pawlowski)

Objectives

- Analyzing and evaluating recent research and development: State of the art in Global Information Systems
- Researching recent developments ("extended literature research")
- Determining gaps and weaknesses of existing approaches
- Developing an own research plan / research concept
- Presenting results internally (and maybe externally)



Course Organization*

- 25.01./01.02: Short introduction
- Literature Research Determining the topic
- 15.02.: Individual Discussion
- 01.03.: Presentation: State of the Art
- Concept Elaboration Research Paper
- 08.03., 22.03, 05.04, 19.04.:Individual Discussion
- 26.04.: Research Presentation

*subject to changes and special lectures / presentations, please check the course homepage

Special lectures:

- 08.03./05.04.Global Knowledge Management
- 22.03.: Competences for the Global IS Workforce
- 19.04. Supporting Global Virtual Teams with Social Software / Evaluation framework for global team support
- ...to be announced...



Global Information Systems: A quick summary

- Characteristics
- Problem, challenges, opportunities
- Selected Topics
 - Knowledge Management in GLIS
 - GLIS for Educational Settings
 - Awareness in GLIS
- Summary



Characteristics

- Economical, organizational, technological factors
- Strategy and management of globally distributed processes
- Communication in distributed teams
- Coordination of geographically distributed processes
- Technical infrastructure
- Usability
- Cultural issues
- Domain specific issues
- •
- Decisions: Outsourcing (Organization), Offshoring (Location), ...
- Competencies: Management, cooperation, cultural issues



Definitions

 Global Software Development (GSD): Developing software in geographically distributed teams

 Global Information Systems (GLIS) are systems produced and/or used in a global context



Motivators (Sangwan, 2006)

- Limited trained workforce
- Differences in development costs
- Shorter production life-cycle through shift models
- Technological advancements
- Closeness to target markets



Influence Factors

- CARMEL (1999)
 - Geographical dispersion
 - Loss of communication richness
 - Coordination breakdown
 - Loss of team awareness
 - Cultural differences



Influence Factors

- EVARISTO (2003)
 - Trust
 - Level of dispersion
 - Type of stakeholders
 - Type of projects
 - Synchronicity
 - Complexity
 - Systems methodology
 - Perceived distance
 - Policy and standards
 - Culture



Success Factors

- SANGWAN et al. (2006)
 - Reduce Ambiguity: e.g., processes, management, design
 - Maximize Stability: e.g., design specifications, informal communication
 - Understand dependencies : e.g., temporal, functional, technical
 - Facilitate coordination: e.g., guidelines, standards, meetings
 - Balance flexibility and rigidity: e.g., working culture, decision making

Summary

- Wide field with a variety of approaches
- Different scenarios leading to different solutions
- Some influence factors are common to all approaches, e.g.,
 - Communication / coordination
 - Stakeholder
 - Infrastructure / systems architecture
 - Culture



Distributed Virtual Teams: Issues

- Staffing: Finding, selecting and initiating virtual teams
- Coordination of tasks and dependent work items
- Communication between teams
- Cultural aspects, barriers, and solutions



The virtual manager

- Skills required
 - General management
 - People management
 - Communication
 - Technical knowledge
 - Decision making
 - Problem solving
 - Administration
 - Cultural knowledge and skills



Cost issues

- Management time for coordination
- Training cost for cross-cultural communication
- Cost of misunderstanding (re-work, delays, drop-out)
- Increased cost for offshore experts
- Communication, travel cost



Creating teams

Process

- Choose team members
- Interview team members
- Consider team dynamics
- Consider personalities of team members
- Evaluate abilities, skills / competencies
- Staffing plan
 - General information
 - Staffing process
 - Goals, objectives, timelines
 - Staffing profiles
 - Skill sets and requirements
 - Organizational chart

