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Systems

Enterprise Architecture (EA) and Business Process Management (BPM)

- Models for the design, development and management of enterprise architecture
 - Zachman Framework
 - xEAFs (X stands for Treasury, Federal, Department of Defense)
 - Semantic Object Model (SOM)
- Common elements
 - Strategic perspective is the starting point of the EA development
 - Business process perspective implements strategy
 - → Strong analogy to BPM



Agenda - Different points of view on BPM ■

- Citations of the "who is who"
- Structuring BPM
 - System-oriented management approach
 - Static view on BPM
 - Dynamic view on BPM
- Approaches for Business Process Change
 - The holistic approach of Maturity Models
 - Process oriented Organization
 - Business Process oriented IS design



Diverse points of view on BPM Citations of the Who is Who

BPM and Workflow Management

"[BPM] can be considered as an extension of classical Workflow Management (WFM)."

van der Aalst, ter Hofstede, Weske (2003)

"[We use BPM] to refer to how business managers organize and control processes. When we want to refer [...] to automated systems we will use the term [...] BPMS."

Paul Harmon (2007)

"Don't Automate - Oliberate

We should "reengineer" our business: use the power of modern IT to radically redesign our business processes [...]."

Michael Hammer (1990)



"Extended" Scope of BPM ■

"The basic idea of Business Reenigeering is to shift the **enterprise**'s **functional department structure** to one oriented on processes."

Osterloh, Frost (2006)

"[…] Process innovation encompasses the implementation of change in all its complex **technological**, **human**, **and organizational dimensions**."

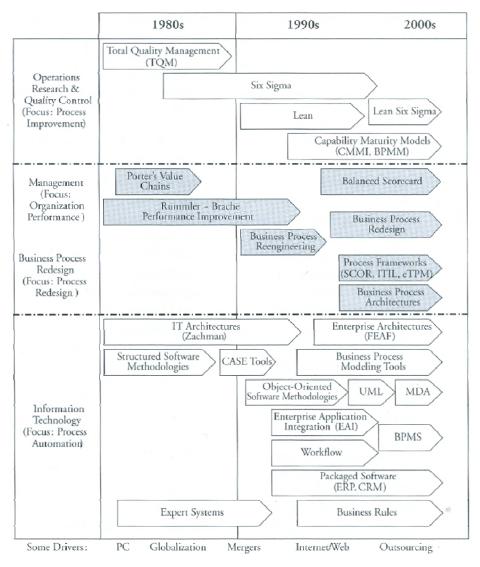
Davenport (1993)

"The paramount task of Continuous Process Improvement is the continuous, incremental improvement of business processes."

Becker, Kugeler, Rosemann (2008)



The history of BPM ■



Enterprise Architecture

Harmon (2007)



Diverse points of view on BPM Structuring BPM



System-oriented Management Approach "Management is the Design, Control and Development of Social Institutions"

Ulrich (2001)

Design

- Creation of an institution that is goal oriented and viable
- Design model of a yet non-existent, to be created reality
- Creation of control systems

Development

- Assurance of steadiness of all design and control processes
- Goal of an evolutionary adjustment of a company to its environment



What is Management? (cont'd) ■

Control

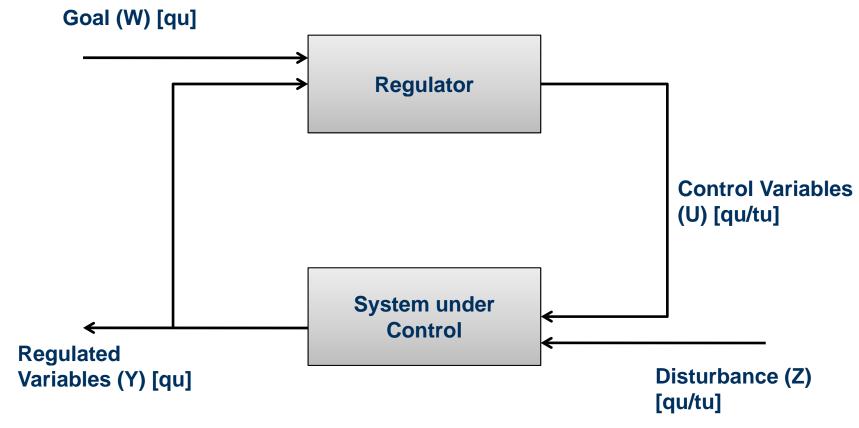
- Definition of goals and specification, triggering and monitoring of goal oriented activities within the system
- Viewpoint of a control cycle from Management Cybernetics

Law of Requisite Variety by Ashby

"The control problem can only be resolved, if there is a balance in variety of the controlling and controlled system."



