## Global Information Systems:

Introduction and Assumptions (1)

Prof. Dr. Jan M. Pawlowski 27.10.2010





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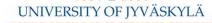


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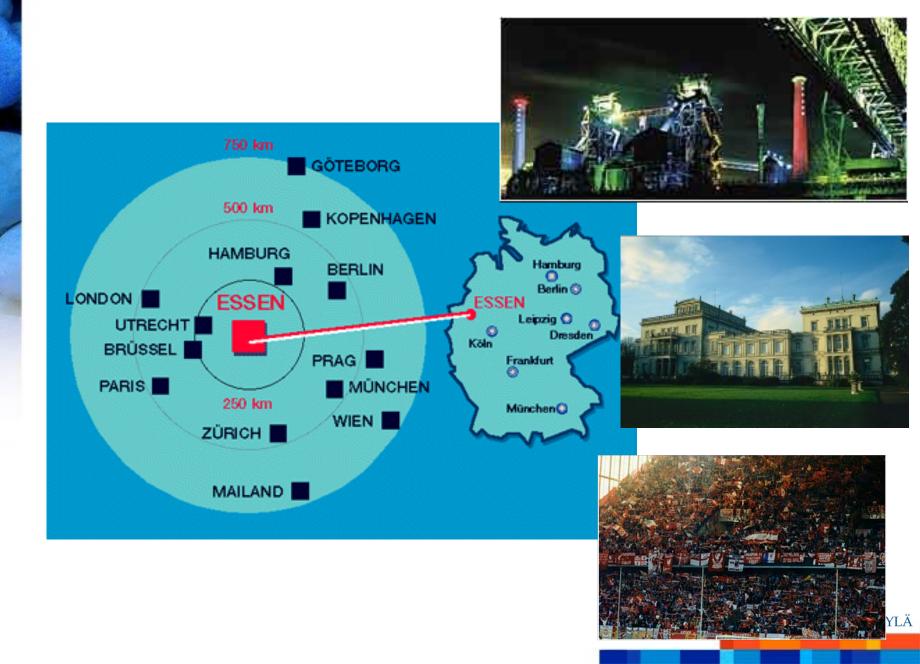


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## Where I am from...



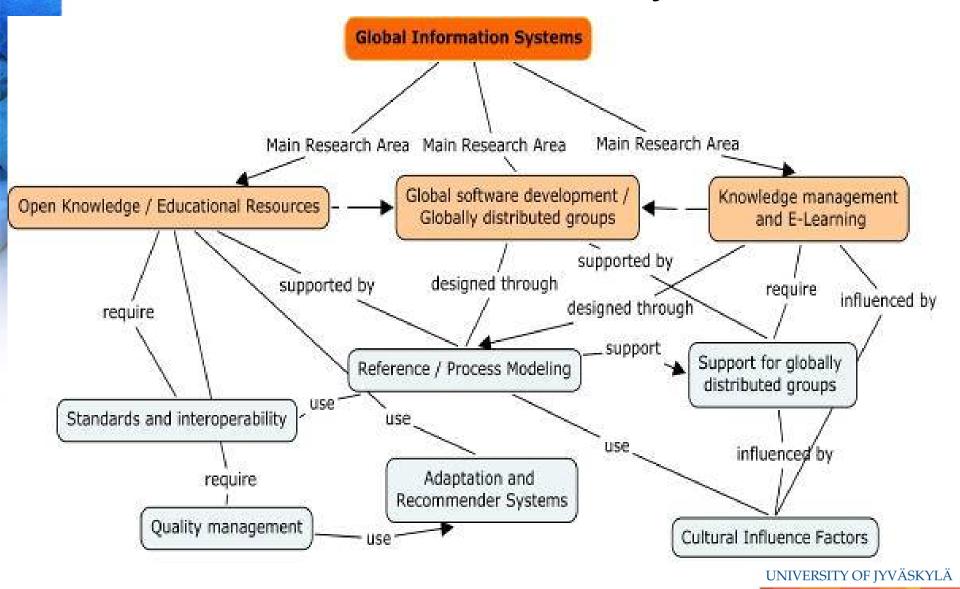
## Global Information Systems, University of Jyväskylä (JYU)

