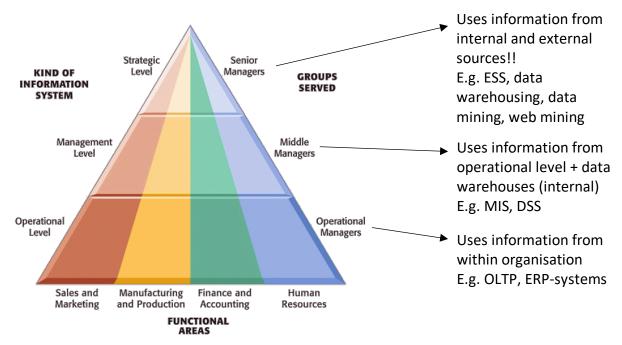
Business Information Systems

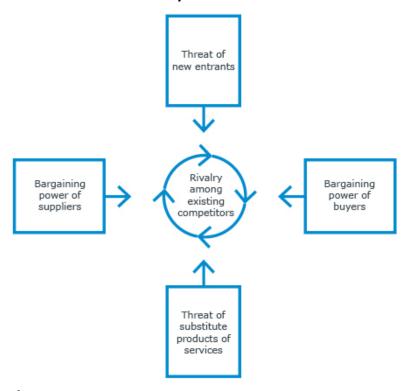
1. Information systems, strategy and governance What is an IS?



IS Strategy

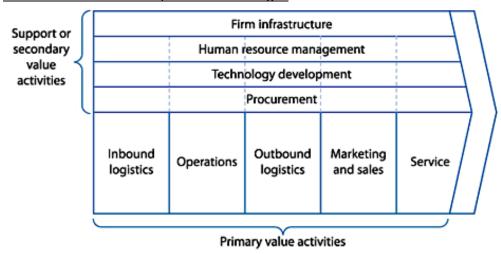
Business strategy

Porter's five forces theory:

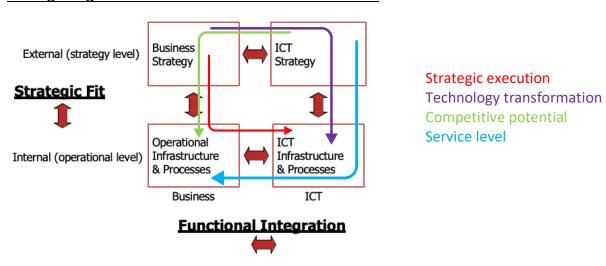


- → Describes the structure of a market
- → Limited use for determining future strategy

Value chain & IS → competitive advantages



Strategic Alignment Model - Henderson & Venkatraman



IT Governance

Corporate governance: **SOX Act** → meeting stakeholder needs (responsibility of directors) Includes assessment of internal control (responsibility of management)

- COSO Internal Control Integrated Framework: proves SOX compliance ◀
- COBIT 5: proves SOX compliance for IT-centred organisations
- complementary

- o End-to-end approach
- Integrated framework
- o Enablers: practical guidelines

2. Creating value with IT

Business value of IT

IT business value model

 Resource-based view: a resource will confer to sustainable competitive advantage if it is valuable, rare, inimitable and non-substitutable

Evaluating projects

Technology acceptance models

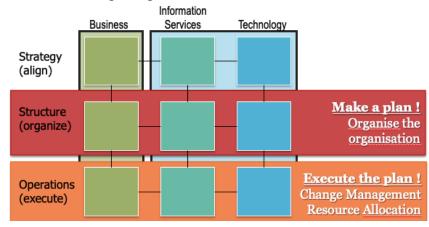
- TAM: based on Expectancy Value Theory and Theory of Reasoned Action
- UTAUT: summarisation of TAM models
- UTAUT 2: consumer use

Information system success

• DeLone & McLean

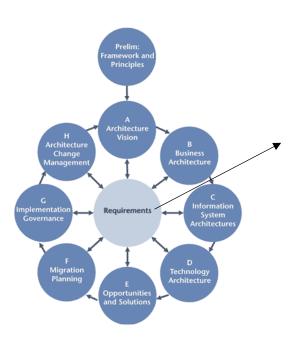
Enterprise architecture

Extended Strategic Alignment Model:

