



Lisbon School  
of Economics  
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# KEY SYSTEMS APPLICATIONS

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# Learning Goals

Students will be able to:

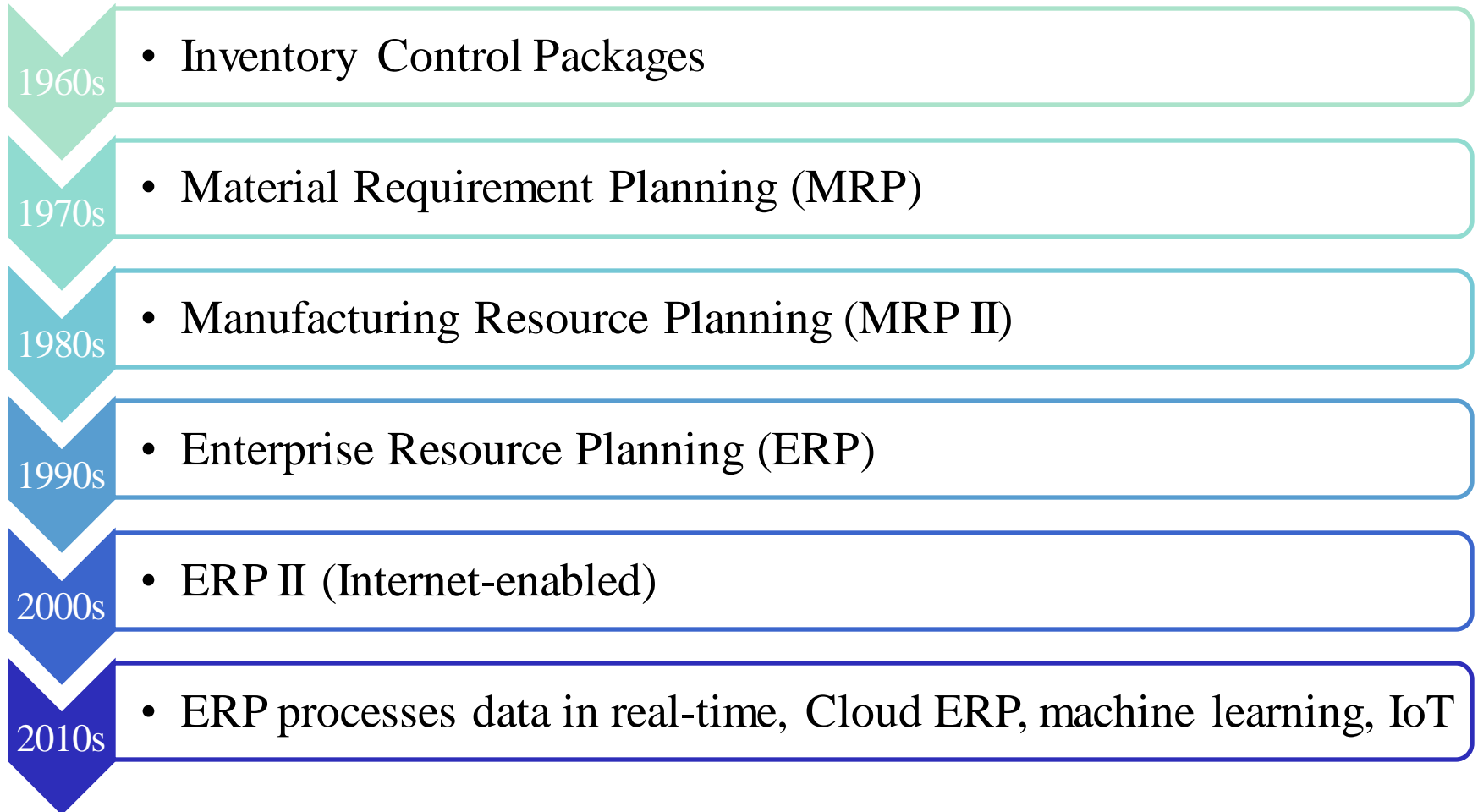
- Describe and analyze IT in the context of society and organizations
- Propose, select, choose and build solutions of IT infrastructure and **IT applications**
- Reflect and evaluate IT management and development