- 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

UNIVERSITY OF JYVÄSKYLÄ

## Global Information Systems



## The team



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#### Contents

- Motivation
  - Introductory Scenario
  - Expectations
- Global Information Systems
  - Definition and Scope
  - Examples
  - Questions, problems, opportunities
- Outlook on the Course













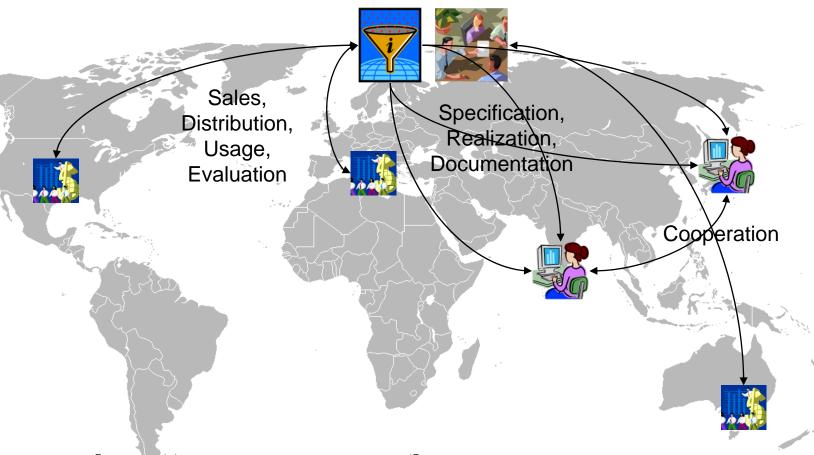






# A First Scenario

Management



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



Sample: yahoo.co.kr



# Sample: yahoo.de



## What can you expect?

- Analyze and evaluate management and development problems in globally distributed organizations
- Decide whether an information system should be build in an international environment
- To identify differences in culture in general, in management and communication
- To design and develop systems to be used in a international context
- To evaluate systems' adaptation and adoption



## Course Organization

- 26.10.: Introduction
- 02.11.: Global Information Systems: Framework and Design Approaches - Groupwork
- 09.11.: Cultural aspects (1) Group work: Initial ideas
- 16.11.: Cultural aspects (2)
   Requirements analysis
- 23.11.: Presentations
- 30.11.: Globally Distributed Teams
- 07.12.: Localization and Internationalization
- 14.12.: Final presentations (mandatory!)
- Special Lectures: tba
- Case Study



## Approach

- Course outline
  - Lecture
  - Guiding Questions
  - Discussion
  - Assignment / Case Study & Presentation
  - Examination
- Interaction & Discussion
  - Preparation: Slides, readings & recent papers
  - Preparation (2): Questions on Papers
  - Questions: E-Mail, Forum, Skype (jan\_m\_pawlowski)



## Important notes

- Register for one group in Korppi
- If you decide not to do the course, unregister until 24.11.2010
- Exam: 50%, Case Study 50%
  - Both have to be passed



## Your expectations?

- Why did you choose this course?
- Which experiences do you have in the field?
- Which issues would you like to discuss?