Control Cycle ■



- From the deviance of W and Y the regulator generates U
- The external disturbance Z is to be compensated by U



Application in Management Cybernetics ■

"The central problem of cybernetics is the question how systems are able to cope with its environmental complexity [..]. The answer lies in the structure or organization of the observed systems. "

Malik 1992

- **Stafford Beer**
 - → Viable System Model (VSM)
- Jay Forrester
 - → System Dynamics (SD)
- Markus Schwaninger
 - → Model of Systemic Control (MSC)



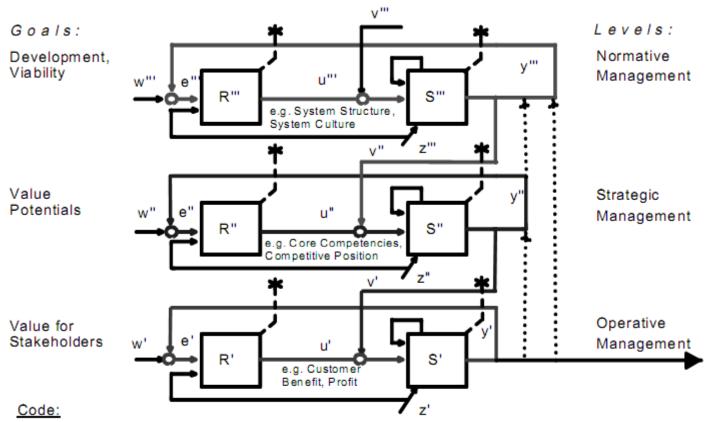






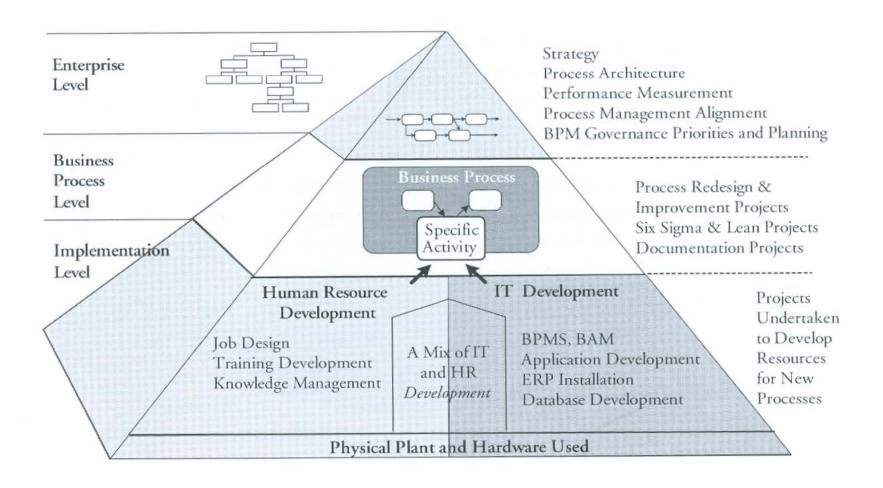


Integral Management as a Multi-Level Control Cycle



y: Regulated Variables u: Control Variables (examples) v: Parameters R: Regulator S: System under Control z: Disturbance w: Goal e: Deviation * p.m.: Connection with next higher recursio level

Static view on BPM - "Level of concerns" I



Enterprise Architecture

Harmon (2007)



Process level extension

Business Strategy realize determines Goals realize determine Organizational **Business Processes** realize determine Operational **Business Processes** realize determine Implemented **Business Processes**

