## Case Study for Information Management 資訊管理個案

## Telecommunications, the Internet, and Wireless Technology: Google, Apple, and Microsoft (Chap. 7)

1041CSIM4B08 TLMXB4B (M1824) Tue 3,4 (10:10-12:00) B502 Thu 9 (16:10-17:00) B601



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- 4 2015/10/06, 08 Information Systems, Organization, and Strategy:
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- 5 2015/10/13, 15 Ethical and Social Issues in Information Systems: Facebook (Chap. 4) (pp.188-190)

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# Chap. 7 Telecommunications, the Internet, and Wireless Technology: Google, Apple, and Microsoft

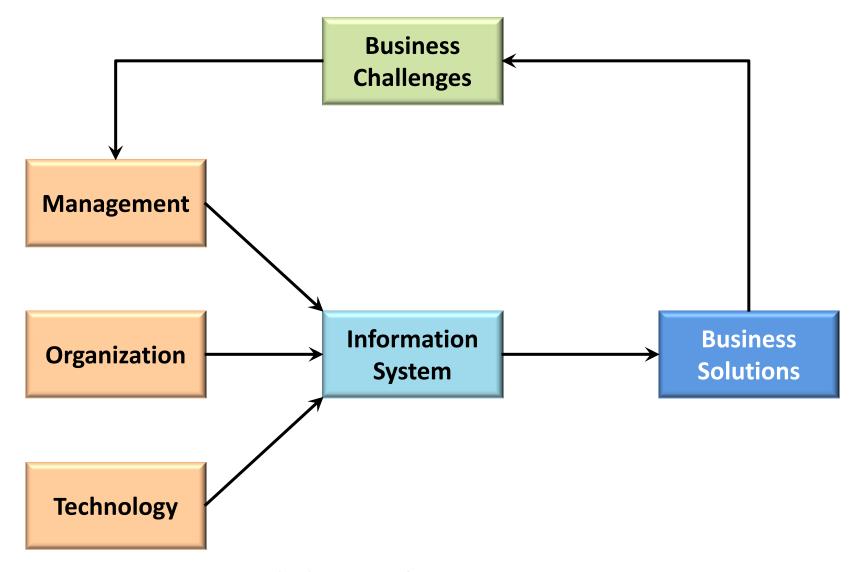
### **Case Study:**

## Google, Apple, and Microsoft (Chap. 7) (pp. 318-320)

Apple, Google, and Microsoft Battle for Your Internet Experience

- 1. Define and compare the business models and areas of strength of Apple, Google, and Microsoft.
- 2. Why is mobile computing so important to these three firms? Evaluate the mobile platform offerings of each firm.
- 3. What is the significance of applications and app stores, and closed vs. open app standards to the success or failure of mobile computing?
- 4. Which company and business model do you believe will prevail in this epic struggle? Explain your answer.
- 5. What difference would it make to a business or to an individual consumer if Apple, Google, or Microsoft dominated the Internet experience? Explain your answer.

## Overview of Fundamental MIS Concepts



## **Understanding Business Model**

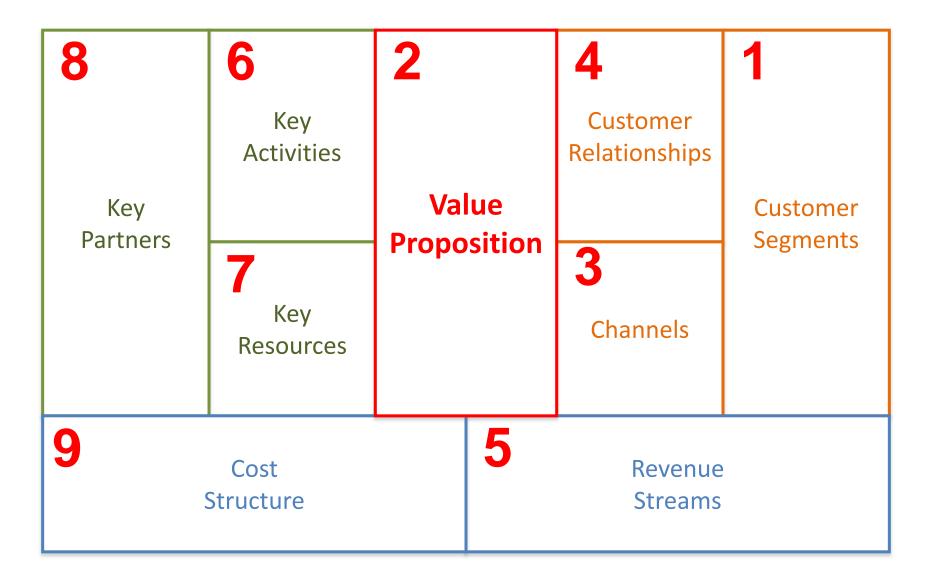
- Business Model
- Revenue Model

- Business Strategy
- Business Strategy and Information System Alignment

## **Business Model**

## Value

### **Business Model**



### **Definition of Business Model**

A business model describes the rationale of how an organization creates, delivers, and captures value.

## E-commerce Business Models

- 1. Portal
- 2. E-tailer
- 3. Content Provider
- 4. Transaction Broker
- 5. Market Creator
- 6. Service Provider
- 7. Community Provider

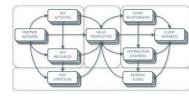
## E-commerce Revenue Models

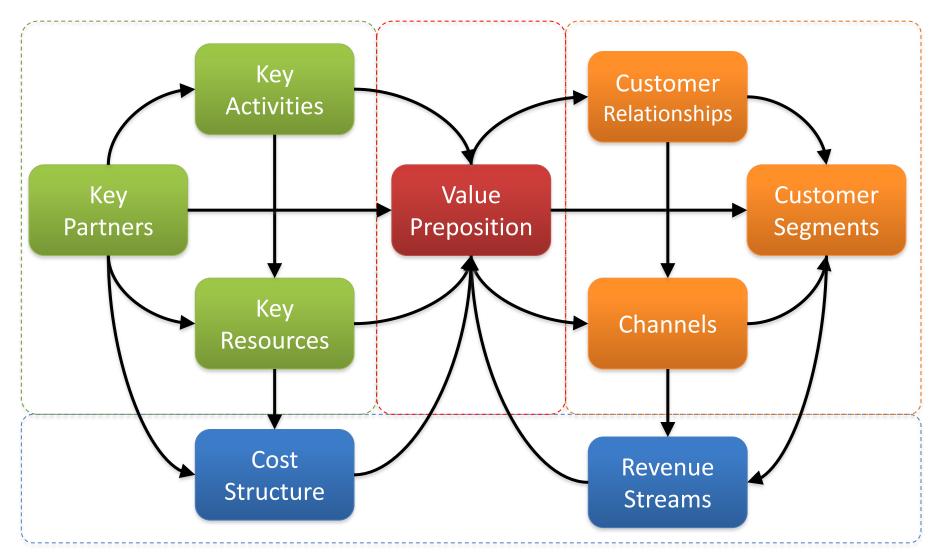
- 1. Advertising
- 2. Sales
- 3. Subscription
- 4. Free/Freemium
- 5. Transaction Fee
- 6. Affiliate

## **Types of E-commerce**

- 1. Business-to-consumer (B2C)
- 2. Business-to-business (B2B)
- 3. Consumer-to-consumer (C2C)
- 4. Mobile commerce (m-commerce)