### 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

GSD ⊆ GLIS

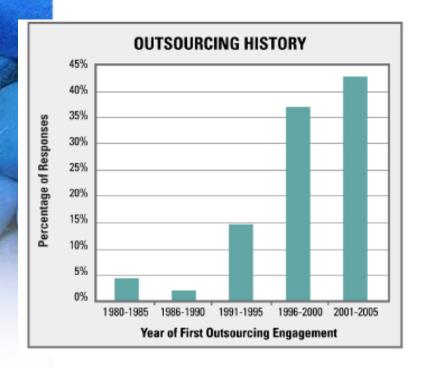


## Motivators (Sangwan, 2006)

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



## Some facts on outsourcing (1)



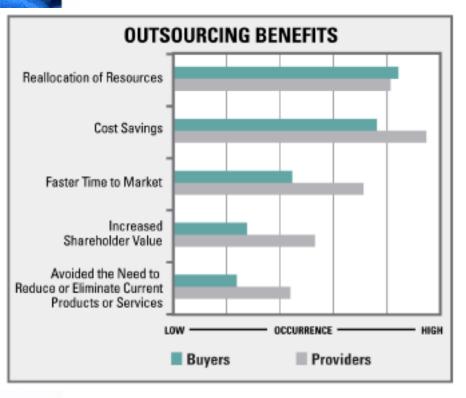
	Buyers				Providers		
	Today			2004	2002	Today	
	OVERALL	ONSHORE	OFFSHORE	OVERALL	OVERALL	ONSHORE	OFFSHORE
Satisfied	78%	81%	62%	74%	69%	84%	86%
Neutral	7%	11%	30%	16%	8%	16%	7%
Dissatisfied	15%	8%	8%	10%	23%	0%	7%

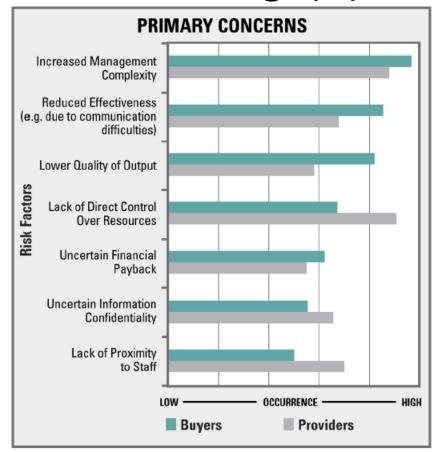
[Source: DiamondCluster 2005: Global IT Outsourcing Study

http://diamondconsultants.com/PublicSite/ideas/perspectives/downloads/Diamond 2005OutsourcingStudy.pdf]



# Some facts on outsourcing (2)



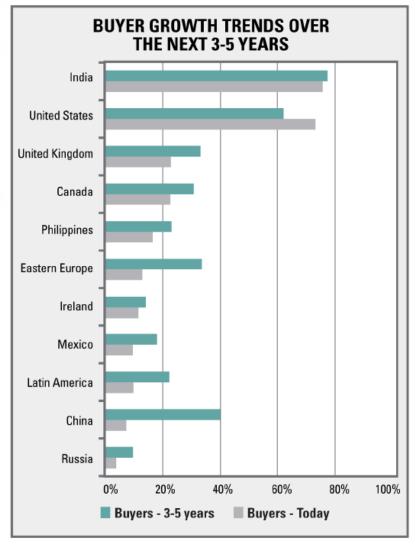


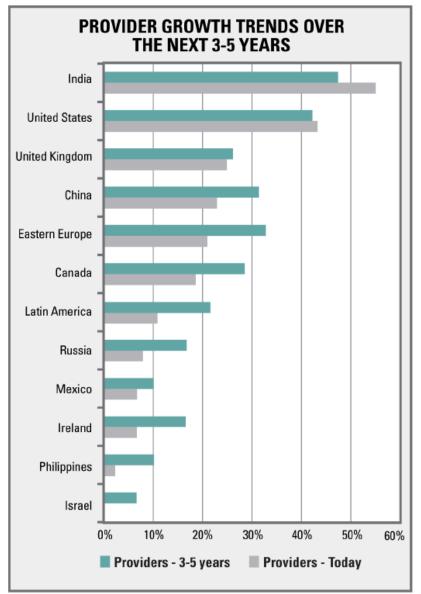
[Source: DiamondCluster 2005: Global IT Outsourcing Study

http://diamondconsultants.com/PublicSite/ideas/perspectives/downloads/Diamond 2005OutsourcingStudy.pdf]

