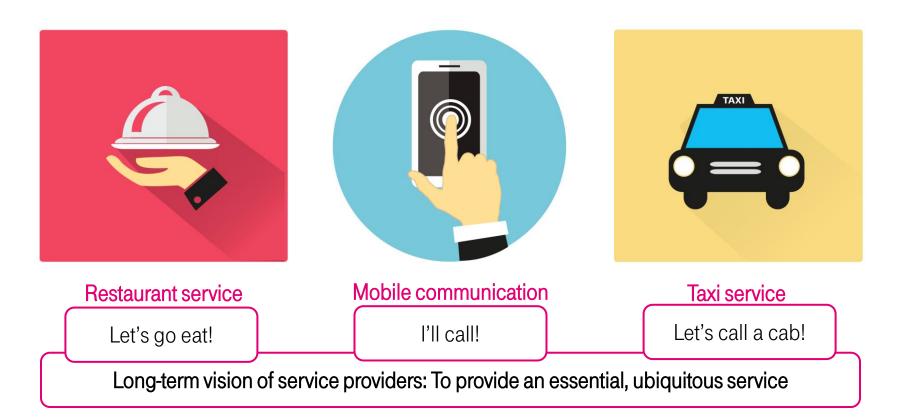
Section 1 Services, Processes, History of ITSM

INTRODUCTION TO SERVICES



WHAT IS A SERVICE?

Definition:

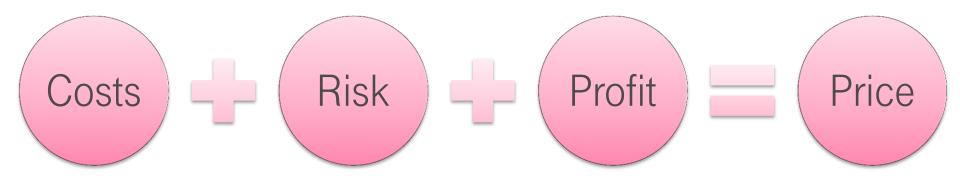
Service is a method of providing the added value of something to the customer, without the customer having to carry the costs and risks associated with ownership.

Added value	The benefit
Customer	The person that pays for the service
User	The person that benefits from the service
Costs	Of everything needed to produce the added value
Risks	Anything that could go wrong

WHAT IS A SERVICE?

Definition:

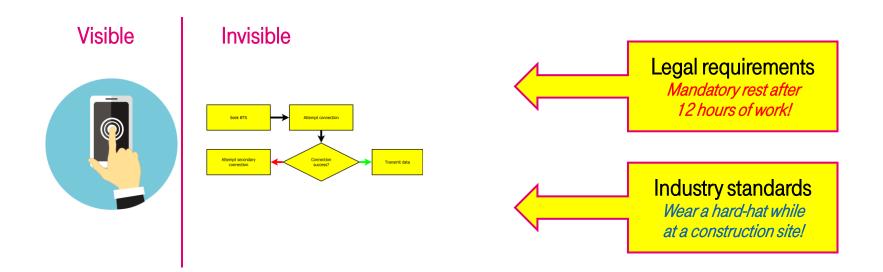
Service is a method of providing the added value of something to the customer, without the customer having to carry the costs and risks associated with ownership.



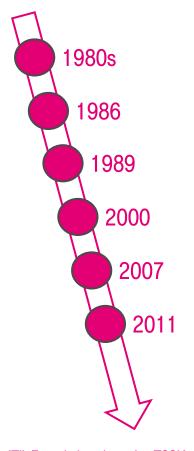
WHAT IS A PROCESS?

Definition:

A process is an interlinked series of activities which transform inputs into outputs, thus providing added value.



HISTORY OF IT SERVICE MANAGEMENT





Effort by the British government to collect best practices in IT

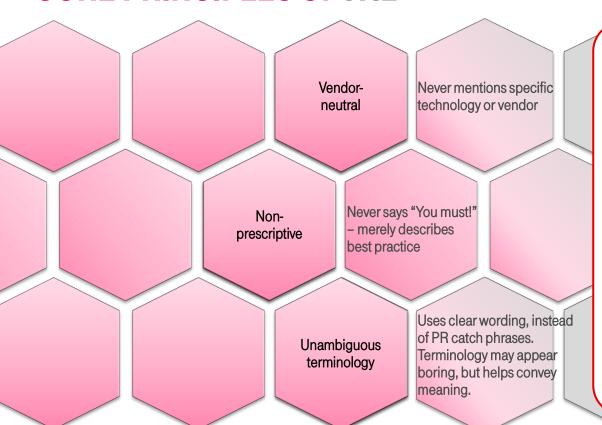
IT Infrastructure Library (v1): 30+ books

ITIL v2: 9 books

ITIL v3: 5 books

ITIL 2011: minor improvements to ITIL v3

CORE PRINCIPLES OF ITIL



Common misconception: "ITIL is public domain"

ITIL is not public domain!