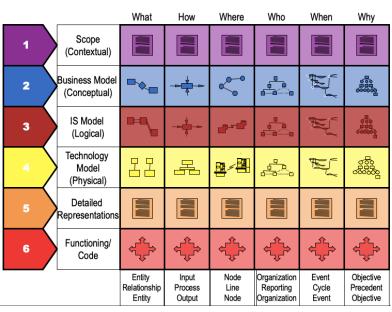


Frameworks

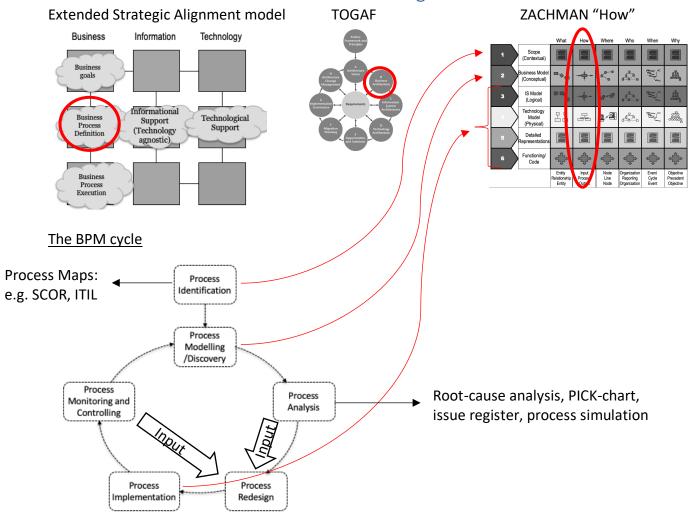
TOGAF



ZACHMAN



3. Fundamentals of Business Process Management



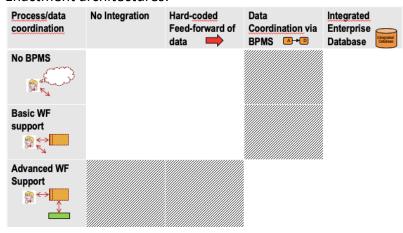
Process modelling

Modelling techniques:

- Prescriptive: e.g. tasks (BPMN), states (FSMs), tasks & states (Petri Nets), pi-calculus
- Descriptive: e.g. organisational (RASCI, SIPOC), business rules, case management

Process implementation

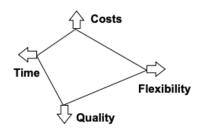
Enactment architectures:



Evolution requires flexibility: simple versioning VS evolutionary change

Process redesign

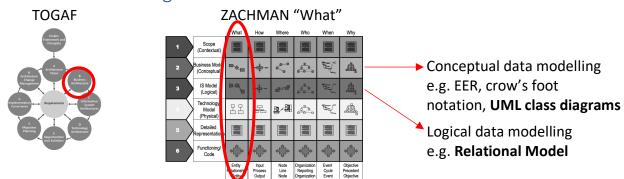
Improving KPI's: devil's quadrangle



Improvement

- Process re-engineering = clean slate approach
- Implementing reference frameworks (e.g. SCOR, ITIL)
- Process Optimization
 - Redesign heuristics: task elimination, task composition, triage, resequencing, parallelism, process specialisation/standardisation, resource optimisation, communication optimisation, automation
 - o LEAN process management principles:
 - 1. Which processes create value?
 - 2. How is value created?
 - 3. Remove "waste"
 - 4. Only start working when there is a request
 - 5. Repeat continuously

4. Information Management



Relational Model

Normalisation via candidate keys (= minimal determinant)

- Primary key (≠ NULL)
- Alternate key
- Foreign key (can be NULL)
- → Querying a relational database via **SQL**

5. Business Intelligence and Data Analytics

Verification-based BI

Enterprise reporting

- Balanced scorecard
- Digital dashboards
- Customized reports

Corporate performance management

• Business Activity Monitoring (real-time)

Online Analytical Processing

OLAP database = data warehouse >< OLTP database: normalised

Support of tactical and strategic Support of operational processes

decisions

Integrated Not integrated

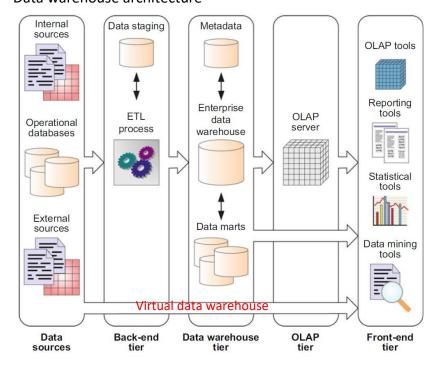
Subject-oriented Transaction-oriented Time-variant Time independent

Non-volatile Volatile Aggregated Detailed

Conceptual data warehouse design
 Multidimensional model (theoretical) ≠ language!

