Preface

Foreword

PART I FOUNDATIONS

Chapter 1 Information Systems and the Role of General and Functional Managers

What You Will Learn in This Chapter

Introduction

General and Functional Managers

General and Functional Managers versus End Users

The Next Wave of CIOs

Fundamental IT Trends: The Staying Power of Moore's Law

Processing Power and Memory Has Increased

Costs of Computing Power Have Declined

Computers Have Become Easier to Use

Other IT Trends of Managerial Interest

Declining Storage Costs

Ubiquitous Network Access

Ubiquitous Computing and Digital Data Genesis

How Do These Trends Affect Today's Managers?

Why Can't We Just Hire Good IT People?

Summary

Study Questions

Further Readings

Glossary

Chapter 2 Information Systems Defined

What You Will Learn in This Chapter

Introduction

Information Systems: Definition

IS, Not IT

Information Systems as Sociotechnical Systems

The Four Components of an Information System

Systemic Effects

Why Do Organizations Build Information Systems?

Successful Information Systems

Information Systems Outcomes

Information Systems in the Organizational Context

Every Organization Is Unique

Bringing It All Together

Information Systems and Organizational Change

First-Order Change: Automate Second-Order Change: Informate Third-Order Change: Transform Culture and Information Systems

National Culture

Organizational Culture and National Culture

How Culture Impacts Structure

Implications

Don't Put the Cart before the Horse

The Rock in the Pond

Information Systems Are in Flux

Conclusion

Summary

Study Questions

Further Readings

Glossary

Chapter 3 Organizational Information Systems and Their Impact

What You Will Learn in This Chapter

Introduction

Categorizing Systems

Hierarchical Perspective

Functional Perspective

Process Perspective

The Information System Cycle

The Integration Imperative

Defining Integration

The Dimensions of Integration

Enterprise Systems

The Genesis of Enterprise Systems

Enterprise Systems: Definition

The Advantages of Enterprise Systems

The Limitations of Enterprise Systems

Supply Chain Management

A Brief History of Supply Chain Management

Modern Supply Chain Management

Knowledge Management

Knowledge: Definition

Knowledge Management: Definition

Business Intelligence

Business Intelligence: Definition

Components of the Business Intelligence Infrastructure

The Evolution of Business Intelligence

From Business Intelligence to Big Data

Big Data: Technology

Customer Relationship Management

Aspects of CRM

The Limitations of CRM

Best-of-Breed Integration

Enterprise Application Integration (EAI)

Ultimate Flexibility: Service-Oriented Architecture

Integration: Concluding Remarks

Cloud Computing

Cloud Software Architectures

Historical Context

The Cloud Today

Summary

Study Questions

Further Readings

Glossary

PART II COMPETING IN THE INTERNET AGE

Chapter 4 The Changing Competitive Environment

What You Will Learn in This Chapter

Introduction

Network Economics

Networks Are Different: Value in Plentitude

Physical and Virtual Networks

Key Concepts and Vocabulary

Two-Sided Networks

Implications for General and Functional Managers

The Economics of Information

Data and Information

Classic Information Goods

The Economic Characteristics of Information

Implications

Information-Intensive Goods

Information in Networks

The Richness and Reach Trade-Off

Implications

Obstacles

A Note about Disruptive Technology

Sustaining Technology

Disruptive Technology

Implications for Managers

What to Do?

Summary

Study Questions

Further Readings

Glossary

Chapter 5 Electronic Commerce: New Ways of Doing Business

What You Will Learn in This Chapter

Introduction

The Internet

Internet Services

Distributed Ownership

Multiplicity of Devices

Open Standards

The Network: More than the Internet of Today

The eCommerce Vocabulary

eCommerce and eBusiness

The Enablers

Categorizing Electronic Commerce Initiatives

Manifestations of eCommerce and eBusiness

Business Models: Definition Dominant Business Models

The Implications of eCommerce

Disintermediation

Reintermediation

Market Efficiency

Channel Conflict

Customer and Employee Self-Service

eCommerce: From Novelty to the Mainstream

The Web 2.0 Phenomenon

Web 2.0 Technologies

Web 2.0 and Business Innovation

Summary

Study Questions

Further Readings

Glossary

PART III THE STRATEGIC USE OF INFORMATION SYSTEMS

Chapter 6 Strategic Information Systems Planning

What You Will Learn in This Chapter

Introduction

A Word about Strategic and Operational Planning

Strategic Alignment

Six Decisions Requiring Managerial Involvement

The Purpose of Strategic Information Systems Planning

Plans Enable Communication

Plans Enable Unity of Purpose

Plans Simplify Decision Making over Time

The Strategic Information Systems Planning Process

Know Who You Are: Strategic Business Planning

Know Where You Start:

Information Systems Assessment

Know Where You Want to Go: Information Systems Vision

Know How You Are Going to Get There: Information Systems Guidelines Know How Well Equipped You Are to Get There: Information Systems SWOT

From Planning to Action: Proposed Strategic Initiatives

Summary

Study Questions

Further Readings

Glossary

Chapter 7 Value Creation and Strategic Information Systems

What You Will Learn in This Chapter

Introduction

The Analysis of Added Value

The Benefits of Disciplined Analysis

The Definition of Value

Defining the Components of Value Created

Computing the Total Value Created

Appropriating the Value Created

The Definition of Added Value

Added Value in a Competitive Market

Pricing Considerations

The Relationship between Added Value and Competitive Advantage

How Is Added Value Created?

Two Ways to Create New Value

Some Considerations about the Analysis of Added Value

Strategic Information Systems

Definition: Strategic Information Systems

IT-Dependent Strategic Initiatives

Summary

Study Questions

Further Readings

Glossary

Chapter 8 Value Creation with Information Systems

What You Will Learn in This Chapter

Introduction

Traditional Models of Value Creation with IT

Industry Analysis

Value Chain

Customer Service Life Cycle

Traditional Models, Not "Old" Models

Emerging Frameworks

Virtual Value Chain

Value Creation with Customer Data

Crafting Data-Driven Strategic Initiatives

Conclusions

Summary

Study Questions

Further Readings

Glossary

Chapter 9 Appropriating IT-Enabled Value over Time

What You Will Learn in This Chapter

Introduction

Not All IT Is Created Equal

High-Speed Internet Access in Hotel Rooms

Business Intelligence at Caesars

Entertainment

Big Data for Orange Juice

The Need for A Priori Analysis

Appropriating Value over Time: Sustainability Framework

Sustainable Competitive Advantage

Resource-Based View

Response Lag

Four Barriers to Erosion

The Holistic Approach

The Dynamics of Sustainability

Applying the Framework

Prerequisite Questions

Sustainability Questions

Making Decisions

Develop the IT-Dependent Strategic Initiative Independently

Develop the IT-Dependent Strategic Initiative as Part of a Consortium. . .

Shelve the IT-Dependent Strategic Initiative

Summary

Study Questions

Further Readings

Glossary

PART IV GETTING IT DONE

Chapter 10 Funding Information Systems

What You Will Learn in This Chapter

Introduction

Information Systems Governance

Steering Committee

Funding Information Systems

Chargeback

Allocation

Overhead

The Budgeting and Project Prioritization Process

Making the Budget

Funding Information Systems Projects: Making the Business Case

Limitations of the Business Case

Overcoming the Limitations of the Business Case

Individual Project Risk

Portfolio Management

Outsourcing

Drivers of Outsourcing

The Risks of Outsourcing

Offshoring

Making Optimal Outsourcing Decisions

Summary

Study Questions

Further Readings

Glossary

Chapter 11 Creating Information Systems

What You Will Learn in This Chapter

Introduction

How Hard Can IT Be?

Fulfilling Information Processing Needs

Three Approaches

Make versus Buy

Buy and Make

Build Your Own: Systems Design and Development

Systems Development Life Cycle

Prototyping

Agile Development

Outsourced Development

Buying Off-the-Shelf Applications

Definition

Build

Implementation

End-User Development

The Benefits of End-User Development

The Risks of End-User Development

Summary

Study Questions

Further Readings

Glossary

Chapter 12 Information System Trends

What You Will Learn in This Chapter

Introduction

The Mobile Platform

Characteristics of the Mobile Platform

Mobile Commerce

Location-Based Social Networking

Augmented Reality

Green IS

Digital Data Genesis and Streaming

Analyzing Digital Data Genesis Opportunities

Digital Data Streams: Value Comes in Little Streams

Anatomy of a DDS

The Internet of Things

Wearable Devices

Digital Manufacturing

Advanced Analytics

The Advent of Supercrunchers

Customer Managed Interactions

Open Source

Open Source: Definition

Open Source Is Open for Business

Advantages and Disadvantages of Open Source Software

Summary

Study Questions

Further Readings

Glossary

Chapter 13 Security, Privacy, and Ethics

What You Will Learn in This Chapter

Introduction

IT Risk Management and Security

Why Is Security Not an IT Problem?

Risk Assessment

Risk Mitigation

The Internal Threat

The External Threat

Responding to Security Threats

Managing Security: Overall Guidelines

Privacy

Privacy Defined

Privacy Risks

Safeguarding Privacy

Ethics

Ethics: Definition

Information Systems Ethics

Ensuring Ethical Uses of Information Systems

Summary

Study Questions

Further Readings

Glossary

Index