1986 – 2013: Crown copyright

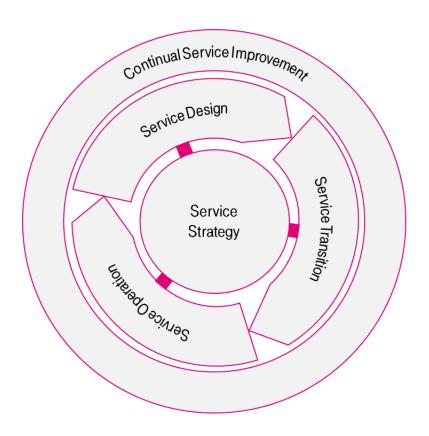
2013+: © Axelos

The Service Lifecycle – Helicopter view

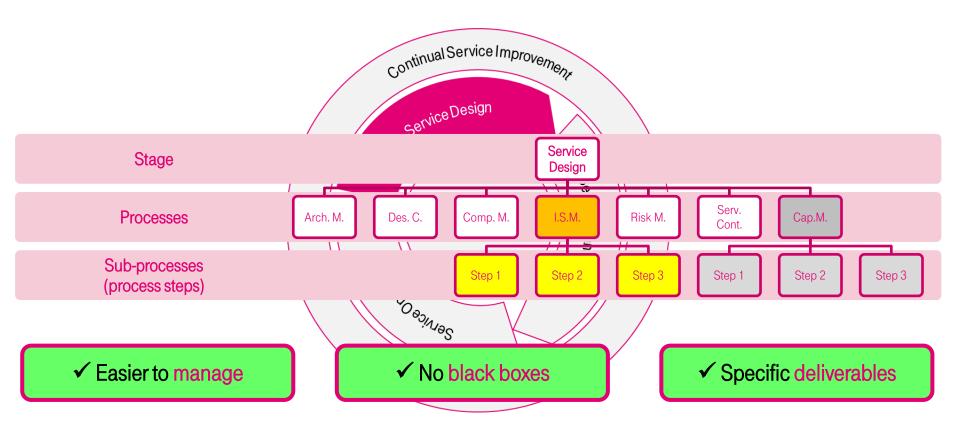
STAGES OF IT SERVICE LIFECYCLE

- ITIL 2011: 5 stages of lifecycle
- Best practices described in 5 core books

STAGES OF IT SERVICE LIFECYCLE



INTERNAL STRUCTURE OF A LIFECYCLE STAGE



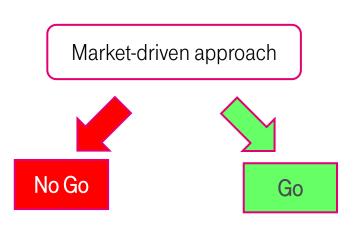
SERVICE STRATEGY

New or Existing service

• What is the **added value**?

Business case

- Who are the customers?
- How many customers are there?
- Suppliers? Partners?



SERVICE DESIGN



Technical design

Strategy



Functional design



Process design

Technologies

Job profiles

Process steps

Capacities and limits

Quality levels

Availability levels

Roles and Responsibilities

Functions and roles



- ✓ How many visitors workdays / weekends?
- ✓ Number of tables?
- ✓ How many cooks, waiters and waitresses?
- ✓ Number of ovens, plates, cups...



Estimates



Service Design

 Specific and exact

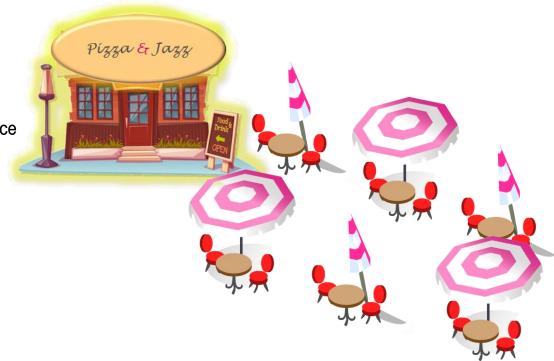
SERVICE TRANSITION

Strategy = "How to make money by delivering value"

Design = "How will our service function (internally)"

Service Transition.

- Initial build-up (implementation) of the service
- Changes to the service design
- Running down (decommissioning) of the service



SERVICE OPERATION

Governance of day-to-day service operation

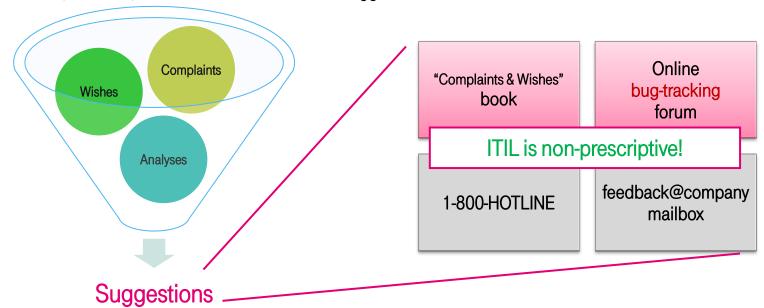
- × NOT: How to deliver the actual service
- ✓ How to check normal operation
- ✓ How to restore normal operation
- How to grant and revoke access to the service and more...



CONTINUAL SERVICE IMPROVEMENT

Continually make improvements to the service or its processes

✓ Anyone – a customer, a vendor, or own function - can submit suggestions.



STAGES OF IT SERVICE LIFECYCLE