→ Strategy defines long view approaches to assure the competitive advantage

→ Strategy is broken down in operational and subgoals

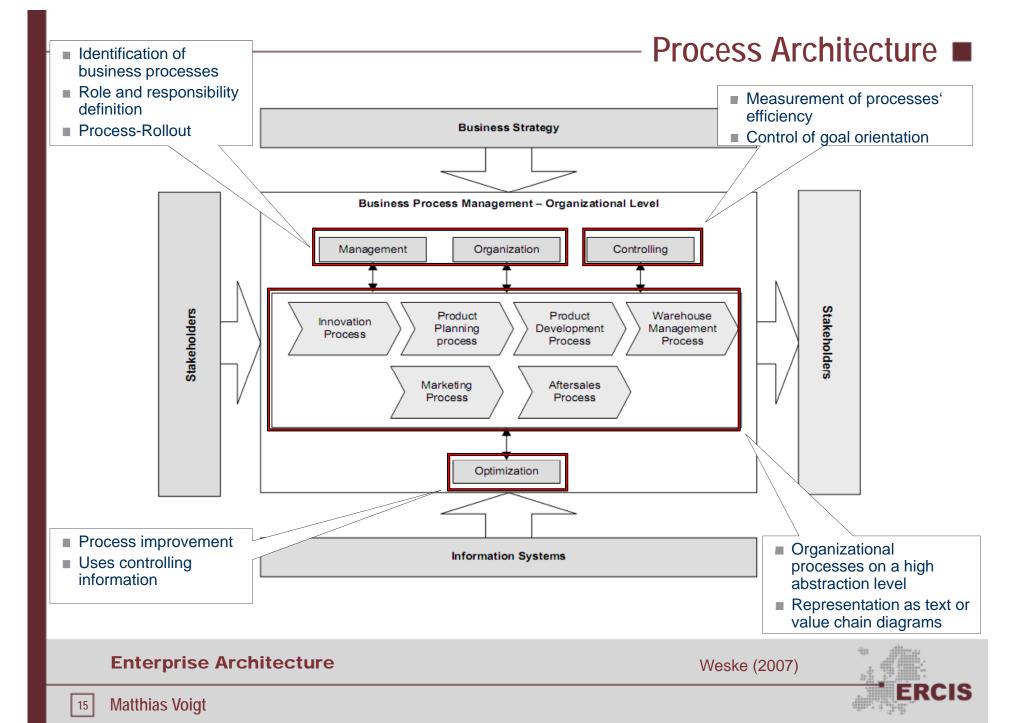
→ Business processes on an high abstraction level for the purpose of operational process clustering

- → Operational business process without information on implementation details (conceptual models)
- → Implemented business processes containing information on the execution of process activities as well as technical and organizational infrastructure

Enterprise Architecture

Weske (2007)





Procedure of a Process-oriented Reorganization Project ■

Preparation of Modelling

Development of Strategy and Business Process Framework

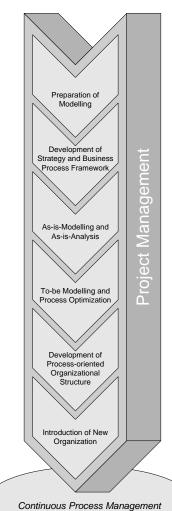
As-is-Modelling and As-is-Analysis

To-be Modelling and Process Optimization

Development of Process-oriented Organizational Structure

Introduction of New Organization

Continous Process Improvement



Projects – radical vs. gradual change

Business Process Reengineering

"Oliberate, don't automate" – "Reengineering the Corporation"

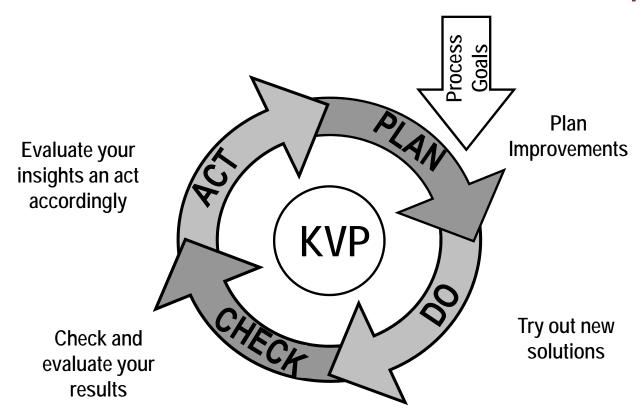
- Fundamental Rethinking
- Radical Redesign
- Processes replace functional structures
- Dramatic Improvements

Business Process Redesign/Improvement

- Gradual changes
- Existent Processes as starting point
- Consideration of feasibility and acceptance
- → IT as enabler in both scenarios



Continuous Process Improvement



"Continuous Process Management is about […] the permanent, incremental improvement of business processes."