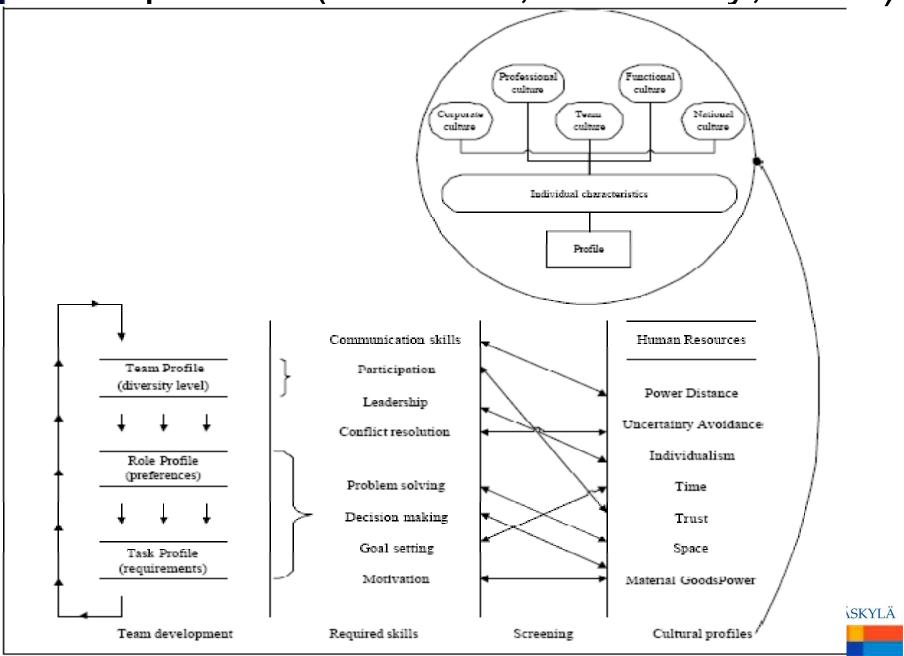


Creating teams (2)

- Defining roles and responsibilities
 - Job description
 - Annual performance objectives
 - Growth and development plan



Cultural profiles (Dafoulas, Macaulay, 2001)



Management issues

- Team meetings across time zones
 - Split regional teams
 - Rotating conference calls
 - Management meetings
- Managing language difficulties
 - Translation
 - Communication rules (clarity of speech, rotating right to speak,...)
 - Avoiding / knowing gestures
 - Questions in different cultures

Building teams

- Managing cultural differences (see L3)
- Considering adjustment to calculate productivity and potential difficulties
- Phases of cultural adjustment
 - Enthusiasm
 - Conflict Stage
 - Integration Stage
 - Adaptation Stage



Virtual Teamwork

- "The perfect team"
 - Work atmosphere
 - Innovation
 - Creativity
 - Collaboration
 - Honesty
 - Effectiveness
 - Productivity
 - Support
 - Success



Virtual Teamwork (2)

- Discovering commonalities
 - Workshops, informal meetings
- Creating trust
- Understanding dynamics of the team
- Creating a virtual community
- Team member interaction
 - Virtual communication
 - Virtual team days
 - Sharing best practices
 - Rewards



Virtual Teamwork Processes

- Communication process: A formal plan defines...
 - Stakeholder groups
 - Formal Communication plan
 - Meetings
 - Conference call
 - Communication tools
 - Documents
 - Website / intranet updates
 - Informal communication / escalation
 - Communication rules

Virtual Teamwork Processes (2)

- General process management
 - Design, development, ...
- Change control process
 - E.g., resources, schedule, maintenance, catastrophes, ...
- Defect-tracking process (technical)
- Organizational processes
- Client and vendor processes
- Status report process
- Risk Management
- Escalation procedures



Definitions of Culture

- "Culture is the collective programming of the mind which distinguishes the members of one category of people from another." (Hofstede, 1984)
- "Most social scientists today view culture as consisting primarily of the symbolic, ideational, and intangible aspects of human societies. The essence of a culture is not its artifacts, tools, or other tangible cultural elements but how the members of the group interpret, use, and perceive them. It is the values, symbols, interpretations, and perspectives that distinguish one people from another in modernized societies; it is not material objects and other tangible aspects of human societies. People within a culture usually interpret the meaning of symbols, artifacts, and behaviors the same or in similar ways" (Banks et al. 1989)

Definitions of Culture

- Culture is defined as the "[...] definitive, dynamic purposes and tools (values, ethics, rules, knowledge systems) that are developed to attain group goals" (Mabawonku, 2003)
- Culture includes "[..]every aspect of life: know-how, technical knowledge, customs of food and dress, religion, mentality, values, language, symbols, socio-political and economic behavior, indigenous methods of taking decisions and exercising power, methods of production and economic relations, and so on." (Verhelst, 1990)
- The system of shared beliefs, values, customs, behaviours, and artifacts that the members of society use to cope with their world and with one another, and that are transmitted from generation to generation through learning (Bates, Plog, 1990)

How does culture influence GSD / GLIS?