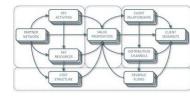
### **Business Model Canvas**

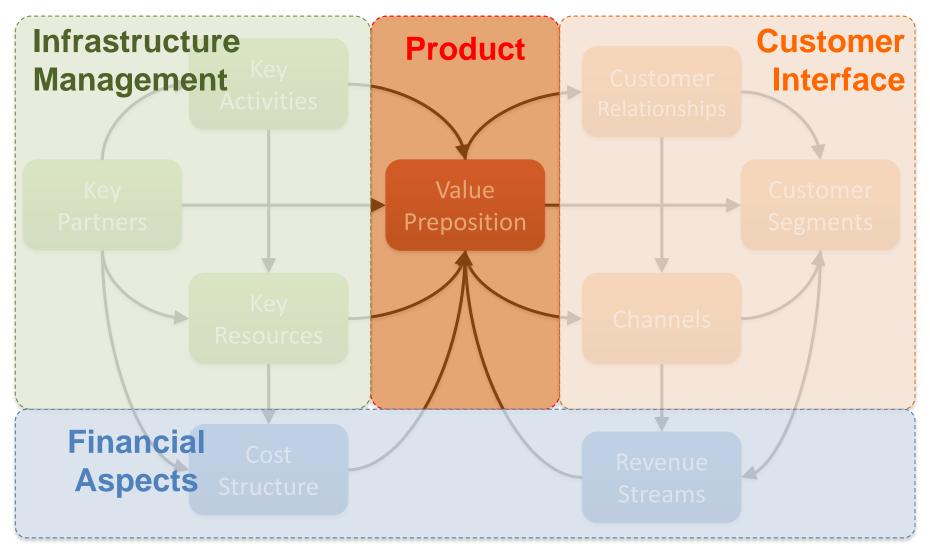




Source: <a href="http://nonlinearthinking.typepad.com/nonlinear\_thinking/2008/07/the-business-model-canvas.html">https://nonlinearthinking.typepad.com/nonlinear\_thinking/2008/07/the-business-model-canvas.html</a>
<a href="https://www.youtube.com/watch?v=QoAOzMTLP5s">https://www.youtube.com/watch?v=QoAOzMTLP5s</a>

### **Business Model Canvas**



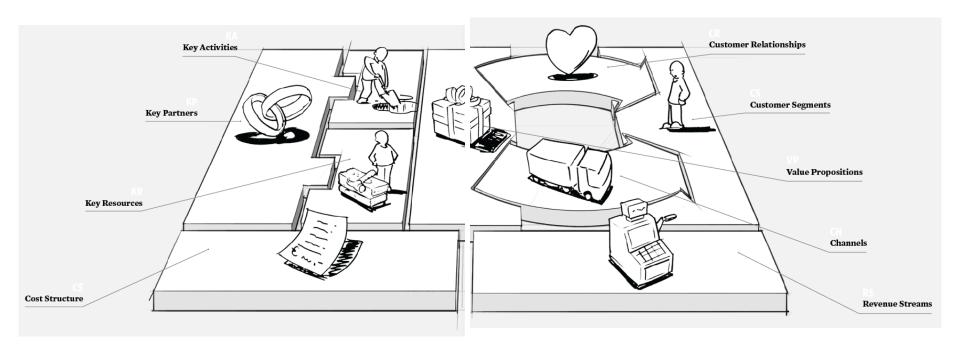


Source: <a href="http://nonlinearthinking.typepad.com/nonlinear\_thinking/2008/07/the-business-model-canvas.html">http://nonlinearthinking.typepad.com/nonlinear\_thinking/2008/07/the-business-model-canvas.html</a>
<a href="http://www.youtube.com/watch?v=QoAOzMTLP5s">https://www.youtube.com/watch?v=QoAOzMTLP5s</a>

## **Business Model Canvas Explained**



Key Partners	W.	Key Activities	N.	Value Proposition		Customer Relationships	$\bigcirc$	Customer Segments	3
8		6		2		1		4	
					•	_		•	
		Key Resources				Channels			
		7	~			3			
Cost Structure		9			Revenue Streams	5			
		<b>3</b>				<u> </u>			



#### 1. Customer Segments

An organization serves one or several Customer Segments.

#### 2. Value Propositions

 It seeks to solve customer problems and satisfy customer needs with value propositions.

#### 3. Channels

 Value propositions are delivered to customers through communication, distribution, and sales Channels.

#### 4. Customer Relationships

 Customer relationships are established and maintained with each Customer Segment.

#### 5. Revenue Streams

 Revenue streams result from value propositions successfully offered to customers.

#### 6. Key Resources

 Key resources are the assets required to offer and deliver the previously described elements...

#### 7. Key Activities

— ...by performing a number of Key Activities.

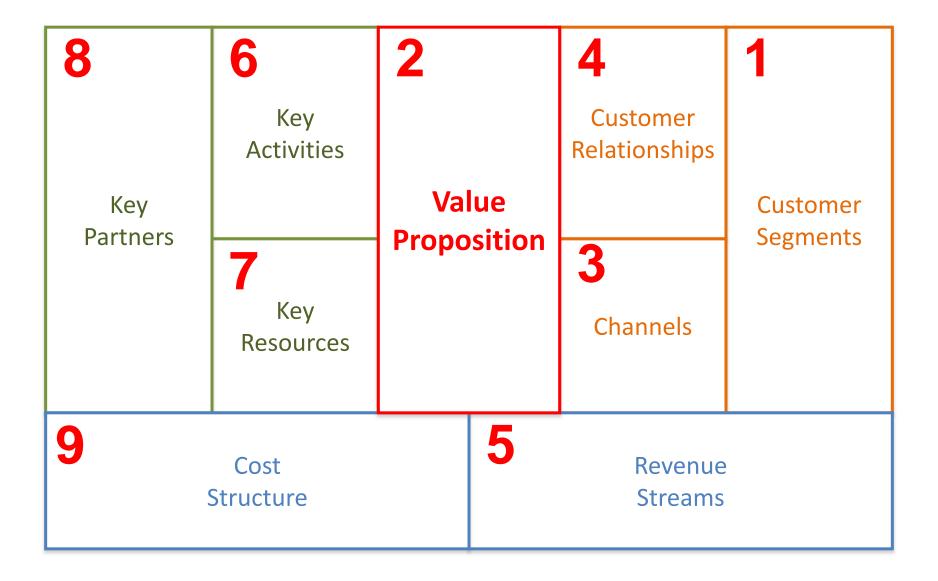
#### 8. Key Partnerships

 Some activities are outsourced and some resources are acquired outside the enterprise.

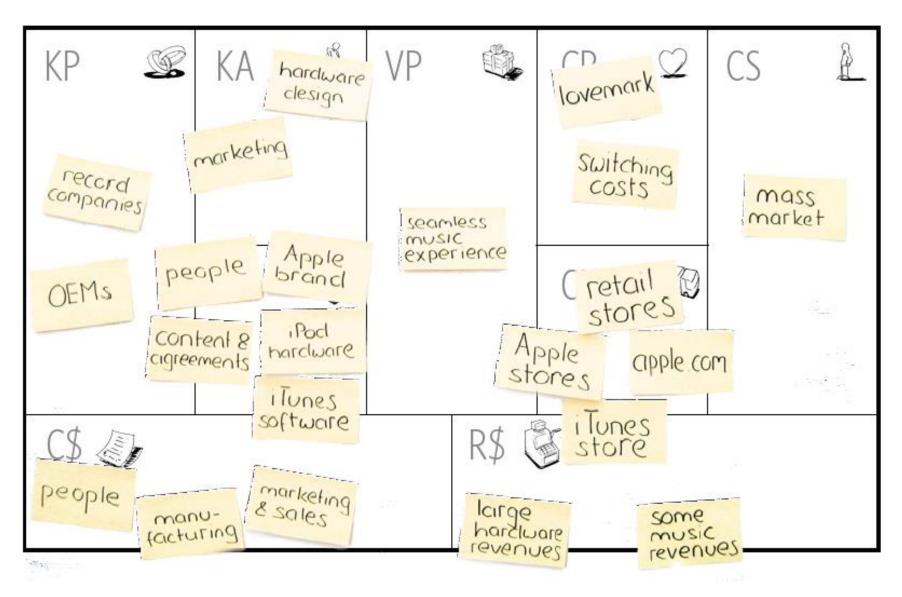
#### 9. Cost Structure

The business model elements result in the cost structure.