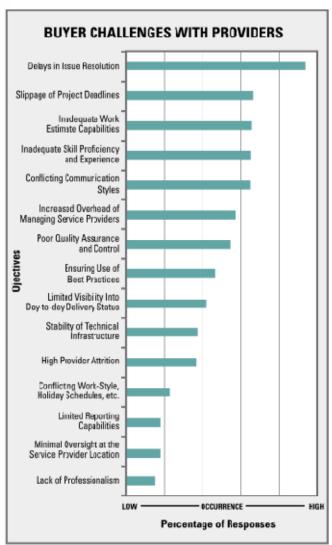


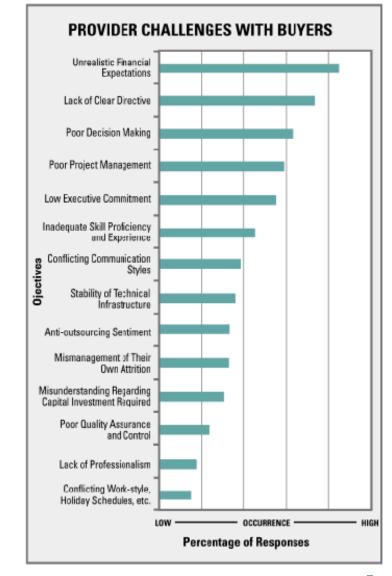
# Some facts on outsourcing (3)





## Some facts on outsourcing (4)





#### 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

# Lessons Learned - 1 (Prikladnicki, 2003)

- Project management and, in particular, risk management need additional effort and steps
- The existence of a well-defined software development process is responsible for many advantages in distributed projects
- Knowledge management stimulates the information sharing and stimulates the learning from experience
- Requirements engineering is the main challenge for the software development process point of view



# Lessons Learned - 2 (Prikladnicki, 2003)

- The planning phase is important to organize and manage the distributed projects properly
- The investment in recruiting and training global teams can minimize the difficulties related to the nontechnical dimension
- Tools can act as a facility in the distributed interaction
- Distributed Software Development is a maturity process



## Sample scenarios (by location)

- Offshore outsourcing of software development / programming
  - Main aspects: coordination, communication

- Software development for multiple markets / countries / cultures
  - Main aspects: Culture, systems / interface design



## Key Concepts: Enterprise Unified Process

#### Development Disciplines

Business Modeling Requirements

Analysis & Design

Implementation Test Deployment

#### Support Disciplines

Configuration and Change Mgmt.