- Impact on
 - Working style
 - Group behavior
 - Communication
 - Design
 - **—** . . .
- How to represent culture / which aspects should be analyzed?
- How do these aspects influence design and development processes?

More perspectives on "culture"

- Organizational or corporate culture:
 Management style, rewards, working atmosphere
- Professional culture: Formal education within a group of professionals
- Functional culture: functional roles within the organization
- Team culture: common work experiences



Eastern vs. Western Management (Haghirian, 2007)

Western Management	Eastern Management
Hierarchical, egalitarian command, segmented concern	Free-form command, roles loosely defined, holistic concern
Professional managers, position related to function	Social leaders often with high sounding titles for low ranking jobs
Particularism, specialized career path possibly with rapid evaluation and promotion, individually oriented	Non-specialized career paths, slow evaluation, regimented promotion, socially oriented
Decentralization of power	Centralization of power
Mobility Stability	Diversity Unity
Direct approach	Indirect approach
Systematic analysis, standardization, categorization, classification, conceptualization, precision	Ambiguity, reaction, adaptation
Long-term set planning	Often lack of formal set planning, high flexibility in adjustment
Explicit control mechanisms	Implicit control mechanisms
Organizations and systems adapt for change	Leaders/managers adapt to change

Adapted from: Haghirian, P.: Management in Japan – The kaisha in the 21st Century, Keio University, UNIVERSITY OF JYVÄSKYLÄ

Japan, 2007

Hofstede's "Dimensions of Culture" (1)

- Model to compare cultures
- Culture as a set of typical attributes / behaviours (manifestations of culture)
 - Values
 - Rituals
 - Heroes
 - Symbols
- Based on a study for IBM in 64 countries / follow-up studies
- http://www.geerthofstede.com/hofstede dimensions.php

 Heroes

 Rituals

 Values



Hofstede's "Dimensions of Culture" (2)

Analysis dimensions

- Power distance index (PDI): Common position to diversities within a country and the people's position towards authorities.
- individualism-index (IVD): Degree, to which individuals in a country wish to be free from dependencies to other persons and the authorities
- masculinity index (MAS): Degree to represent gender-roles as part of common norm, school, family and workplace as well as politics
- Uncertainty avoidance index (UAI): How do individuals feel threatened by uncommon or insecure situations
- Long term orientation (LTO): Time-orientation of a society (e.g., planning horizon)
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Hofstede's "Dimensions of Culture" (3)

Country/Region	Score	Rank	Country/Region	Score	Rank	Country/Region	Score	Rank
Germany	26	70	Germany	67	18	Germany	66	11-13
Austria	11	74	Austria	55	27	Austria	79	4
France	68	27-29	France	71	13-14	France	43	47-50
Spain	57	45-46	Spain	51	30	Spain	42	51-53
Portugal	63	37-38	Portugal	27	49-51	Portugal	31	65
South Korea	60	41-42	South Korea	18	63	South Korea	39	59
Brazil	69	26	Brazil	38	39-40	Brazil	49	37
Guatemala	95	3-4	Guatemala	6	74	Guatemala	37	61-62

Values for Power Distance Index (PDI)

Values for Individualism Index (IDV)

Values for Masculinity Index (MAS)

Country/Region	Score	Rank	Country/Region	Score	Rank
Germany	65	43	Germany	31	25-27
Austria	70	35-38	Austria	31	25-27
France	86	17-22	France	39	19
Spain	86	17-22	Spain	19	35-36
Portugal	104	2	Portugal	30	28-30
South Korea	85	23-25	South Korea	75	6
Brazil	76	31-32	Brazil	65	7
Guatemala	101	3	Guatemala	n.a.	n.a.