# Index

1. Enterprise Applications
2. E-commerce
3. Managing Knowledge and Artificial Intelligence
4. Enhancing Decision Making

# Enterprise Applications

# The Evolution of Enterprise Systems



# ERP: Big International Players



# ERP: Portuguese Players



# ERP Open Source

odoo

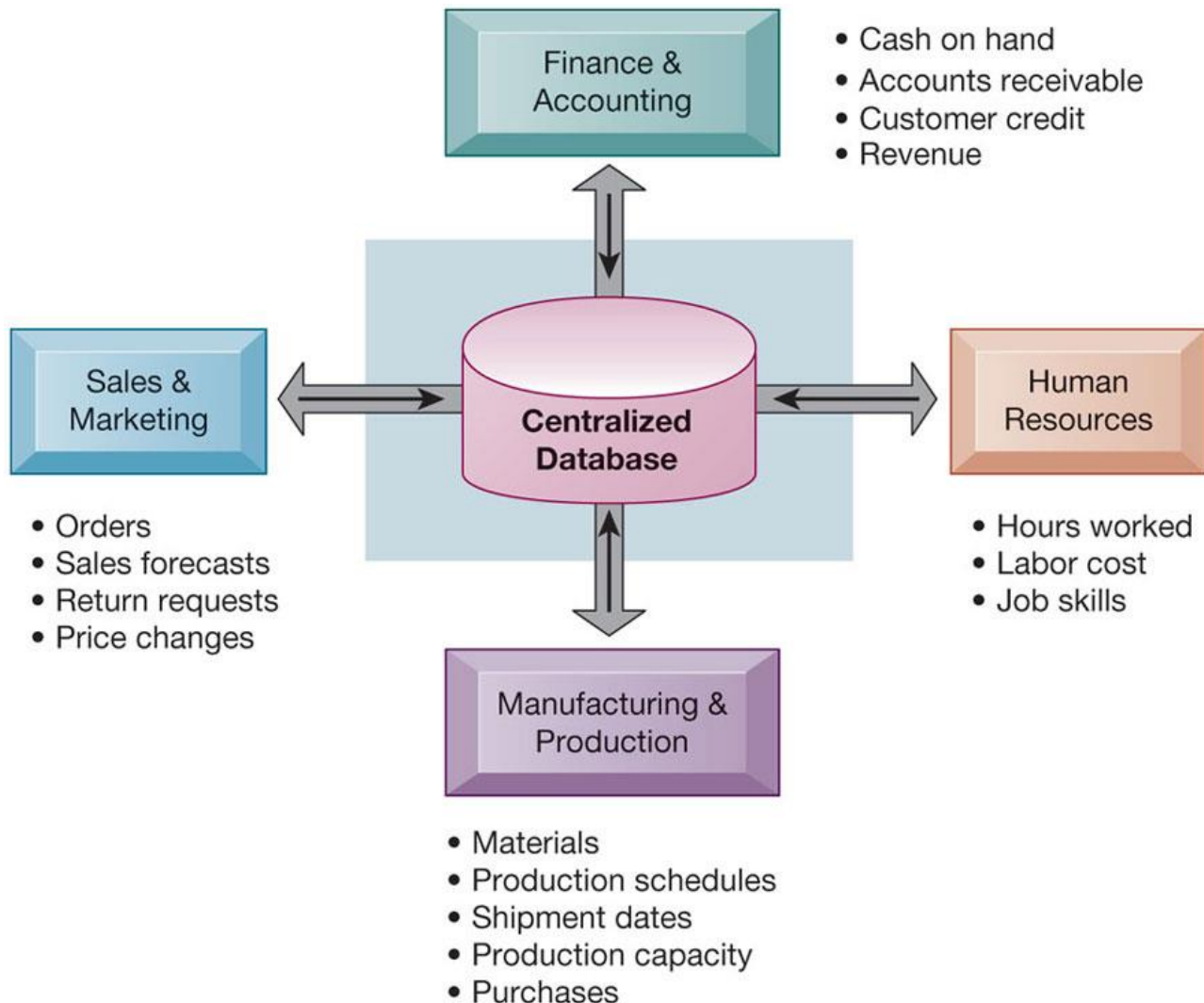
ADempiere

ERP/CRM  
