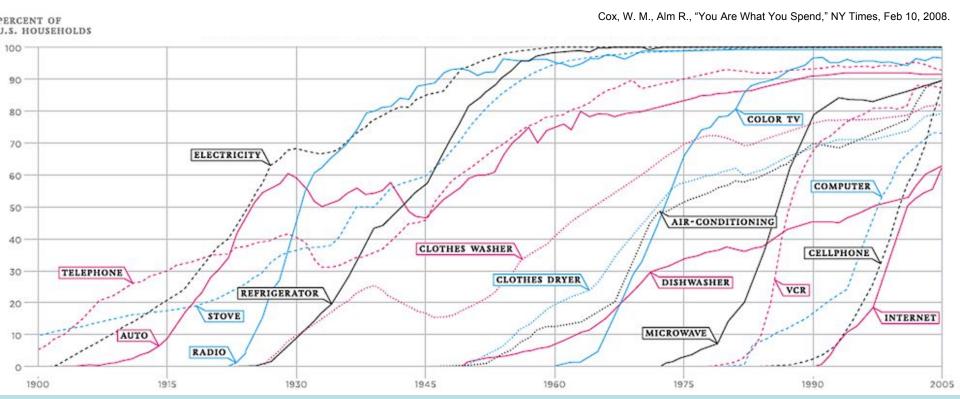
Cultural Barriers to the Adoption of Systems Engineering Research



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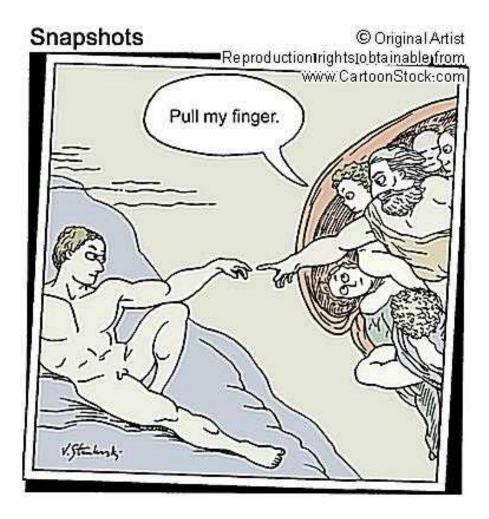
Objectives

- 1. Provide an overview of the research in adoption, culture/technology
- 2. Explore relevant factors
 - Attributes of successful measurement systems
 - Determinants of organizational culture
 - Culture of technology
- 3. Share survey results
- 4. Bridge the gap between the ivory tower and main street

Guiding Questions

- What makes SE research adoptable?
 - Technology adoption, organizational culture
- What aspects of organizational culture enable/hinder adoption of SE research?
 - "Demand" side, instrumentalist view (adopter-based)
- What role do the embedded cultures play in the adoption of tools?
 - "Supply" side, determinist (developer-based)

Human-Human Interface



MoProSoft Example

- CMMI fared well in the U.S., but what about Mexico?
- 92% of Mexican software companies are small/medium-sized (< 100 people) and average process capability level is 0.9 (Oktaba 2006)
- Only 3 Mexican companies have achieved level 2; 33 are level 1

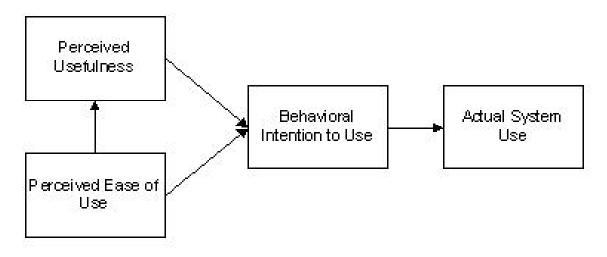
	Adequate for low-maturity SMEs	Inexpensive to adopt	Permissible as a national standard	Specific for SW dev. and maint.	Based on int. recognized practices
ISO9000:2000	Yes	Yes	Yes	No	No
CMM/CMMI	Yes	No	No	Yes	Yes
ISO/IEC 12207	?	?	Yes	Yes	Yes
ISO/IEC 15504	?	?	Yes	Yes	No

• Modelo de Procesos para la Industria de Software (MoProSoft)

Oktaba, H., "MoProSoft: A Process Model for Small Enterprises," Proceedings of the 1st International Research Workshop for Process Improvement in Small Settings, CMU/SEI-2006-SR-001, Software 5 Engineering Institute – Carnegie Mellon University, 2006.