Values for Uncertainly Avoidance Index (UAI)

Values for Long-Term Orientation Index (LTO)



Critical Analysis

- Empirical study in a corporate culture
- Results were evaluated in hundreds of settings
- Relative values seem to be stabile (while absolute values are changing)
- Not applicable to all contexts
- Interpretations for GSD and specific components (e.g., communication) are questionable

7 Dimensions of Trompenaars and Hampden-Turner

- universalism versus particularism
 - Rules vs. relationships
 - Ideas can be applied anywhere or regarding certain circumstances
- individualism versus collectivism
 - IDV
- neutral versus affective
 - Emotional involvement
- specific versus diffuse
 - proximity between people, involvement in activities
- achievement versus ascription
 - relationship to other people
 - Is reputation based on people's "objective" achievement or there position
- past, present, or future and sequential or synchronous
 - relationship to time and sequencing
- internal- or external-oriented
 - dealing with the environment

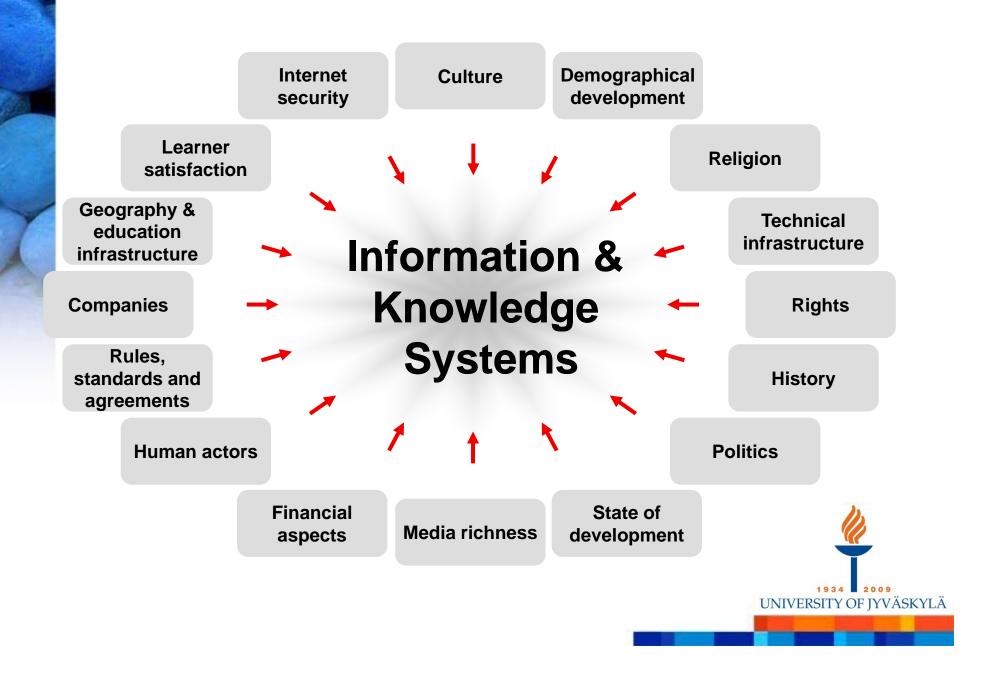


14 Dimensions of Henderson (in the field of education / learning)

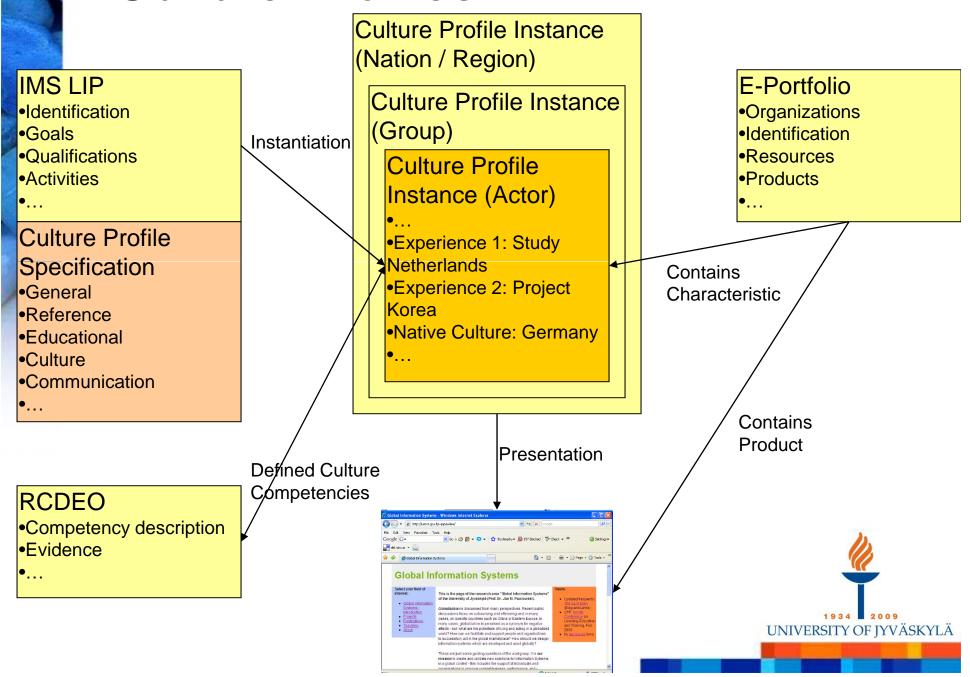
- Epistemology: Objectivism Constructivism
- Pedagogical Philosophy: Instructivist Constructivist
- Underlying Psychology: Behavioral Cognitive
