**A.** Globalization is the process by which organizations create global impact through the means of rapid life changing technology interacting with the external factors of business. Toronto Raptors are affected by it due the diverse team players scouted from various regions/countries increasing quality, thus competition in NBA leagues. **B.** Information overload occurs daily when input rapidly exceeds capacity easily. It affected Toronto Raptors due after collaborating with IBM now that more data streams in with League statistics that need filtering when needed**. C.** Data governance is a formal process designed to approach the data in a defined manner simultaneously managing the restrictions that are put up and come along with it. It aided the Toronto Raptors ensuring the platforms are tightly monitored and assessed to filter out unwanted data for instance, using the Watson Tradeoff analytics where its functions find the best combinations according to each player’s data. **D.** Master Data are qualitative items attributing fixed core data used to analyze or conduct information in businesses, whereas transaction data are activities recorded in relation to the master data. Toronto Raptor statistics would contain player names and games played which are master data due to its categorizing feature, when specific values are applied it will display the transaction data ‘Marc Gasol – 24 games’**. E. (i)** The recruiting of players for the Raptors is semi-structured. Semi-structured decisions combine both structured and unstructured qualities because data on the players are used to evaluate and forecast matches, but human judgement is also needed to negotiate and recruit suitable players that fit the team’s culture on/off-court. **(ii)** The nature of this decision is Management Control. This nature allocates and utilizes resources available efficiently to reach a goal. The introduction of new members into a growing team of assets, where this nature influences and supervises their activities aided by DSS/BI. **(iii)** DSS is a CBIS based data framework that enables business entities to settle on effective decisions through flexible features to evaluate. It assists in extracting intuitive data support in procedures from proposals to implementing for semi-structured and unstructured user involvement. DSS support such as the spreadsheets they use, allows managers to be sensitively aware thus systematically enables rational decisions based on the player’s skills. **(iv)** Dashboard systems derive from executive IS that are curated for information purposes. They assist with visuals of data presentation in management of reports providing statistical results. ‘War Room’ uses AlchemyAPI drilling down player’s financial and athletic impacts, therefore when negotiating is involved, references could be used from the reports to reach a proper deal. **F.** **(i)** Systems investigation is the initial stage of SDLC where Systems development professionals consider problems and opportunities to be identified in the making of the solutions. Raptor employees use the feasibility study to determine technical and economically whether if transitioning their paper-based processes to BI would adapt to the sports culture of designating player combinations with Watson AI. **(ii)** Prototyping is the analyzing process in SDLC toward building a model of a framework. It is utilized to help system designers assemble a scheme that has simple control for end clients. It encourages participation in the ‘War Room’ from both Raptor managers and players to utilize and observe the dashboard player combinations made works efficiently when the player positions are being prototyped. **(iii)** Testing is the practicability part of the current stages of the system. It assesses whether the code designed will produce the expected outcome through trial and error until satisfaction. When the software is in use from Sports Insights Central, feedback is received from the end users of Raptor for developers to ensure quality assurance of whether the colour coding system has properly been coded to work the same way. **(iv)** Agile development is an alternate prompt software development methodology to SDLC which promotes flexible and rapid response to change. Using the scrum approach applies best on complex projects because it sprints and prioritizes the features to be developed first incrementally. Raptor staff need to negotiate/recruit a player , instead of sourcing from various files they sprint on to availability, they can immediately appoint such meetings back logging on the needs yet find potential players to use in matches by using the mobile app bringing more checkpoint visibility. **G. (i)** Routine reports are statements produced intermittently to managers. Nature of information could differ depending on what is to be reported by different type of managers. They could be produced in different periods requested like a sales report for tickets sold. **(ii)** Key-indicator report is a special type of statement tool which sums up previous critical tasks to be tracked for performance purposes like looking over Raptors profit overtime from games. **(iii)** Comparative report is another special document used to observe multiple performances of trends and patterns in business units to compare overtime, Raptors PR could use the report to track audience segmentation. **(iv)** Drill-down report is a document that enables managers to access to greater level of information layer by layer specifically. Its ad hoc feature allow Raptors managers to read sales but in more depth of regional and international sales with assistance of the new BI system. **H. (i)** The web is available by software applications that users access a website primarily through known as **browsers**. Client requests a Raptors ticketing system page. The browser locates the server when the client sends its data. **(ii)** A broad band connection assists to send and receive information through a medium of **coaxial cables**. Composed of insulated copper wire, is less vulnerable to electrical interference, thus carrying more data, gives the best possible pathway over which the message goes from user (source) to ticketing system (goal). **(iii)** User selects an availability to the Raptors match. Internet utilizes a **Transport layer of TCP/IP** as its tending interface. At the point when a message sent from user requests a single ticket, that request is axed down to little fragments, from start to finish, conveyance of information is affirmed from user to the target whereby the protocol manages the spread of data packets between computers sustaining a connection enabling banking to authorize purchase**. (iv)** **Backbone network** is another significant piece of PC organization as it interlocks and can alleviate different parts of the system and offer a decent way for information exchange.Its high-speed central network links to smaller networks like smaller LAN/WAN embedded to where several Raptor users are located wherever.

**REFERENCES**

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