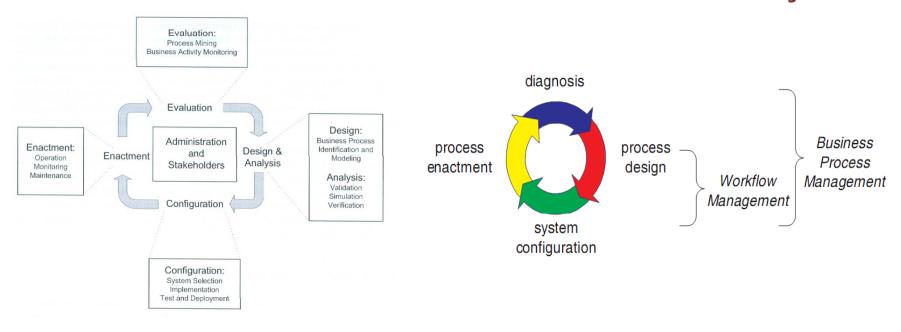
Neumann et al. (2006)

Enterprise Architecture

Neumann et al. (2006)



BPM-Cycles ■



Van der Aalst et al. (2003)

- Orientation on Workflow Management
- New, technology base approaches

Weske (2007)

- Process Mining
- Business Activity Monitoring (Caution! Buzz Alarm)



Approaches for Business Process Change



The Holistic Approach – Maturity Models ■

"Remember the key point of such reference models is to help you understand where you are today and to assist in developing a road map to help you get where you want to go.

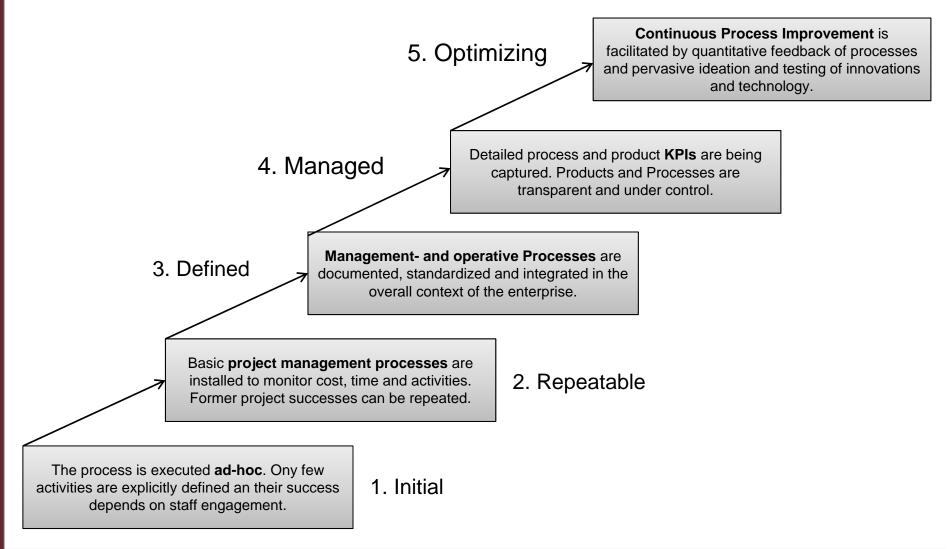
No one is suggesting that all companies should attempt to follow the model in the same exact way."

Paul Harmon (2007)

"In general, the **mature organization** follows a disciplined process consistently because all of the **participants understand** the value of doing so, and the necessary infrastructure exists to support the process"

Software Engineering Institute (SEI) (1995)

Maturity Levels of the Capability Maturity Model (CMM) ■





Organizational Design – Goals and Influences

Goal of Organizational Design

Best possible fit between system and environment, i.e. develop an organizational structure that is in accordance with the internal situation and market exigency

Internal influences

- Enterprise strategy
- Information and production technology
- Enterprise culture