- Goal Orientation: Sharply-focused Unfocused
- Experiential Value: Abstract Concrete
- Teacher Role: Didactic Facilitative
- Program Flexibility: Teacher-Proof Easily Modifiable
- Value of Errors: Errorless Learning Learning
- Motivation: Extrinsic Intrinsic
- Accommodation of Individual Differences: Non-Existent Multi-Faceted
- Learner Control: Non-Existent Unrestricted
- User Activity: Mathemagenic Generative
 - Initiated by a certain instructional activity or created by the learners
- Cooperative Learning: Unsupported Integral
- Cultural Sensitivity: Non-Existent Integral



Context Metadata (Pawlowski, Richter, 2007)

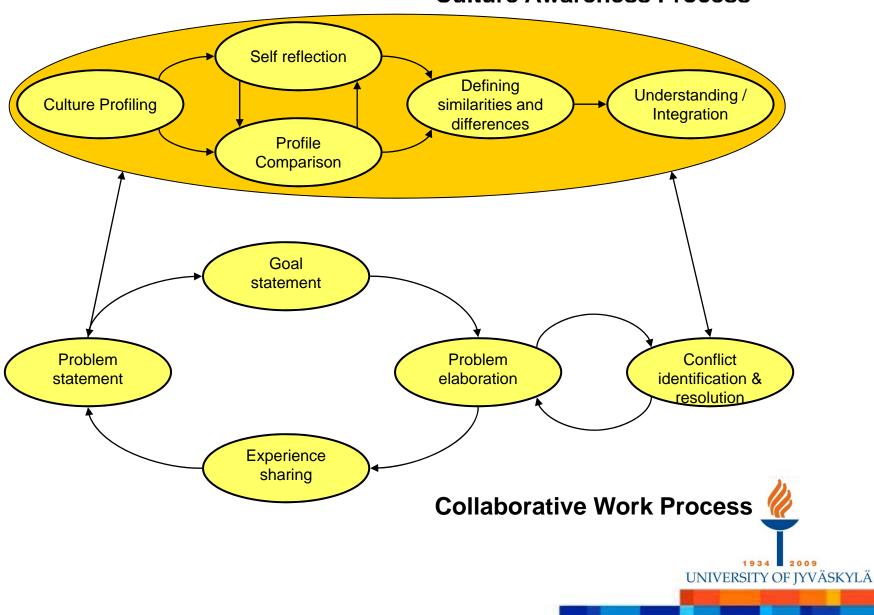


Culture Profiles



Culture Awareness Process

Culture Awareness Process



Tools

- Process Design
- Coordination Tools
- Awareness Tools
- Specific Tools (Translation)
- Simple support mechanisms!
 - Culture Clouds

korea Culture professional japan china relation to my boss teaching style germany finland giving feedback



Summary

- Models to represent culture...
 - Have been developed for different purposes and context
 - Vary in their level of abstraction
 - Can be used as a guideline to identify influence factors
- No model is validated to cover all influence factors for a design and development process
- Besides: Other requirements have to be taken into account!