Logical data warehouse design
 Relational OLAP (query via SQL): e.g. star schema, snowflake schema
 Multidimensional OLAP (query via MDX: e.g. roll-up, drill-down, slice, dice)
 Hybrid OLAP

• Data warehouse architecture



Discovery-based BI = data analytics

Predictive methods (Supervised)

- Regression
- Classification
 - K Nearest Neighbor classification
 - Decision trees

Impurity of a node: $Error(\mathbf{t}) = 1 - \max\limits_{l} \left[p(i|t) \right]$ Impurity of a split: $Impurity(\mathrm{split}) = \sum\limits_{l}^{i} \frac{n_{l}}{n} \times Impurity(\mathrm{leaf\ node}_{l})$ \rightarrow Lowest impurity = best split

Evaluation

- via confusion matrix:

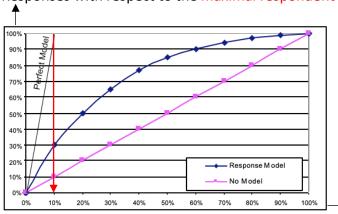
	PREDICTED CLASS		
ACTUAL CLASS		Class=True	Class=False
	Class=True	TP	FN
	Class=False	FP	TN

$$\begin{aligned} & \text{Accuracy} = \frac{TP + TN}{TP + FP + FN + TN} \\ & \text{Error rate} = 1 - \text{Accuracy} = \frac{FP + FN}{TP + FP + FN + TN} \end{aligned}$$

If accuracy of test set can increase \rightarrow underfitting If accuracy of test set has decreased \rightarrow overfitting

- via gains chart

Responses with respect to the maximal respondent possible



Amount of people targeted

Descriptive methods (Unsupervised)

Association rule learning

Support
$$(X \rightarrow Y) = \frac{\text{how many times is } (X,Y) \text{ a subset of a transaction}}{\text{number of transactions}}$$

Confidence $(X \rightarrow Y) = \frac{\text{how many times is } (X,Y) \text{ a subset of a transaction}}{\text{how many times is } X \text{ a subset of a transaction}}$
 $\rightarrow \text{Apriori algorithm}$

Interestingness $(X \rightarrow Y) = \frac{\text{support } (X \cup Y)}{\text{support } (X) \cdot \text{support } (Y)}$

> 1: complements

< 1: substitutes

- Clustering
 - o Partitional clustering: e.g. k-means, DBSCAN
 - o Hierarchical clustering: agglomerative or divisive
- Pattern mining

6. E-business

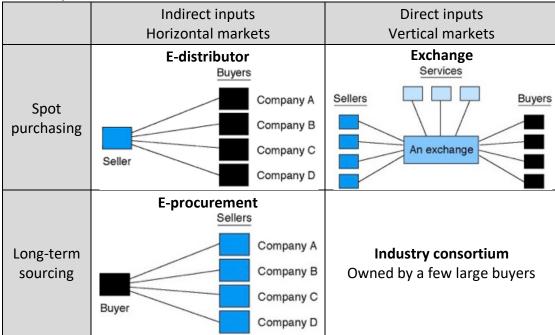
Business models

Revenue models

- Sales model
- Advertisement model
- Subscription model (e.g. freemium strategy)
- Transaction fee model
- Affiliate model

B2B business models

E-marketplaces



• Private Industrial Network (PIN)

- = few strategic business partner firms coordinate the entire business process
 - o VMI counters bullwhip effect

B2C business models

• E-tailer

- Virtual merchants
- o Clicks-and-mortar
- Catalogue merchants
- Manufacturer-direct
- → Typical revenue model: sales model
- Service provider (e.g. cloud services)
 - → Typical revenue model: subscription model