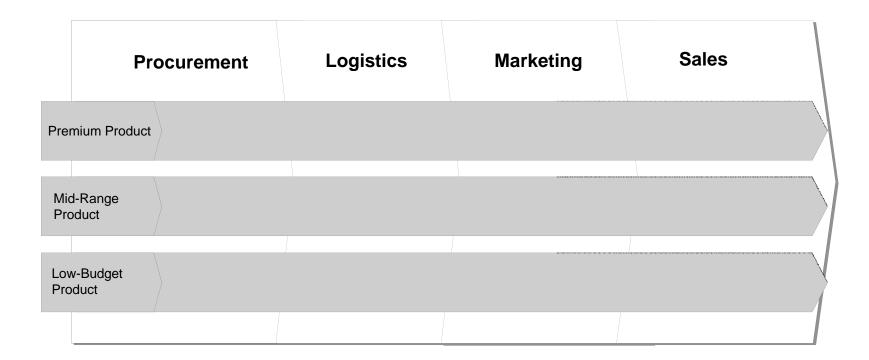
External influences

- Market
- Society
- Form of government



Process-oriented Organization ■

- Object oriented design of organizational units
- Allocation of organizational functions to objects
- Appointment of a process owner





Process-oriented Reorganization – Goals & Challenges ■

Goal:

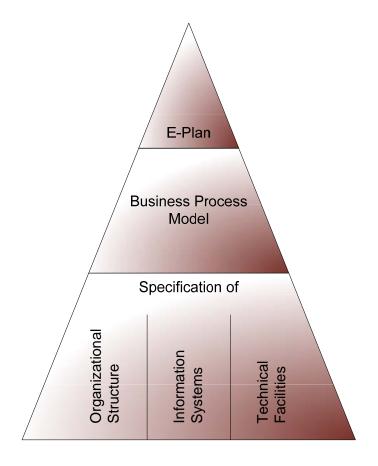
- □ Creation of a more efficient organization
- Goal attainment has to be measurable

■ Challenges:

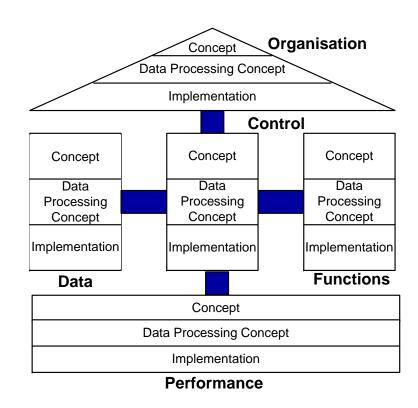
- Potential of efficiency enhancement has to be higher than expenses for the reorganization project
- Efficiency enhancement potential has to be exhausted
- Organizational change has to be conducted under the premise of existent (functional) structures



Business Process oriented IS design ■



Ferstl, Sinz (2001)



Scheer (2002) ARIS









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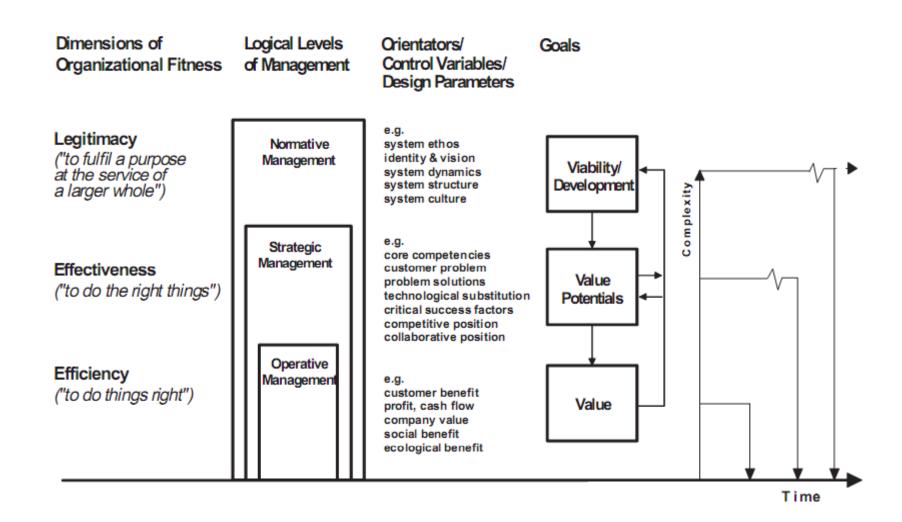
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Model of Systemic Control ■



Enterprise Architecture

Schwaninger (2001) ERCIS