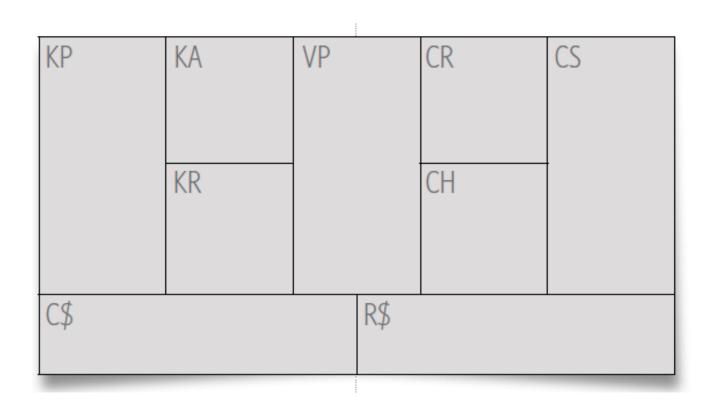
### **Business Model**



### **Business Model Generation**



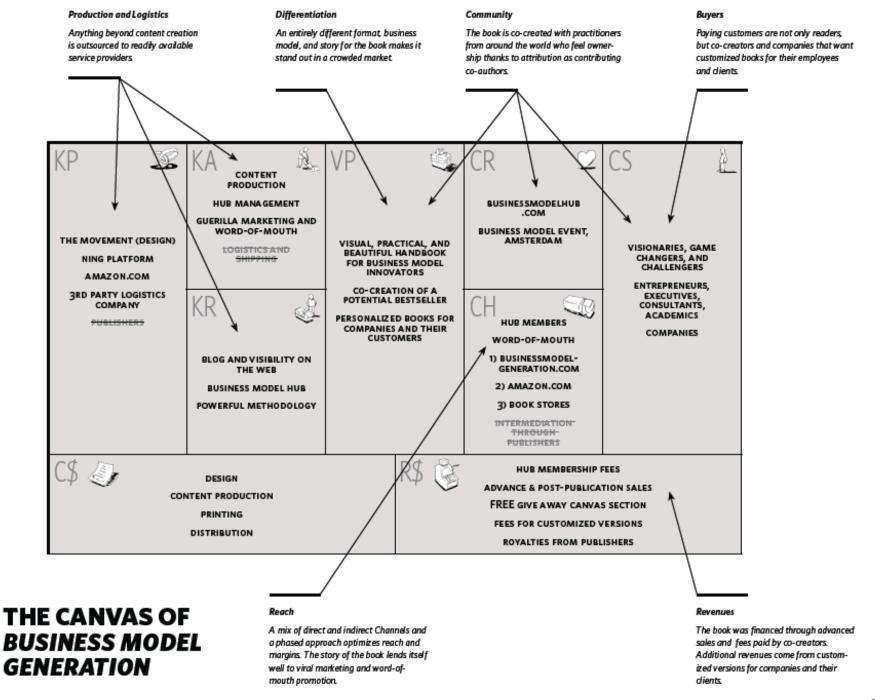
### **Business Model Generation**



efficiency

RIGHT CANVAS

value



#### Facebook – World's leading Social Networking Site (SNS)

Key Partners	Key Activities	Value Pro	positions	Relationships	Customer Segments	
	Platform Development  Data Center Operations Mgmt	Connect of friend Discover Express	ds, & Learn,	Same-side Network Effects  Cross-side Network Effects	Internet Users	
Content Partners (TV Shows, Movies, Music, News Articles)	Key Resources  Facebook Platform  Technology Infrastructure	Rea Releva Social C Engage Personali Social Exp Social Dis Paym	ence, context, ement ized and eriences, tribution,	Channels  Website, Mobile Apps  Facebook Ads, Facebook Pages  Developer Tools and APIs	Advertisers and Marketers  Developers	
	Cost Structure		Revenue Streams			
Data center costs		Research and Development	Free	Ad Revenue	Payment Revenues	
General and Administrative						

#### **Twitter Business Model**

Key F	Partners	Key Activities	Value Pro	positions	Re	lationships	Customer Segments
		Platform Development					
Search	Vendors		Stay con	nected			Users
Device	Vendors		News/E	Events			
	edia	Key Resources	ey Resources Targe		Channels		Enterprises
comp	panies	Twitter.com	Marke	eting		Website,	
Mobile C	Operators	Platform	Twitter Apps		Desktop Apps, Mobile Apps, SMS		Developers
						Twitter API	
	Co	ost Structure				Revenue Strea	nms
	Employees Servers			Licensing Data Streams		Promoted Accounts	Promoted Tweets
				Promoted <sup>1</sup>	Trends	Analytics	

#### **Google Business Model**

	т —							1		
Key Partners	K	ey Activities	Value	Propo	sitions	Relationshi	ps	Customer Segment		
	Pro	R&D – Build New Products, Improve Existing products  Manage Massive IT Infrastructure		Web Search, Gmail, Google+  Targeted Ads using Adwords (CPC)  Extend Ad campaigns using Adsense		Automation (where possible)		Internet Users		
Distribution						Dedicated Sale large accoun		Advertisers, Ad Agencies		
Partners Open Handset								Google Network Members		
Alliance	K	ey Resources			Channe		5			
OEMs (for Chrome OS devices)	ı	Datacenters  IPs, Brand		Display Advertising Mgmt Services  OS and Platforms – Android, Chrome OS		Global Sales and Support Teams Multi-product Sales force		Mobile device owners		
OG devices)								Developers		
			Hosted w Googl					Enterprises		
	Cost Structure					Revenue Streams				
Traffic Acqui	sition	R&D Costs (ma personnel)	-			Ad Revenues – Google websites		d Revenues – gle n/w websites		
Data cent operation		S&M, G&A	G&A		Ent	Enterprise Product Sales		Free		

#### **LinkedIn – World's Largest Professional Network**

Key Partners	Key Activit	ies	Value Pro	positions	R	elationships	To	Customer Segments		
	Platform				Same-side Network Effects					
	Developmen	nt	Manage Pr Identity a Profession	nd Build		Cross-side etwork Effects		Internet Users		
Equinix (for data center				Identify and Reach						
facilities)	Key Resou	Key Resources		the Right Talent		Channels		Recruiters		
Content Providers	LinkedIn Platfo	LinkedIn Platform		LinkedIn Platform		e Target ence	LinkedIn Website, Mobile Apps			Advertisers and Marketers
				LinkedIn Content via Widgets	ı	Field Sales		Developers		
	Cost Structure					Revenue Streams				
Web Hosting costs			relopment and F		erings Emium Hiring Solution Ptions		ıs	Marketing Solutions		
General and Administrative										