• Community provider

- Potential crowdsourcing: e.g. crowdfunding (donation/rewardsbased/equity/debt)
- → Typical revenue model: advertisement, affiliate (and subscription) model

Content provider

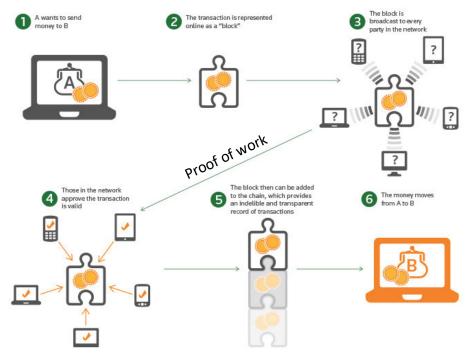
→ Typical revenue model: advertisement, subscription and sales model

Portal

→ Typical revenue model: advertisement, affiliate, subscription and transaction fee model

• Transaction broker

o Mobile payments: e.g. Bitcoin



→ Typical revenue model: transaction fee model

Market maker

- E.g. E-auctions: forward VS reverse; liquidation VS market efficiency Automation → dynamic pricing, proxy bidding, sniping
 ! Unfair practices: puffing/shilling, bid shielding, auction rings
- → Typical revenue model: transaction fee model

Online advertising

Types

Email advertising

Display advertising = bannering

- Classical banners: e.g. text ad, banner, skyscraper
- Pop-ups (e.g. interstitial, layer/floating ad) VS pop-under ads
- YouTube true view ads: in-stream ad or video discovery ad

Search engine advertising

- Search Engine Optimisation (SEO)
 - On-page optimisation: content (! e.g. keyword stuffing, doorway pages), robots.txt (! e.g. cloaking, adding invisible content)
 - Off-page optimisation: influence hyperlink structure → PageRank (! e.g. blog-ping/ping spam/sping, link farms)
- Search Engine Marketing (SEM)
 - Sponsored links, local ads and paid listing (via CPC bidding campaigns)

Social media advertising

- Social ads: uses the social graph of a platform (e.g. Facebook OpenGraph)
- Marketing on social media: include your ad in the interface of a platform

Pricing models

- Cost per click (CPC)
- Cost per action (CPA)
- Cost per mille (CPM) = CPC * CTR (click through rate) * 1.000
- Hybrid models possible

Real-time bidding: demand side \leftrightarrow ad exchange/ad network \leftrightarrow publisher

Personalised advertising = below-the-line

Contextual targeting VS behavioural targeting

- Personalize name
- Geo-targeting (via IP, GPS, cookies)
- Demographic or psychographic
- Dayparting, day of week, etc.
- Bandwidth
- Pixel targeting or retargeting

! Spam or unsolicited commercial email (UCE)

- ! Click fraud: publisher or competitor
- ! Adware
- ! Privacy: Cookies: first-party (regular HTTP) VS third-party (tracking)
 - → flash cookies, evercookies, zombiecookies, device/browser fingerprinting, canvas fingerprinting
 - Search engines
 - Social networks
 - Internet Service Providers
 - Malware, spyware: e.g. keystroke logging
 - Phishing
 - → Regulation: **GDPR** (in EU)

"Personal data shall be processed for specified and legitimate purposes, and shall not be used in a way incompatible with those purposes."

Web analytics

On-site VS off-site

Web usage mining VS web content mining VS web structure mining

Metrics

- Page views
- Visits and sessions
- Visitors
 - Unique visitors
 - Repeat visitors = visitors who return during period
 - New visitors = first-ever visit during period
 - Return visitors = visitors during period who have visited before that period
- Visit length (time on site/page) and depth
- Bounce rate of page X = $\frac{\text{only page X visited}}{\text{visits that start with page X}}$ Bounce rate of site = $\frac{\text{single page is visited}}{\text{total number of visits}}$ Page exit rate of page X = $\frac{\text{page X is last page of visit}}{\text{visits that include page X}}$ only page X visited

- Conversion metrics
 - Conversion (chain)
 - o Conversion rate
 - Average visits/days to purchase (= pan-session metric)

Methods

- Segmentation
- Navigation analysis → funnel plot/Sankey diagram
- Experiment and test
 - A/B testing
 - Multivariate testing