Chapter 2: Information Systems and Strategy

Learning objectives

- 1. Five forces
- 2. Other factors
- 3. Value chain
- 4. Business strategy
- 5. Nonprofit/government strategy
- 6. Role of IS

Baidu



- Chinese visitors
- Chinese language
- Competition

Introduction

- Strategies rely on IS
- IS transform industries
- Companies gain advantages with IS
- Nonprofits achieve missions with IS

Five forces



- 1. New entrants
- 2. Buyers
- 3. Suppliers
- 4. Substitutes
- 5. Rivalry

FIGURE 2-3

The five forces that shape competition in industries.

Threat of new entrants

- Incumbents and IS
- Network effects
- Switching costs

Power of buyers

- Few buyers
- Similar products
- IS shift buyer power



Arbus Camera 590 \$249.99, free shipping

Reviews

Ellington Electonics





Arbus Camera 590 \$259.95 free shipping

Best-Deals-Now





Arbus Camera 590 \$329.99, free shipping

Reddy Digital Store



FIGURE 2-4 Price comparison website.

Power of suppliers

- Only game in town
- IS impose switching costs

Threat of substitutes

- Alternative products at attractive savings
- IS role in substitutions

FIGURE 2-5

travel industry.



Source: Shutterstock.

Rivalry among competitors

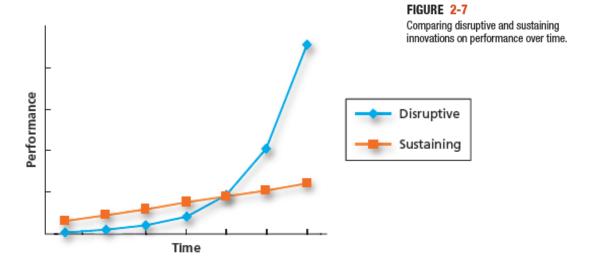
- Price cuts
- Slow growth

External factors

- 1. Disruptive innovations
- 2. Government policies
- 3. Complementary services
- 4. Environmental events

Disruptive innovations

- Radical and unexpected breakthroughs
- Transform industry and changes five forces
- Creative destruction



Government policies

- Affect how industries operate and evolve
- Organizations lobby for government action
- Judges and courts affect industry structure

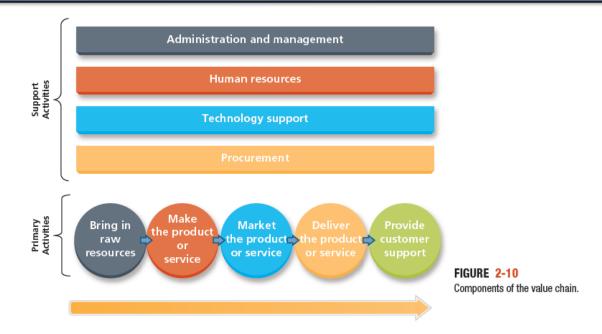
Complementary services

- Industries are interrelated
- Companies embedded in ecosystem
- Visionaries lead to new beneficial directions

Environmental events

- Major effects without warning
- Energy costs and emissions
- Leaders must consider industry and forces

Value chain

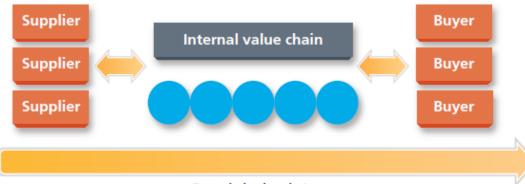


- Primary activities
- Support activities

Extended value chain

FIGURE 2-11

The extended value chain involving suppliers, the company, and its customers.



Extended value chain

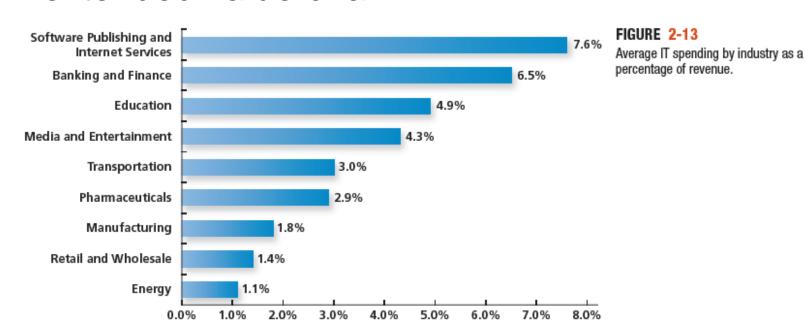
- Includes suppliers and customers
- Strategic opportunities for suppliers
- Strategic opportunities for customers

Benchmarking

- Reference point used as baseline
- For value chain, percent of total budget
- Analysis identifies areas that need attention

IT benchmarks

- IT spending varies by industry and by region
- Managers can use benchmarks to assess extended value chain



Competitive strategies

- 1. Low cost leadership
- 2. Product differentiation
- 3. Focused strategy

Low cost leadership

- Similar product at lower price
- Automate and streamline processes
- Reduce operating expenses
- Achieve efficiencies

Differentiation and focus

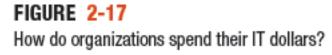
Product differentiation	Focused strategy
Special featuresCustomers willing to	Differentiate for market niche
 Pay more Reduce substitutes and new entrants 	

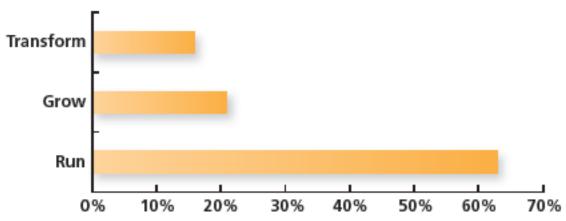
IS in strategy

Low cost	Differentiation
AutomateSupport back officeStreamline	• Innovations

Run, grow, and transform

- 66% of IT spending to run organization
- 19% to grow business
- 15% to transform business model





Nonprofit organizations

- Objectives that need strategic planning
- Operational requirements
- Benefit from IS

Fund-raising

- IS help manage donations
- Reach worldwide audience
- Learn about preferences and motivations

Volunteering

- Attract volunteers
- Help volunteers identify projects that need their skills



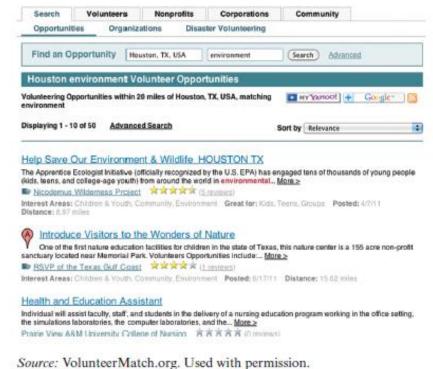


FIGURE 2-19

VolunteerMatch.org helps volunteers find opportunities in their areas.

Source: volunteer Match.org. Osed with permission

Government (1:2)

- Needs IS to handle operational requirements
- Citizens expect cost effective services
- Mission also includes projects with long-term benefits

Government (2:2)

E-Government	Research
 Unclassified info available to citizens via the Internet Interactive online services 	 Private investors might avoid certain projects because of risk or distant payoff

Does IT matter?

- Advantage depends on type of IS
- Funds to run business are commodity
- Funds to grow and transform are more closely tied to strategy and advantage
- Human element is critical for success

Summary

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GameStop case study

- GameStop business model
- Rivalry among competitors
- Barriers to entry
- Power of suppliers
- GameStop's response to threats

Open Internet case study

- Net neutrality
- Position of content providers
- Position of telecom companies
- Proposal
- Criticism of proposal