#### **Business Model of Banking companies**

Key Partners	Key Activities	Value Pro	positions	Rel	ationships	Customer Segments	
	Branch Operations				Personal ssistance		
Investments	Call center operations			Automation where		Retail and	
partners  Technology	IT Operations	(Lower	Deposit Products (Lower Interest Rates)		possible	Corporate Customers (Depositors)	
vendors	Key Resources	Loan Pi	oducts	Channels		Retail and	
Regulatory Agencies	Physical and IT Infrastructure	(Higher Interest Rates)		Bank Branches, ATMs,		Corporate Customers (Borrowers)	
	Loan Assets			Call centers, Internet, Mobile Devices			
				11102110 2011000			
C	ost Structure				Revenue Strea	ams	
Interest Expenses	Channel Costs		Interest In	come	Fee Income		

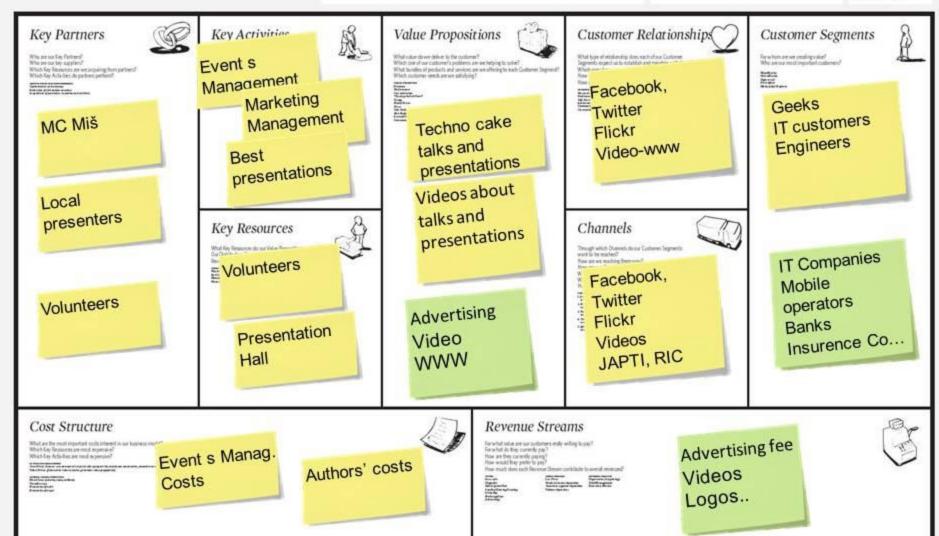
#### VISA – Leader in Global Payments Industry

Key Partners	T	Key Activiti	es	Value Pro	positions	Re	lationships	Customer Segments			
		Payments Netw Managemen		Daymant	Donadorat						
		Transaction Processing		Platforms progran	yment Product tforms for card rograms and cashless				Financial Institutions (Issuers)		
Technology Alliances		Value-added Services	i	paym	ents				Financial Institutions (Acquirers)		
Commercial	١ſ	Key Resour	sources Conven				Channels	]			
Partners	1	Payment Produ Platform	cts	associat card pay		(FIF	ponsorships FA World cup, Olympics)		Card Holders		
				VISA Brand		Improved Custo	omer	TV ads,			Merchants
				Convenience		Tradeshows, Conferences					
	Cost Structure						Revenue Strea	ams	s		
Personnel			Brand omotion	Servic Revent			ng	International Revenues			
Litigations Provision											

#### The Business Model Canvas

Designed for: Techno Cake Designed by: Danilo Tič

1.2.2011 america -01



www.businessmodelgeneration.com

# Customer Value

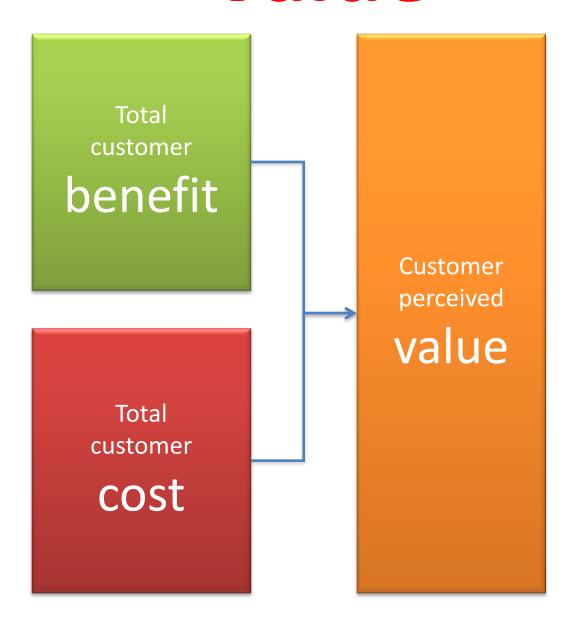
## Marketing

## "Meeting needs profitably"

## Value

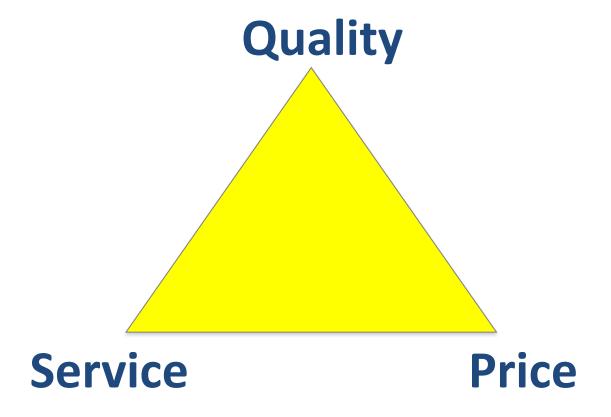
the sum of the tangible and intangible benefits and costs

## Value



#### **Customer Value Triad**

Quality, Service, and Price (qsp)

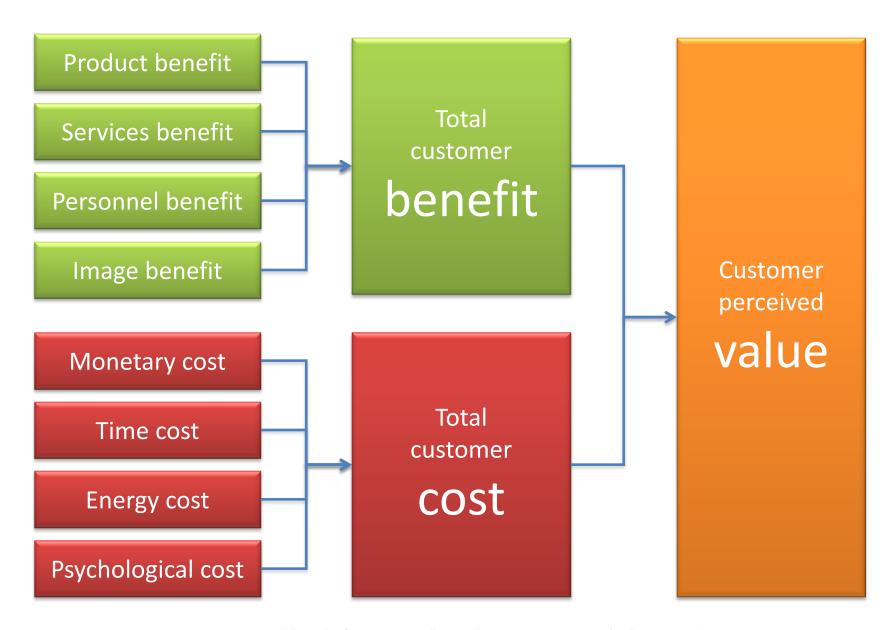


#### Value and Satisfaction

- Marketing
  - identification, creation, communication, delivery, and monitoring of customer value.
- Satisfaction
  - a person's judgment of a product's perceived performance in relationship to expectations