**Dolibarr**

**ERPNext**

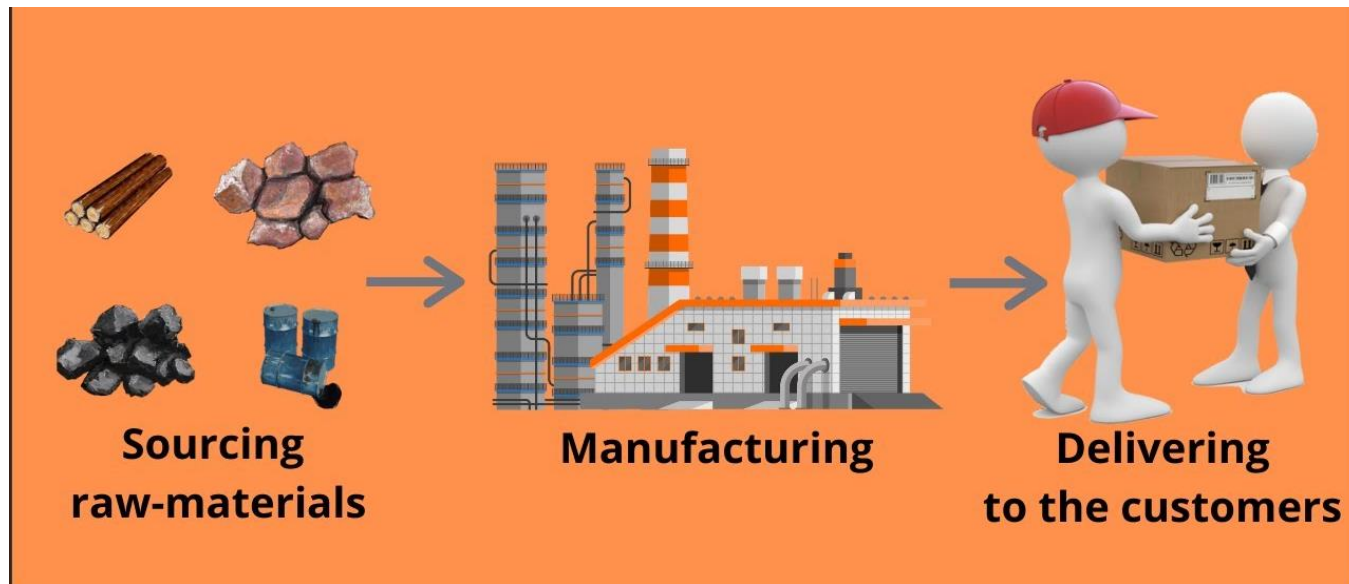


# Enterprise systems



# Supply Chain Management (SCM) systems

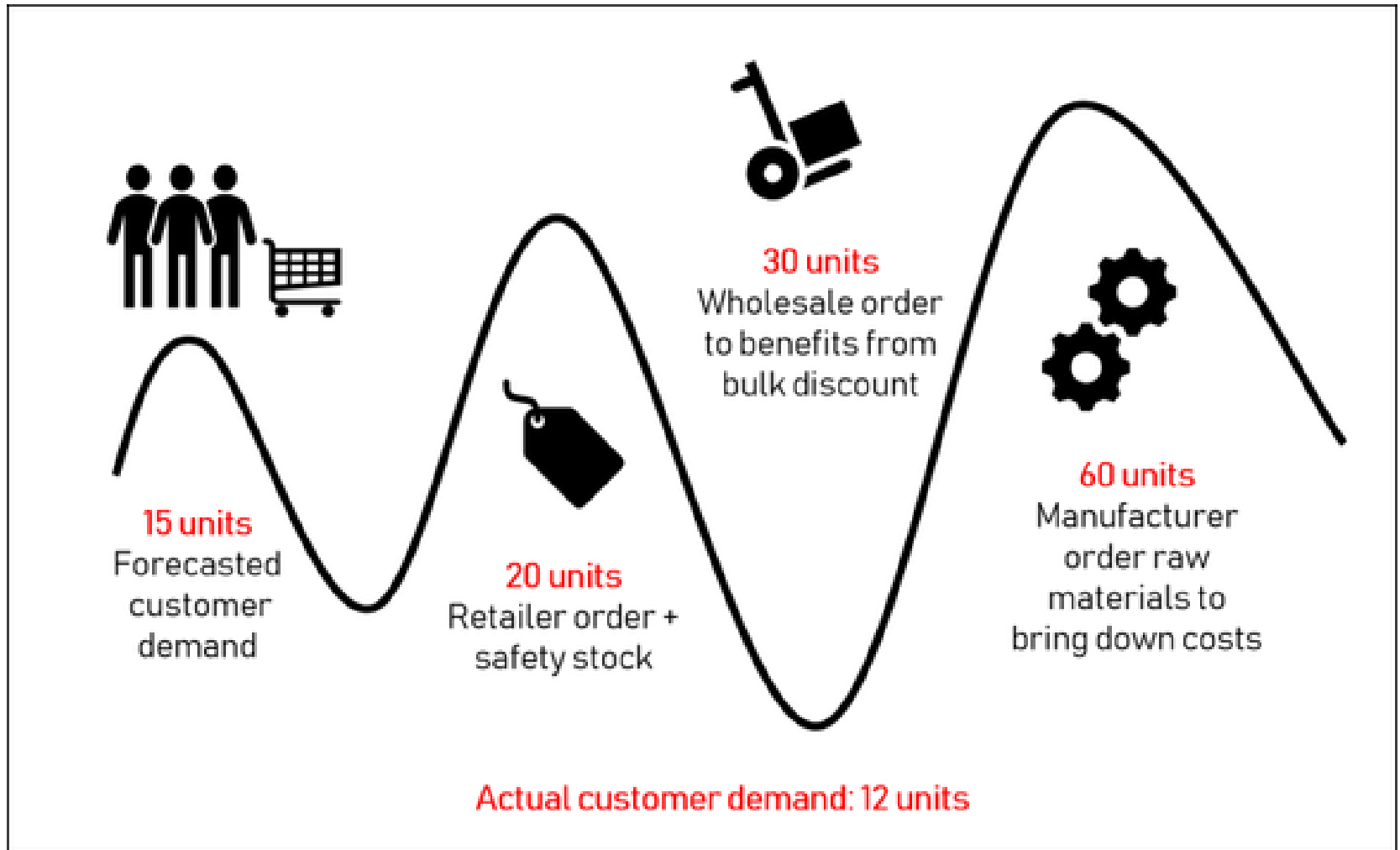
- The management of the flow of goods and services
- Includes all processes that transform raw materials into final products from the procurement of raw materials to the delivery of the product to its final destination.