Technology Acceptance Model Demand side/adopter based

- Perceived usefulness
 - The degree to which a person believes that using a particular system would enhance his or her job performance
- Perceived ease of use
 - The degree to which a person believes that using a particular system would be free of effort



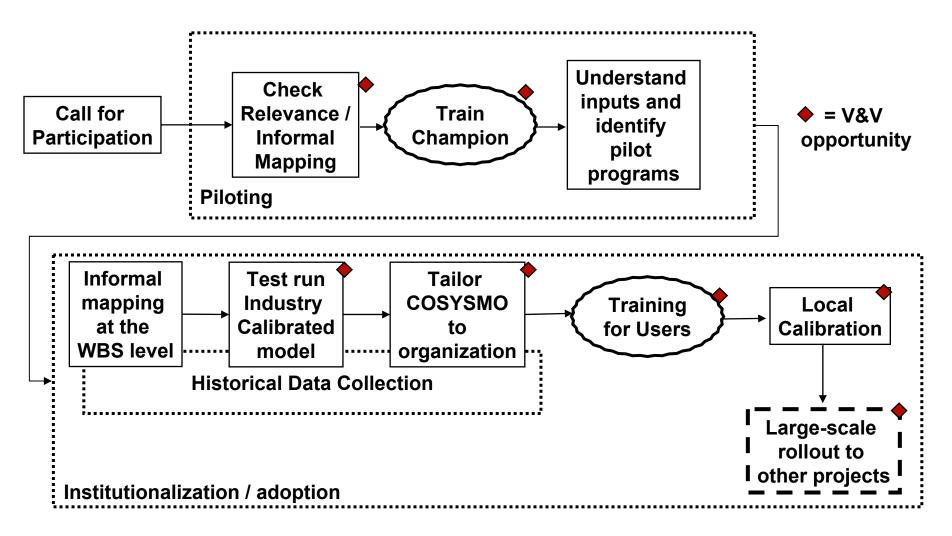
Davis, F. D., Perceived Usefulness, Perceived Ease of Use, and User Acceptance of Information 6 Technology, *MIS Quarterly*, 13(3), 319-339, 1989.

What Makes an SE Tool Adoptable? (survey Qs)

- Well documented
- Trialability
- Low barrier of entry
- Transparency
- Demonstrates value
- Variety of incentives

- Tailorable
- Information freshness
- Relative advantage
- Compatibility
- On-going peer support
- Credibility
- Agility
- Flexibility
- Failure modes
- Enabled by IT

COSYSMO Adoption Process



Valerdi, R., Miller, C., "From Research to Reality: Making COSYSMO a trusted estimation tool in your 8 organization," *17th INCOSE Symposium*, June 2007, San Diego, CA.

Dimensions of Organizational Culture

Social Science

- **Power distance** the extent to which a society accepts the unequal distribution of power in the organization
- Uncertainty avoidance the extent to which people are comfortable or uncomfortable with uncertainty and little structure
- Individualism the extent to which individuals are supposed to be selfreliant and look after themselves, versus being more integrated into a group
- Masculinity or Femininity hardness vs. softness; toughness vs. tenderness
- Long term or short term orientation

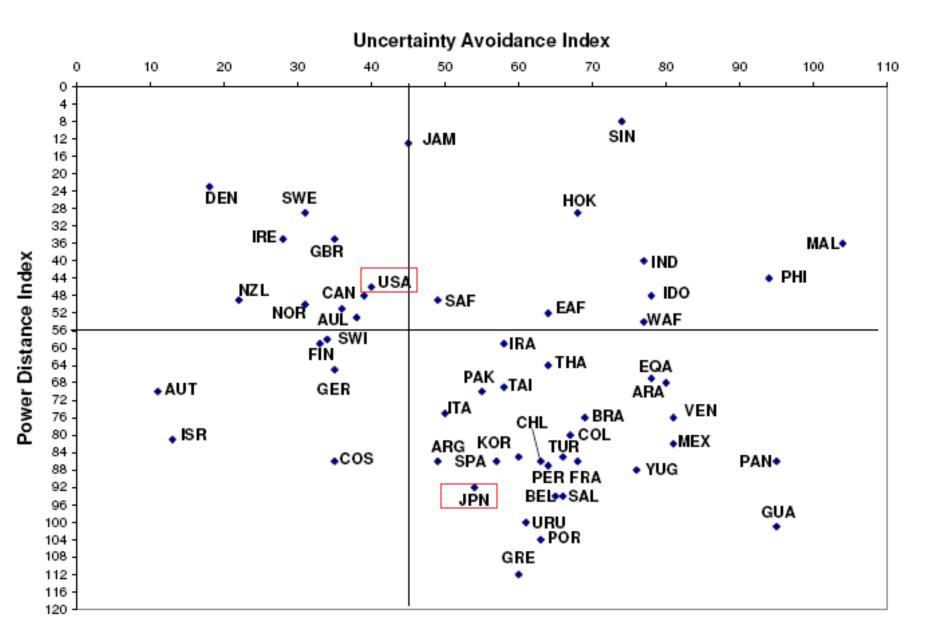
 the culture's members having a stance on delayed, or immediate, gratification

Hofstede, G., *Culture and organizations: Software of the mind*. London: McGraw-Hill, 1991.