Building Customer Value, Satisfaction, and Loyalty

#### **Customer Perceived Value**



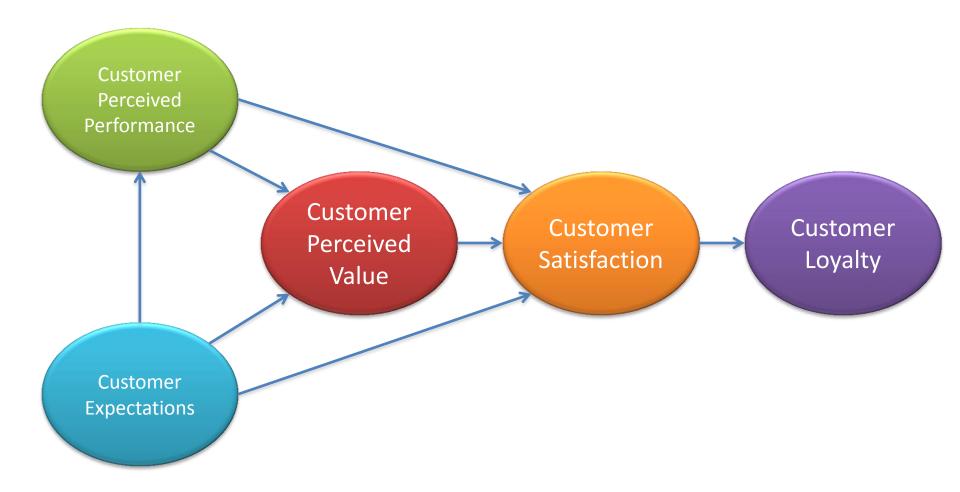
#### **Satisfaction**

"a person's feelings of pleasure or disappointment that result from comparing a product's perceived performance (or outcome) to expectations"

## Loyalty

"a deeply held commitment to rebuy or repatronize a preferred product or service in the future despite situational influences and marketing efforts having the potential to cause switching behavior."