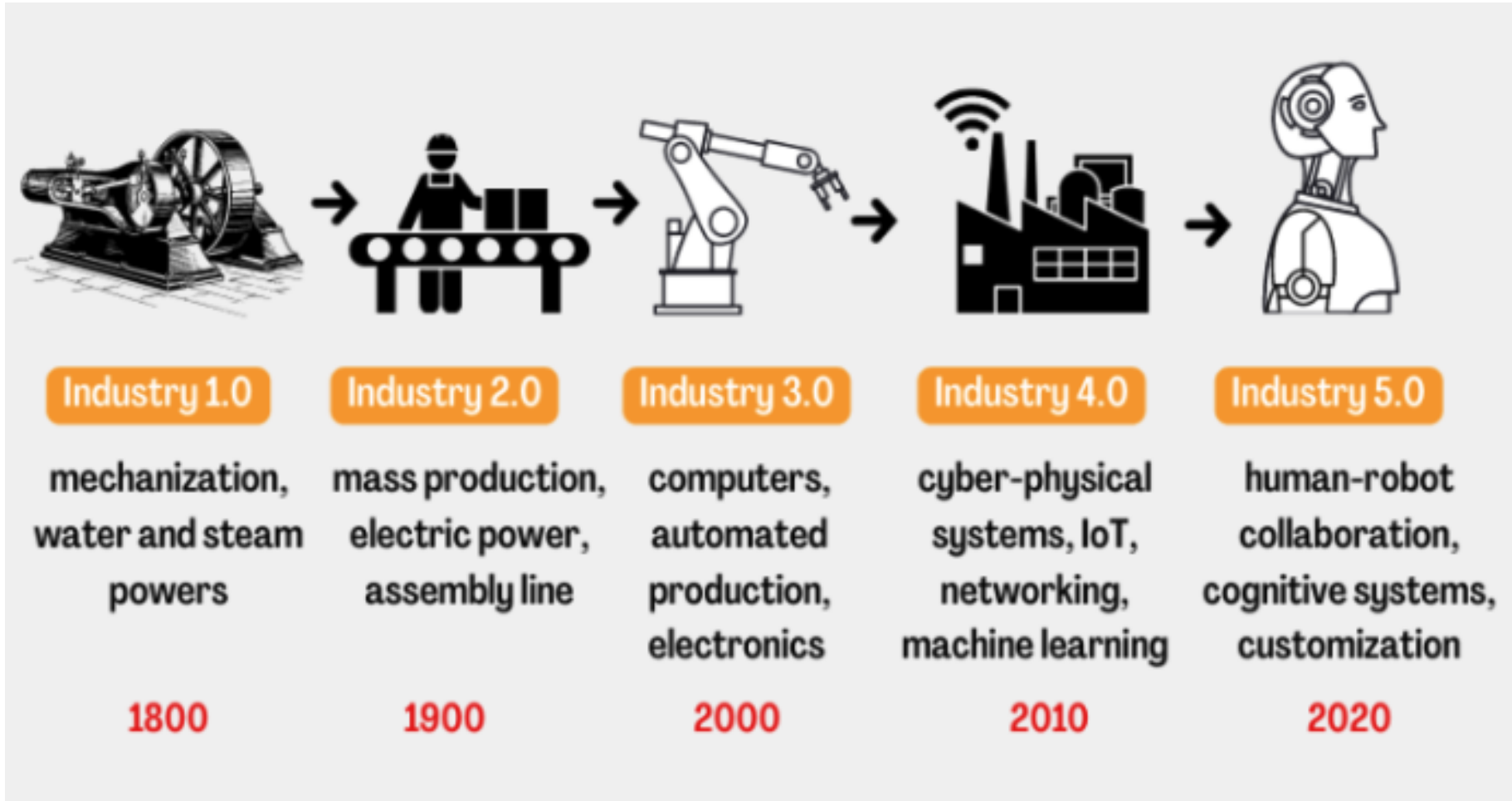
# Five parts of SCM



# Bullwhip Effect



# Industrial Revolution



# Customer Relationship Management (CRM)



# CRM Delivery Processes (1)

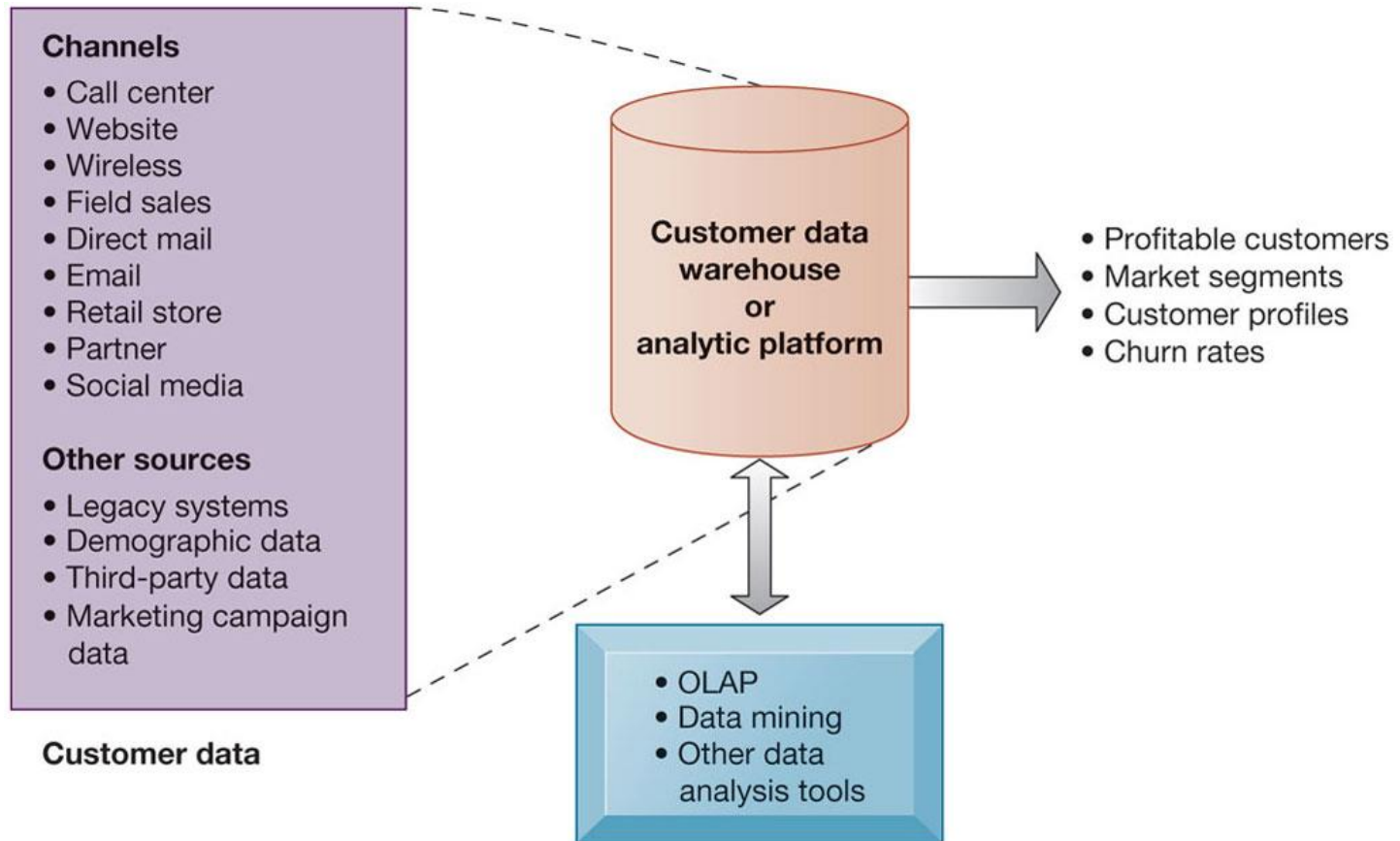
- Campaign Management
  - To generate leads or potential clients
- Sales Management
  - To convert lead into potential clients
- Service Management
  - Provide ongoing support for the client and assist in the operation of product or services
- Complaint Management
  - To improve customer satisfaction

# CRM Delivery Processes (2)

- Market Research
  - Focuses on systematic design, collection, analysis and reporting of data relative to sales activity
- Loyalty Management
  - Provides the processes to optimize the duration and intensity of relationships with customers
- Customer Profiling
  - Marketing profile of every customer
- Feedback Management
  - Gather, analyze and share customer information



# Analytical CRM



# CRM Softwares



Source: Gartner (June 2021)

# Enterprise applications Challenges

- Expensive to purchase and implement enterprise applications
  - Multi-million-dollar projects in 2018
  - Long development times
- Technology changes
- Business process changes
- Organizational learning, changes
- Switching costs, dependence on software vendors
- Data standardization, management, cleansing

# E-commerce

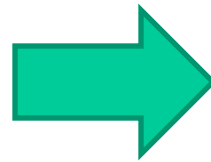
# Features of e-commerce

- Internet and digital markets have changed the way companies conduct business
- Information asymmetry reduced
- Menu costs, search and transaction costs reduced
- Dynamic pricing enabled
- Switching costs



# E-commerce business and revenue models

- Portal
- E-tailer
- Content provider
- Transaction broker
- Market creator
- Service provider
- Community provider



\$

Advertising  
Sales  
Subscription  
Free/Freemium  
Transaction fee  
Affiliate

# M-commerce

- M-commerce in 2017 is 35 percent of all e-commerce
- Fastest growing form of e-commerce
  - Growing at 20 percent or more per year
- Main areas of growth
  - Mass market retailing (Amazon, eBay, etc.)
  - Sales of digital content (music, TV, etc.)
  - In-app sales to mobile devices