References

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- Karolak, D.W. (1998): Global Software Development: Managing Virtual Teams and Environments (Practitioners)- ISBN-10: 0818687010
- Avgerou, C. (2002): Information Systems and Global Diversity, Oxford University Press, Oxford, 2002. ISBN-10: 0199240779
- [GSD 2004] Proceedings of the 3rd International Workshop on Global Software Development, Colocated with ICSE 2004, Edinburgh, Scotland, May 24, 2004 (available for download)
- Kruchten, P.: Analyzing Intercultural Factors Affecting Global Software Development – A Position Paper, In: [GSD2004], pp. 59-62

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References

- Carmel, E. (1999): Global Software Teams:
 Collaborating Across Borders and Time Zones
 (High Performance Cluster Computing) ISBN-10:
 013924218X
- Garton, C., Wegryn, K. (2006): Managing Without Walls: Maximize Success with Virtual, Global, and Cross - Cultural Teams, MC Press, US, 2006.
- Äijö, T., Kuivalainen, O., Saarenketo, S., Lindqvist, J., Hanninen, H. (2005): Internationalization Handbook for the Software Business; The Model of Internationalization Paths & Internationalization Workbook, Centre of Expertise for Software Product Business, 2005.
- More references will be listed in each lecture

Potential topics

- Cultural barriers in Higher Education
- Metadata models for cultural representation
- Awareness tools to support global knowledge management
- Social software to improve communication in global information systems
- Theories of global information systems
- Local approaches
- Research-based development and evaluation



Cultural barriers in Higher Education

- Objective: To identify cultural barriers in Higher Education settings
- Proposed method: Survey and recommendations
- Knight, J.: Higher Education Crossing Borders, UNESCO, 2006.
 http://www.college/coll
 - http://www.col.org/colweb/webdav/site/myjahiasite/shared/docs/GATS_web_nocover.pdf
- Rego, M., Moledo, M.: The intercultural dimension of higher education: Opening new educational pathways, Studies in Learning, Evaluation Innovation and Development, 4(3), pp. 1–14.

http://www.sleid.cqu.edu.au/include/getdoc.php?id=597&artic le=185&mode=pdf

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Metadata models for cultural representation

- Objective: To analyse the use of metadata models to represent cultures
- Proposed method: Expert interviews, construction
- Pawlowski, J.M., Richter, T.: The Need for Standardization of Context Metadata for e-Learning Environments, Proc. of the e-ASEM conference, Seoul, 2007.

Awareness tools to support global knowledge management

- Objective: To evaluate the use of awareness tools for the improvement of knowledge management processes in global settings
- Proposed method: Expert interviews / construction
- J.D.Herbsleb, A.Mockus, T.A.Finholt, and R.E.Grinter. Distance, dependencies and delay in a global collaboration. ACM Conference on Computer Supported Collaborative Work, pages 319–328, 2000. http://conway.isri.cmu.edu/~jdh/collaboratory/research_papers/cscw_delay.pdf
- D. Redmiles, A. van der Hoek, B. Al-Ani, T. Hildenbrand, S. Quirk, A. Sarma, R. Silveira Silva Filho, C. de Souza, E. Trainer, Continuous Coordination: A New Paradigm to Support Globally Distributed Software Development Projects, In Wirtschaftsinformatik, Special Issue on the Industrialization of Software Development, 2007, 49(Special Issue), pages S28-S38. http://www.ics.uci.edu/~asarma/papers/cc_gsd.pdf

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Social software to improve communication in global information systems

- Objective: To evaluate the use of social software tools for the improvement of communication and collaboration processes in global settings
- Proposed method: Expert interviews / construction
- Keegan, H. (2007): Social Software for Virtual Mobility: An Online Community for practice-based learning, http://www.esmos.eu/documents/publications/papers/EDEN_2007_HK.pdf
- Davis, N., Cho, M. O., Hagenson, L. (2005). Intercultural competence and the role of technology in teacher education. Contemporary Issues in Technology and Teacher Education [Online serial], 4(4). Available:

http://www.citejournal.org/vol4/iss4/editorial/article1.cfm

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Theories of global information systems

Objective: To compare theories of global information systems

Method: Literature review, evaluation

Initial material: Avgerou, C. (2002): Information Systems and Global Diversity, Oxford University Press, Oxford, 2002. ISBN-10: 0199240779

Additional topics

Use your creativity ;-)



Literature Review

- Searching relevant literature
- Summarizing the state of the art
- Presentation of recent research in the field

Discussion and support!



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