# Customer Perceived Value, Customer Satisfaction, and Loyalty



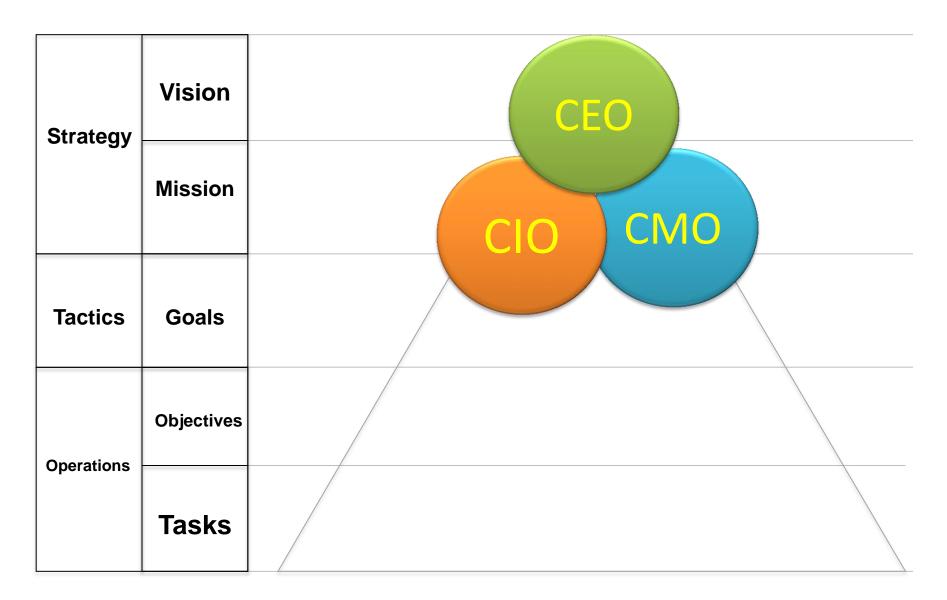
#### **CEO CIO CFO**



#### **CEO CIO CMO**

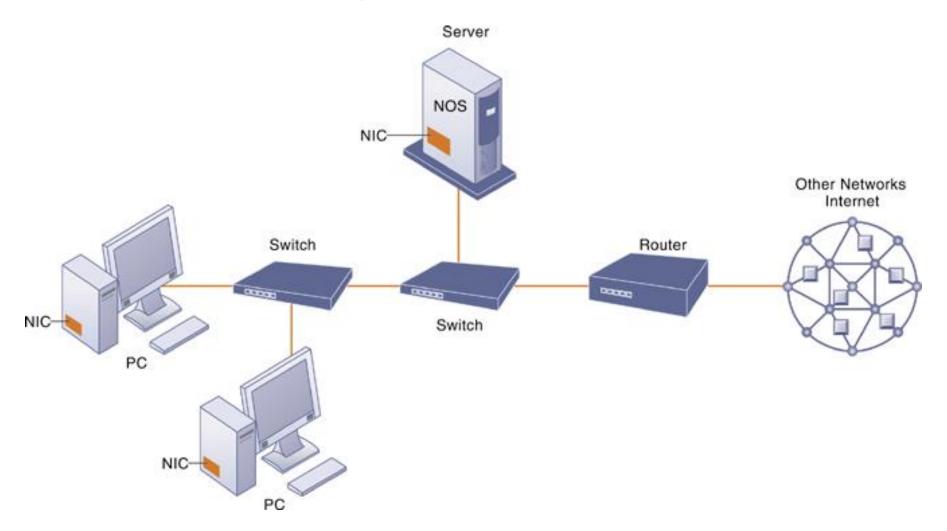


#### CEO CIO CMO

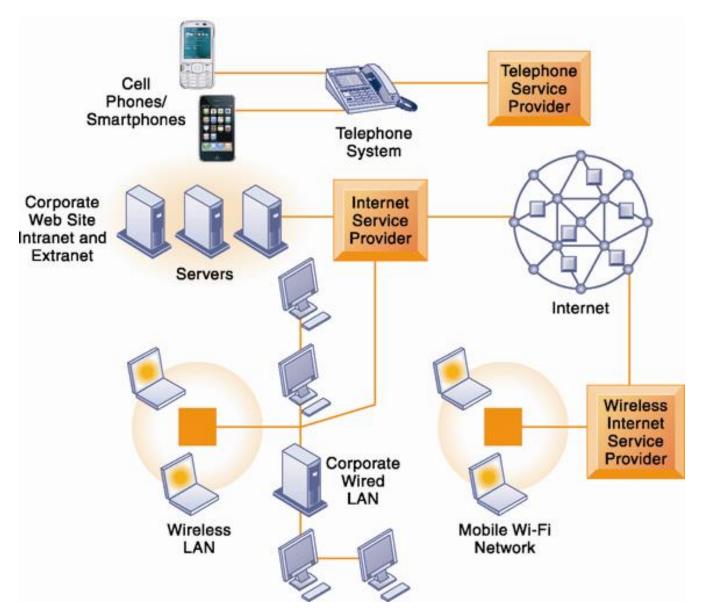


Nothing IS so practical as a good theory

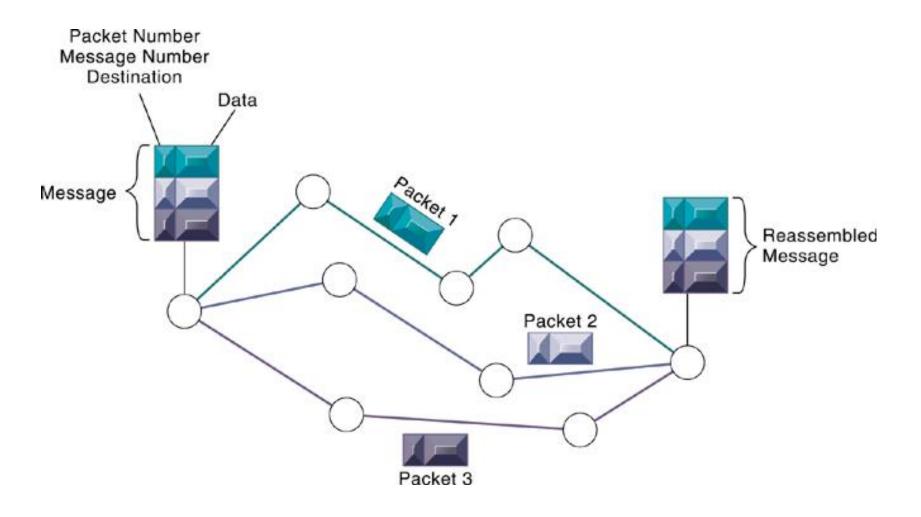
# Components of a Simple Computer Network



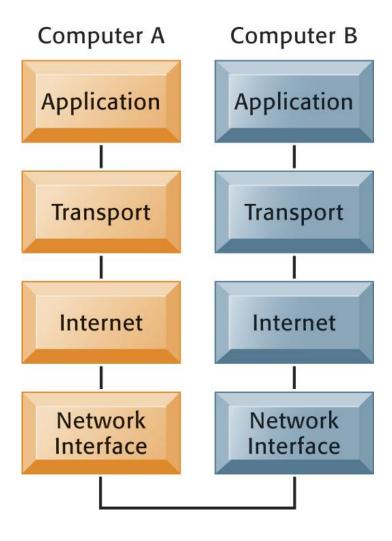
#### **Corporate Network Infrastructure**



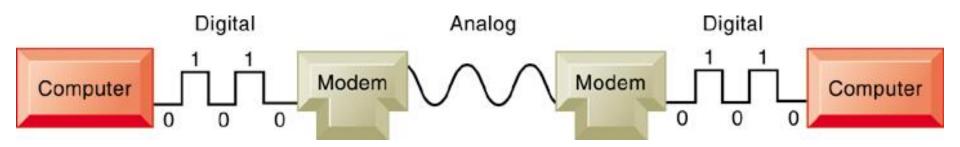
## Packet-Switched Networks and Packet Communications



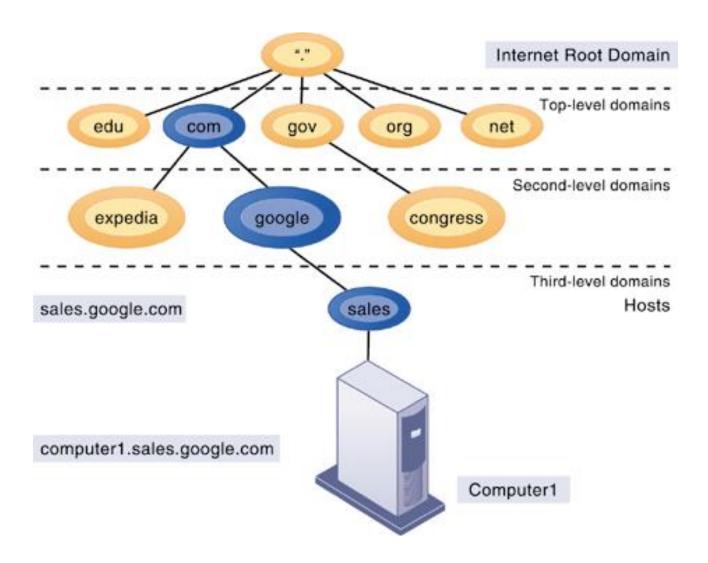
## The Transmission Control Protocol/Internet Protocol (TCP/IP) Reference Model