# How has e-commerce transformed marketing?

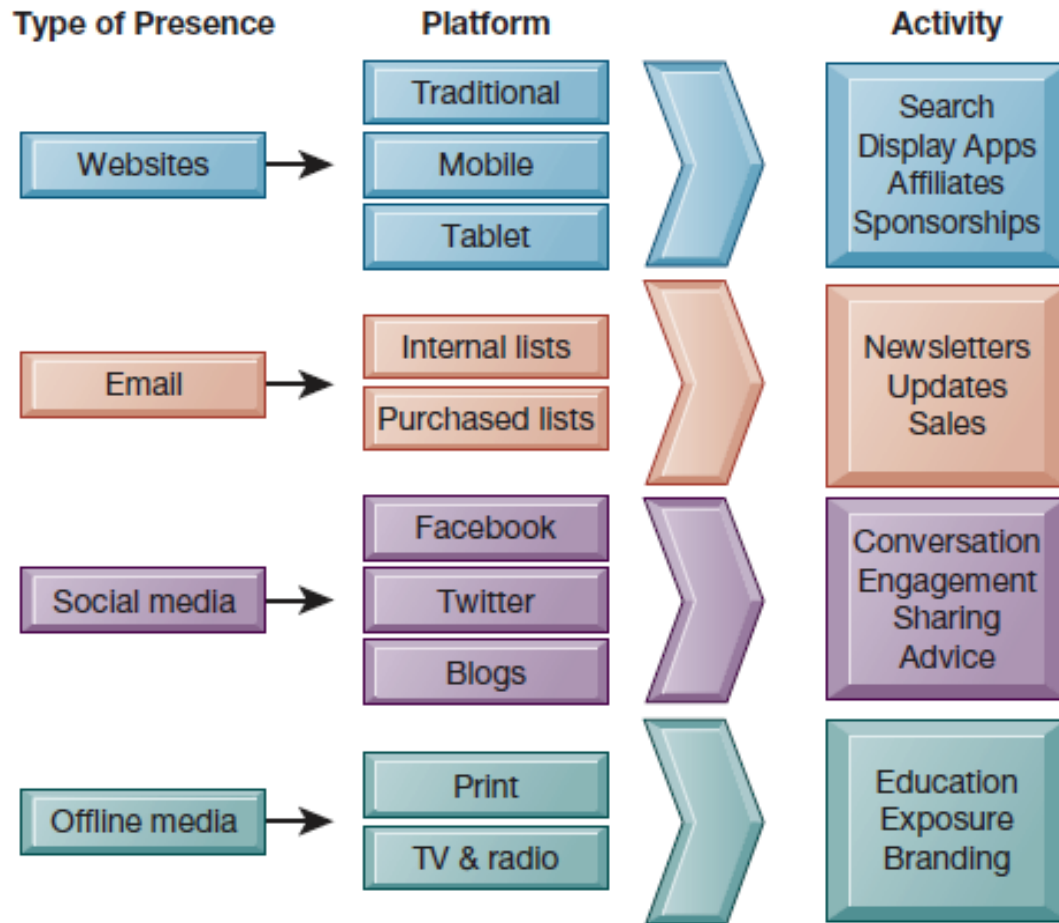
- Internet provides new ways to identify and communicate with customers
- Long tail marketing
- Internet advertising formats
- Behavioral targeting
  - Tracking online behavior of individuals
- Social commerce



# How has e-commerce affected B2B?

- U.S. B2B trade in 2020 was \$14.5 trillion
  - U.S. B2B e-commerce in 2019 is \$6.7 trillion
- Internet and networking helps automate procurement
- Variety of Internet-enabled technologies used in B2B
  - Electronic data interchange (EDI)
  - Private industrial networks (private exchanges)
  - Net marketplaces
  - Exchanges

# What issues must be addressed when building an e-commerce presence?



# **Managing Knowledge and Artificial Intelligence**

# Knowledge Management Systems

- **Knowledge Management** is a process of defining, capturing, organizing, evaluating, sharing, and retaining all the information assets of the organization.
- The assets include documents, policies, databases, expertise, and the experience of employees.
- **Explicit Knowledge** is kind of information and knowledge can be easily captured and documented like Financial reports
- **Implicit Knowledge** is learned skills or know what is the best way of doing something like the way to prioritize tasks.
- **Tacit Knowledge** gained through personal experience and individual context like Leadership, or the perfect time for salesperson to pitch the product during the meeting.
- **Knowledge Management System** is a tool used by companies to help organize documentation, frequently asked questions, and other information into easily accessible formats for both internal and external customers.

# Knowledge Management Tools

- **Document Management Systems (DMS)**
- **Content Management Systems (CMS)**
- **Learning Management Systems (LMS)**
- Enterprise search
- Collaboration Tools
  - Wikis
- Artificial intelligence and machine learning platforms