Project Management
Environment
Operations & Support

#### Enterprise Disciplines

Enterprise Business Modeling

Portfolio Management

Enterprise Architecture

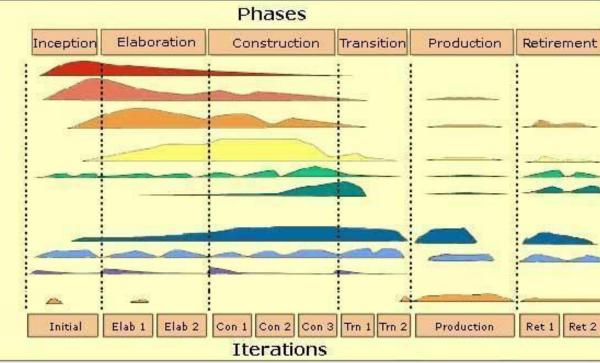
Strategic Reuse

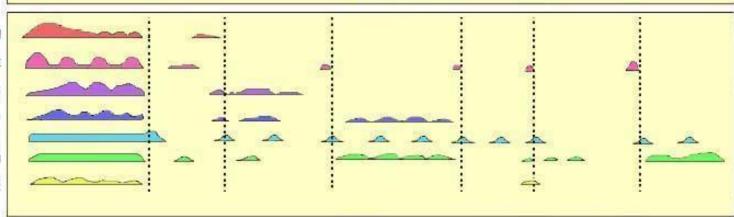
People Management

Enterprise Administration

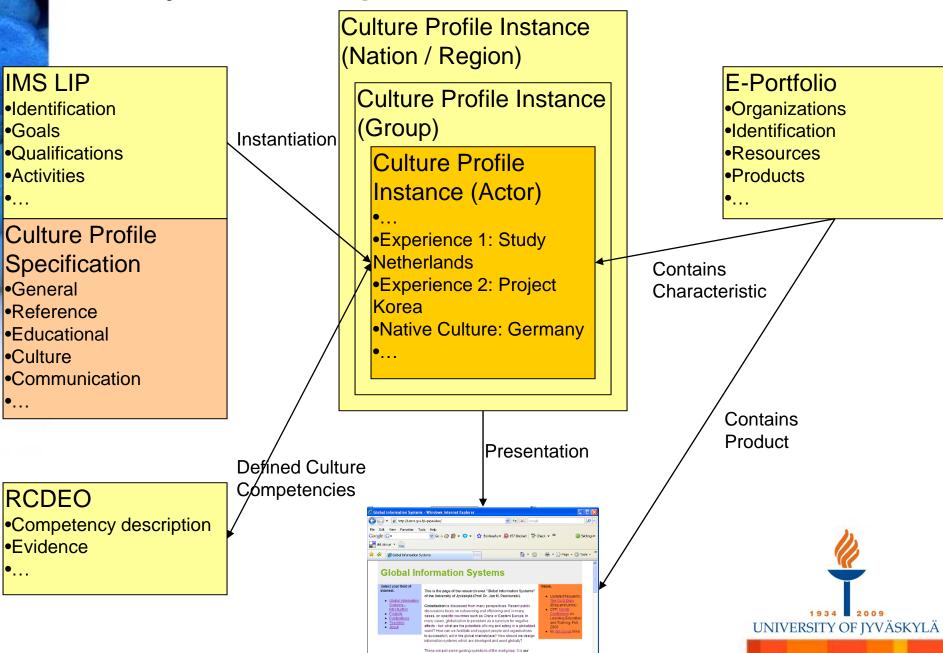
Software Process Improvement

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## Key Concepts: Culture Profiles

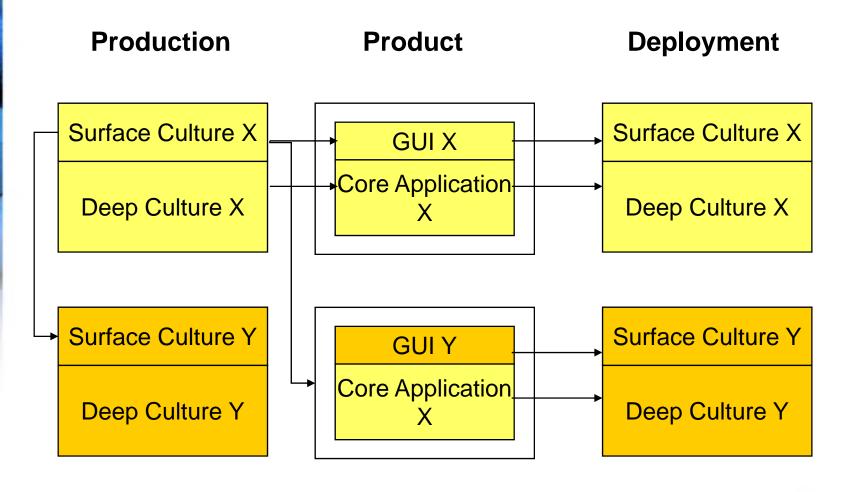


## Key Concepts: Distributed teams

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



# Key Concepts: Internationalization





## 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



### Questions

- How can global software development processes be classified?
- Which factors influence factors affect the development process?
- Which advantages / disadvantages do you expect from a distributed development process?



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- More references will be listed in each lecture

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