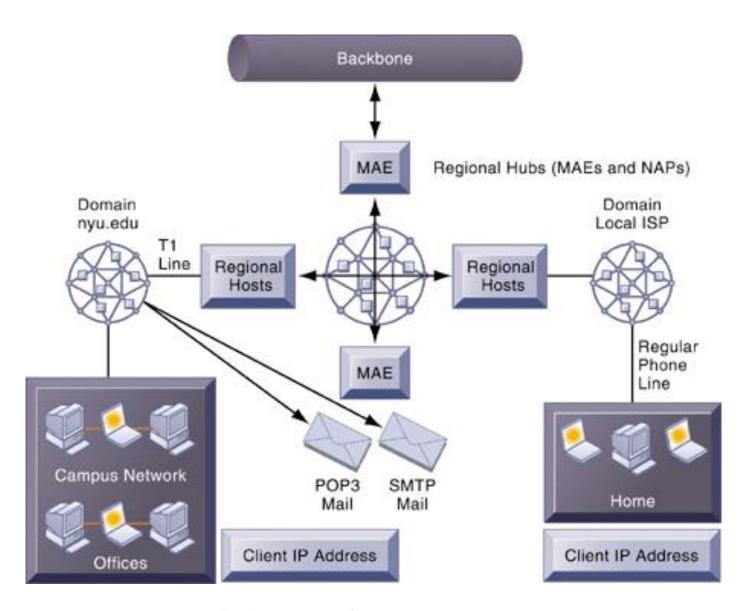
#### **Functions of the Modem**



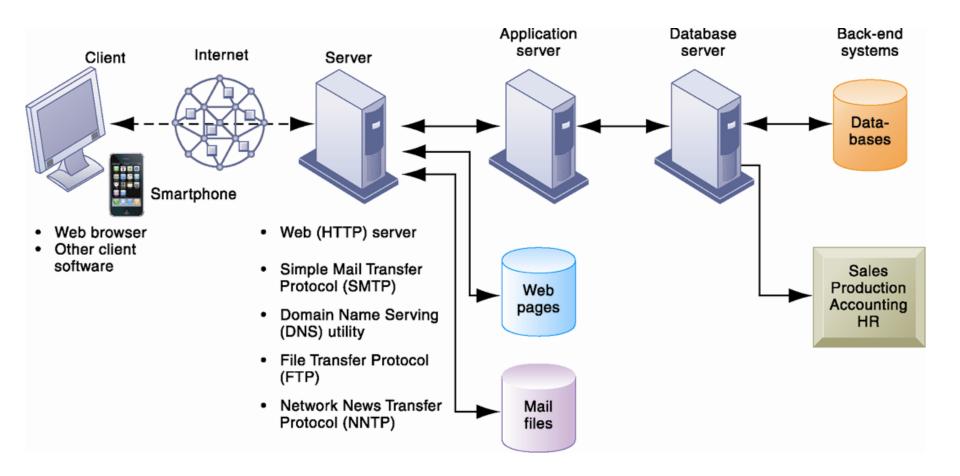
## **The Domain Name System**



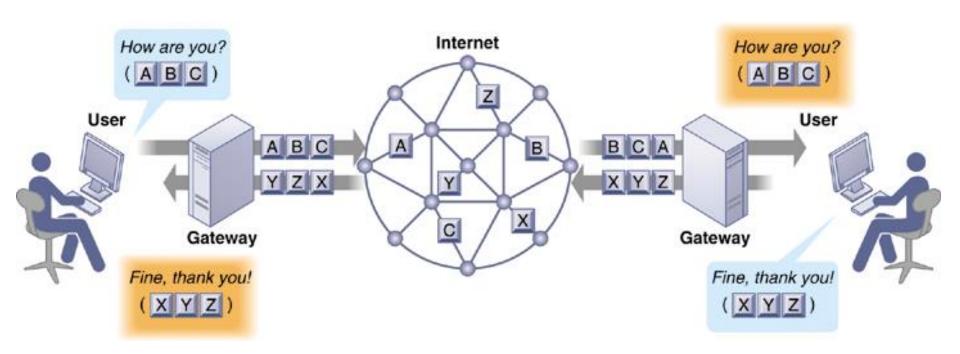
#### **Internet Network Architecture**



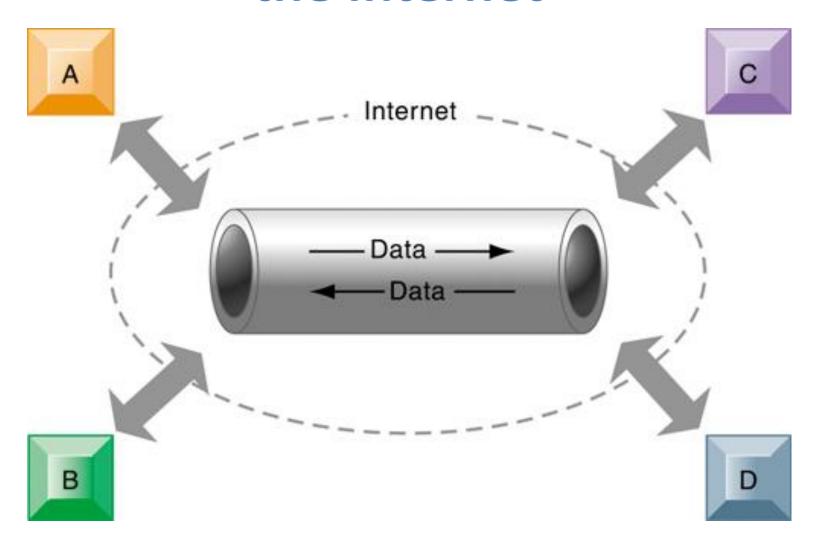
# Client/Server Computing on the Internet



#### **How Voice over IP Works**



# A Virtual Private Network Using the Internet



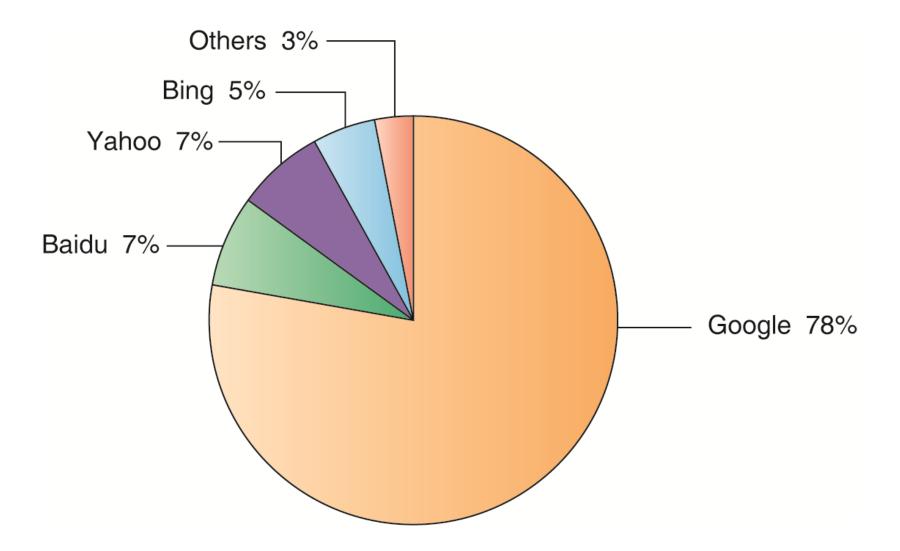
#### The Global Internet

- Search engines
  - Started as simpler programs using keyword indexes
  - Google improved indexing and created page ranking system
- Mobile search: 20% of all searches in 2012
- Search engine marketing
  - Major source of Internet advertising revenue
- Search engine optimization (SEO)
  - Adjusting Web site and traffic to improve rankings in search engine results

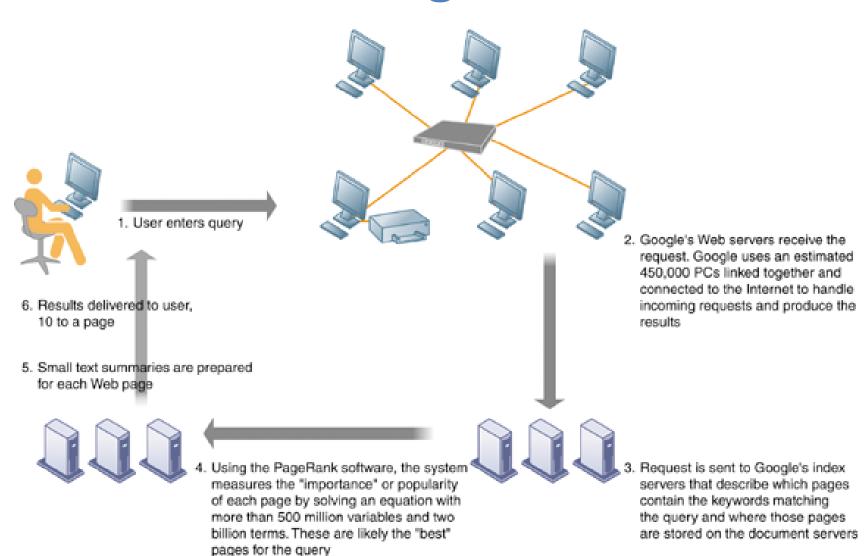
#### The Global Internet

- Social search
  - Google +1, Facebook Like
- Semantic search
  - Anticipating what users are looking for rather than simply returning millions of links
- Intelligent agent shopping bots
  - Use intelligent agent software for searching
     Internet for shopping information

## Top U.S. Web Search Engines



### **How Google Works**



#### Web 2.0

- Second-generation services
- Enabling collaboration, sharing information, and creating new services online
- Features
  - Interactivity
  - Real-time user control
  - Social participation (sharing)
  - User-generated content

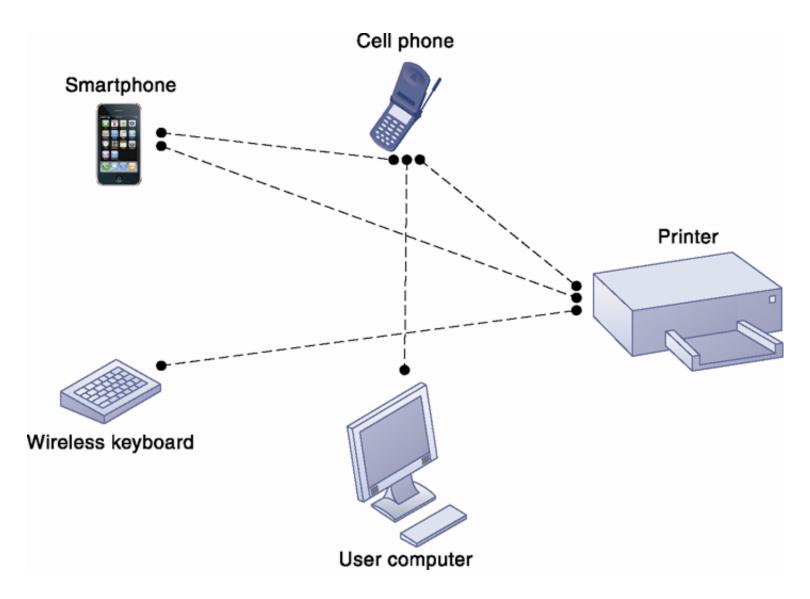
#### Web 2.0 services and tools

- Blogs: chronological, informal Web sites created by individuals
  - RSS (Really Simple Syndication): syndicates Web content so aggregator software can pull content for use in another setting or viewing later
  - Blogosphere
  - Microblogging
- Wikis: collaborative Web sites where visitors can add, delete, or modify content on the site
- Social networking sites: enable users to build communities of friends and share information