# Knowledge Management Use-cases

- Onboarding employees
- Day-to-day employee tasks
- Self-serve customer service

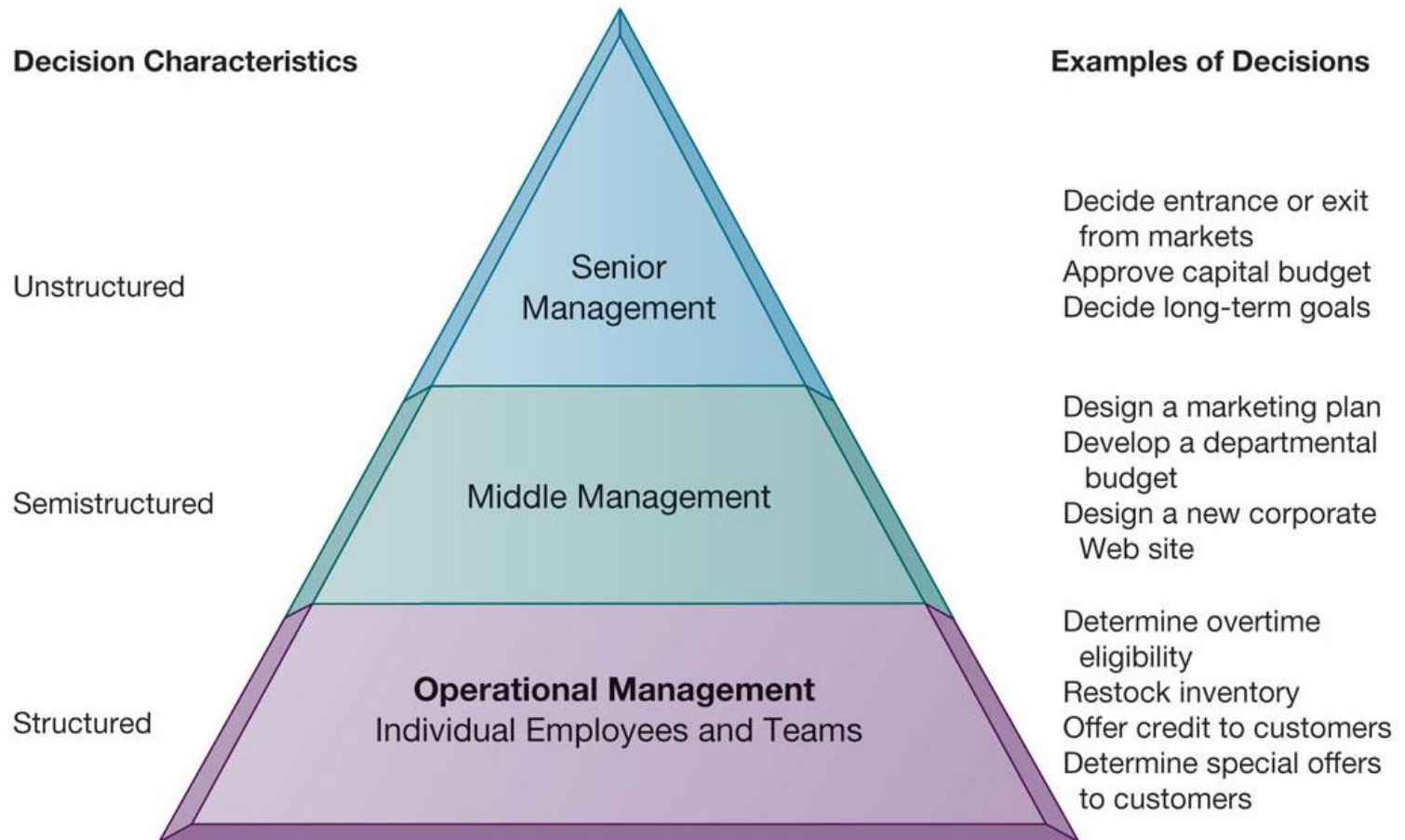
# Leveraging Artificial Intelligence in Knowledge Management

- Content discovery and analysis
- Knowledge organization and categorization
- Intelligent chatbots and virtual assistants
- Predictive analytics and forecasting
- Personalized recommendations and learning
- Data-driven decision-making