Management

- Innovation and risk taking willing to experiment, take risks, encourage innovation
- Attention to detail paying attention to being precise vs. saying its "good enough for chopped salad"
- Outcome orientation oriented to results vs. oriented to process
- **People orientation** degree of value and respect for people. Are people considered unique talents, or is an engineer an engineer an engineer?
- Individual vs. Team orientation are individuals most highly noted, or are collective efforts
- **Aggressiveness** taking action, dealing with conflict
- **Stability** openness to change

O'Reilly, C., Chatman, J., & Caldwell, D., People and organizational culture: A profile comparison approach to assessing person-organization fit. *Academy of Management Journal*, 34, 487-516, 1991.



Hofstede, G., *Culture and organizations: Software of the mind*. London: McGraw-Hill, 1991. 10

Example: Raytheon Legacy

- American Appliance Company (1922)
- Submarine Signal Corporation (1946)
- Raytheon Manufacturing Company (1959)
- Beech Aircraft (1980)
- Hughes/General Dynamics Missiles (1992)
- E-Systems (1995)
- Texas Instruments Defense Systems & Electronics (1997)



http://www.raytheon.com/ourcompany/stellent/groups/public/documents/image/cms04_024719.swf

Determinants of Culture

- Culture as: social heritage, human behavior, values, control, rules, etc. (Bodley 1996)
- Organizational culture is influenced by
 - Legacy processes
 - Customer demands
 - Product/systems delivered
 - Geographic location
 - Etc.

Which attributes of organizational culture enable or hinder the adoption of SE tools?

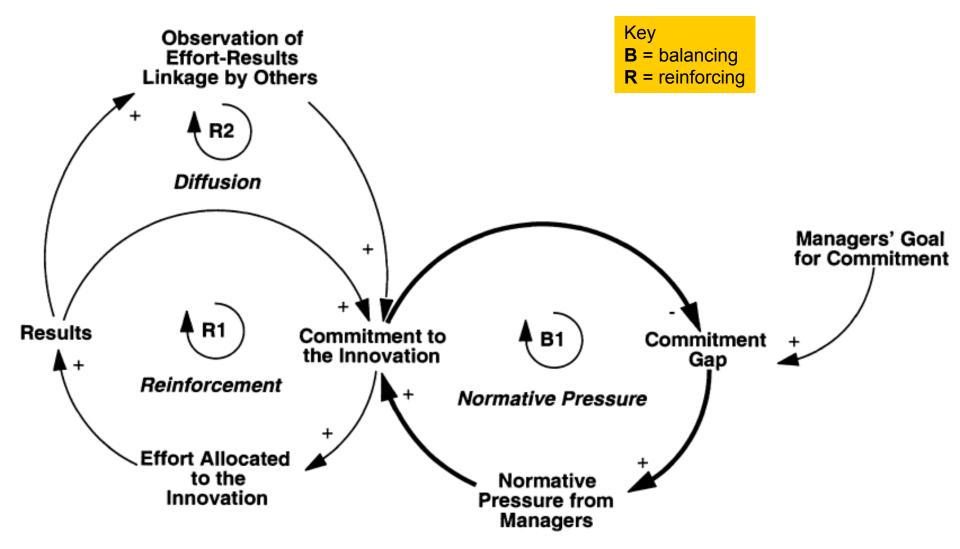
Bodley, J., *Cultural Anthropology: Tribes, States, and the Global System,* Mayfield, 1996. 12

Absorptive Capacity

- An organization's ability to value, assimilate, and apply new knowledge (Cohen & Levinthal 1990)
- One reason for companies to invest in R&D instead of simply buying the results (e.g. patents)
 - Internal R&D teams increase the absorptive capacity of a company
- Predictors
- **Receptivity**: The firm's overall ability to be aware of, identify and take effective advantage of technology
- Innovative Routines: Practiced routines that define a set of competencies the firm is capable of doing confidently and the focus of the firm's innovation efforts

Cohen, W. M., Levinthal, D. A., Absorptive capacity: A new perspective on learning and innovation, 13 *Administrative Science Quarterly*, 35(1), pp. 128-152, 1990.