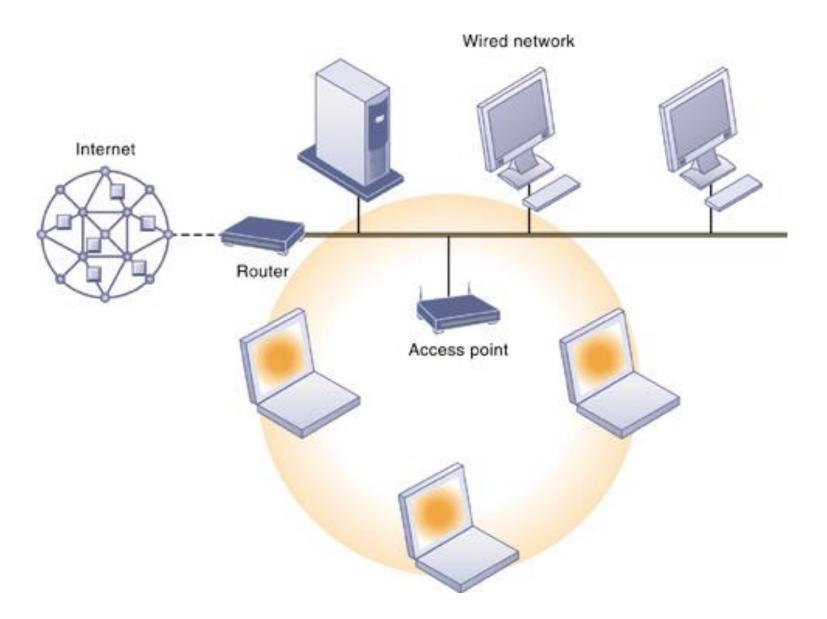
#### Web 3.0: The "Semantic Web"

- A collaborative effort led by W3C to add layer of meaning to the existing Web
- Goal is to reduce human effort in searching for and processing information
- Making Web more "intelligent" and intuitive
- Increased communication and synchronization with computing devices, communities
- "Web of things"
- Increased cloud computing, mobile computing

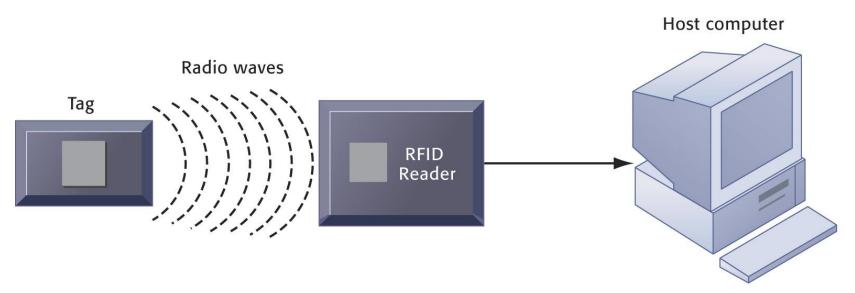
## A Bluetooth Network (PAN)



#### An 802.11 Wireless LAN



#### **How RFID Works**

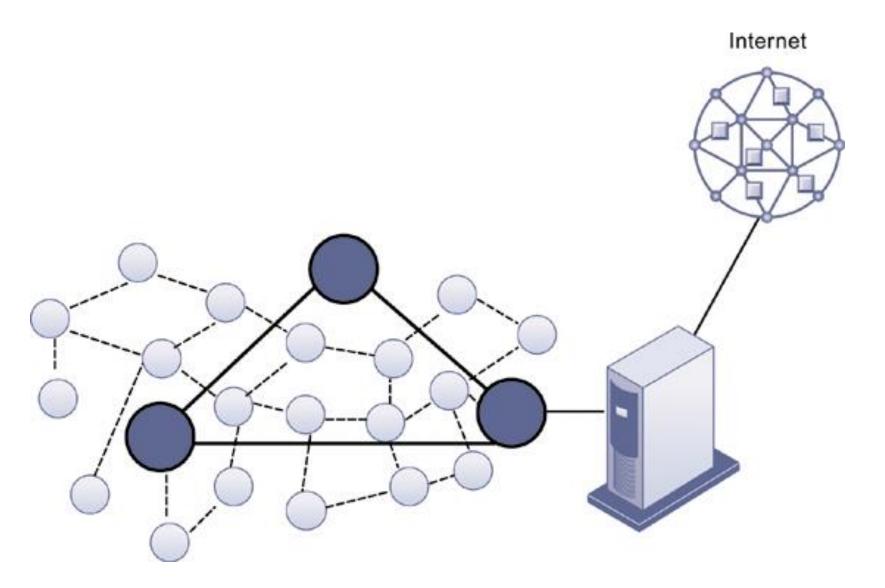


A microchip holds data including an identification number. The rest of the tag is an antenna that transmits data to a reader.

Has an antenna that constantly transmits. When it senses a tag, it wakes it up, interrogates it, and decodes the data. Then it transmits the data to a host system over wired or wireless connections.

Processes the data from the tag that have been transmitted by the reader.

#### **A Wireless Sensor Network**



## **Case Study:**

#### **Summit and SAP** (Chap. 9) (pp. 396-398)

#### Summit Electric Lights Up with a New ERP System

- 1. Which business processes are the most important at Summit Electric Supply? Why?
- 2. What problems did Summit have with its old systems? What was the business impact of those problems?
- 3. How did Summit's ERP system improve operational efficiency and decision making? Give several examples.
- 4. Describe two ways in which Summit's customers benefit from the new ERP system.
- 5. Diagram Summit's old and new process for handling chargebacks.

## 2015/11/10 Midterm Report (期中報告)

- 請各組組長整理期中報告資料檔案, 於2015/11/10 (週二) 上午10:00 前, 完成Email 寄出以下兩個壓縮檔的下載連結, 給所有組員和老師 (正本to: 老師, 副本cc: 所有組員)。
  - 1. 整組各次簡報的 ppt (含整組期中報告目錄 ppt) 壓縮檔
    - (例如:MI4B\_資訊管理個案\_第1組\_期中各次簡報.zip)。
  - 2. 整組各組員的
    - [(1) 個人期中報告.ppt
    - (2) 個人期中書面報告.pdf]
    - 之壓縮檔
      - (例如: MI4B\_資訊管理個案\_第1組\_組員個人期中報告.zip)。

## 資訊管理個案

#### (Case Study for Information Management)

- 1. 請同學於資訊管理個案討論前 應詳細研讀個案,並思考個案研究問題。
- 2. 請同學於上課前複習相關資訊管理相關理論,以作為個案分析及擬定管理對策的依據。
- 3. 請同學於上課前 先繳交個案研究問題書面報告。

#### References

- Kenneth C. Laudon & Jane P. Laudon (2014),
   Management Information Systems: Managing the Digital Firm, Thirteenth Edition, Pearson.
- Kenneth C. Laudon & Jane P. Laudon原著,
   游張松 主編,陳文生 翻譯 (2014),
   資訊管理系統,第13版,滄海