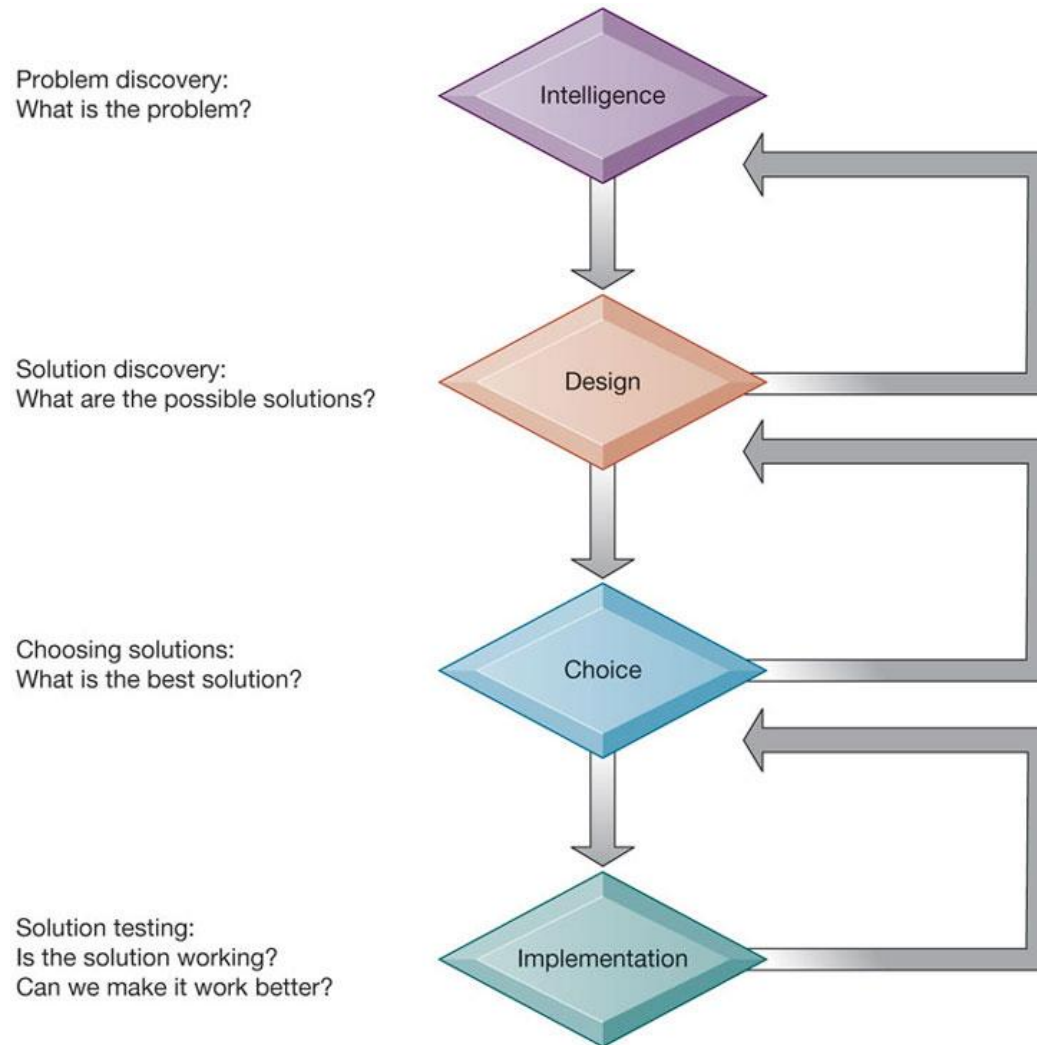
# Enhancing Decision Making



# Types of Decisions



# The Decision-Making Process



# information systems & decision making

Three main reasons why investments in IT do not always produce positive results

- Information quality
  - High-quality decisions require high-quality information
- Management filters
  - Managers have selective attention and have variety of biases that reject information that does not conform to prior conceptions
- Organizational inertia and politics
  - Strong forces within organizations resist making decisions calling for major change

# Enhancing Decision Making

**Power Users:  
Producers  
(20% of employees)**

IT developers

Super users

Business analysts

Analytical modelers

## Capabilities

Production Reports

Parameterized Reports

Dashboards/Scorecards

Ad hoc queries; Drill down  
Search/OLAP

Forecasts; What if  
Analysis; statistical models

**Casual Users:  
Consumers  
(80% of employees)**

Customers/suppliers  
Operational employees

Senior managers

Managers/Staff

Business analysis

# Power BI

Sales Report Option 1 - Power BI Desktop Nitin Khanna (MSIT)

File **Home** Insert Modeling View Help

Paste Cut Copy Format painter Clipboard

Get data Excel Power BI datasets SQL Server Enter data Recent sources

Transform Refresh data Queries

New visual Text box More visuals Insert

New measure Quick measure Calculations

Publish Share

**OVERVIEW** Sales Report

\$5.3M Australia \$5.3M Canada \$2.6M France \$2.3M Germany \$3.3M UK \$21.8M USA

**Key influencers** Top segments

What influences NSAT to be 7 ?

When... ...the likelihood of NSAT being 7 increases by

- UnitPrice is 298 - 299.9 → 10.20x
- UnitPrice is 196.9 - 199 → 6.58x
- Manufacturer is Litware, Inc. → 2.64x
- Color is Brown → 2.57x
- StockType is High → 1.96x
- Manufacturer is Contoso, Ltd → 1.34x
- Color is Silver → 1.29x

**Units by Country and Sales Size**

Country	Units
United States	~45K
Canada	~10K
Australia	~10K
Great Britain	~5K
France	~5K
Germany	~5K

**Sales Amount by Brand Name**

Brand Name	Sales Amount
Contoso	\$9M
Adventure Works	\$6M
Proseware	\$5M
Fabrikam	\$5M
Wide World Importers	\$5M
Southridge Video	\$2M
Litware	\$5M
A. D...	\$2M
Northwin...	\$1M
Th...	\$1M

**Units Sold by Year, Quarter and Manufacturer**

**Sales Amount by Year, Month and Brand Name**

2013 February Contoso Proseware Adventure Works Other Wide World Import... 2013 March

Visualizations Filters Values Add data fields here Drill through Cross-report Off Keep all filters

Overview +

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# Next Session

- IT in Business and Society
- IT Infrastructure
- Key Systems Applications
- **Build and Manage Systems**