The Organizational Feasibility

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| **Champion** | A champion:  • Initiates the project  • Promotes the project.  • Allocates his or her time to the project  • Provides resources |
| **Organizational managers** | Organizational managers:  • Know about the project  • Budget enough money for the project  • Encourage users to accept and use the system |
| **System Users** | Users:  • Make decisions that influence the project  • Perform hands-on activities for the project  • Ultimately determine whether the project is successful by using or not using the system. |