Dynamic Forces of Implementation



Repenning, N. P., A simulation-based approach to understanding the dynamics of innovation 14 implementation, *Organization Science*, *13*(2), 109-127, 2002.

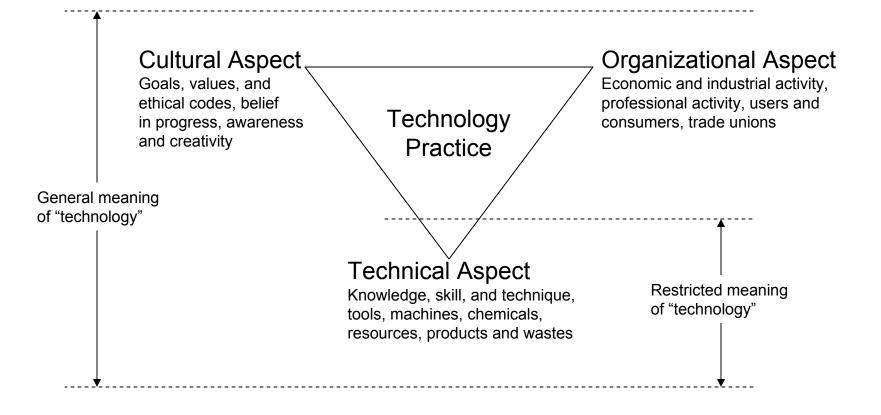
Culture of Technology supply side/developer-based

- Product architecture often mirrors organizational architecture
- Technology is <u>not</u> culturally, morally, and politically <u>value neutral</u> (Pacey 1983)
 - Snowmobile must fit into a pattern of activity which belongs to a particular lifestyle and set of values



Pacey, A., The Culture of Technology, MIT Press, 1983.

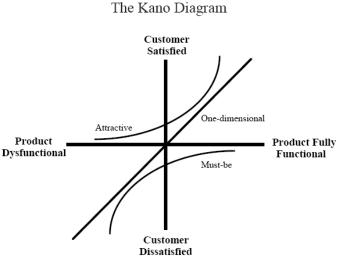
Culture of Technology Cont.



Pacey, A., The Culture of Technology, MIT Press, 1983.

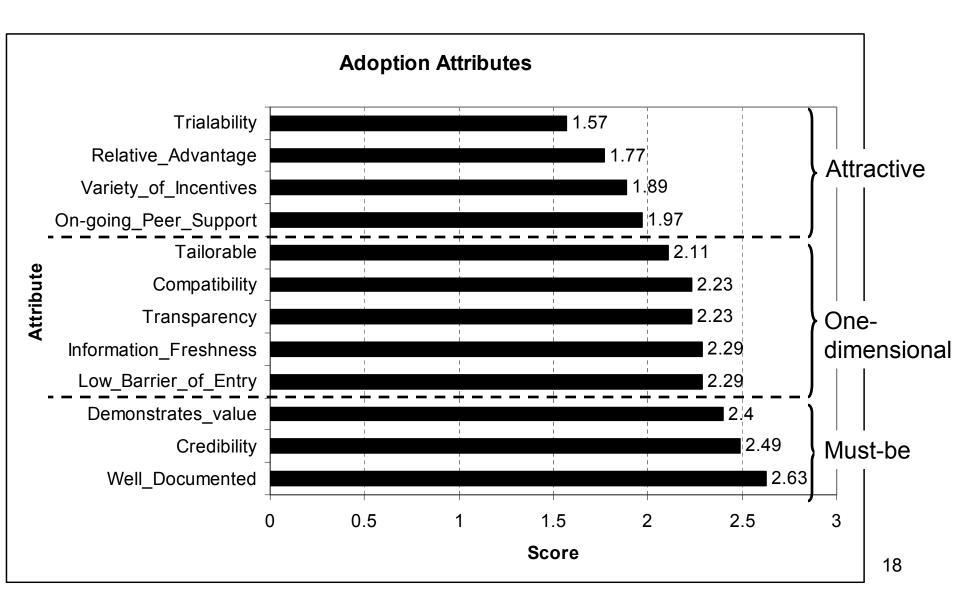
Attributes Survey

- **Must-be** referring to attributes where user is dissatisfied from its absence but never rises above neutral no matter how much of the attribute exists (i.e., good brakes).
- **One-dimensional** referring to increasing user satisfaction from the presence of this attribute and decreasing satisfaction from its absence (i.e., gas mileage).
- Attractive indicates areas in which the user is more satisfied when the measurement system has the attribute but is not dissatisfied when it is absent; lack of an attribute leads to a neutral reaction (i.e., radio antenna that lowers into car body).

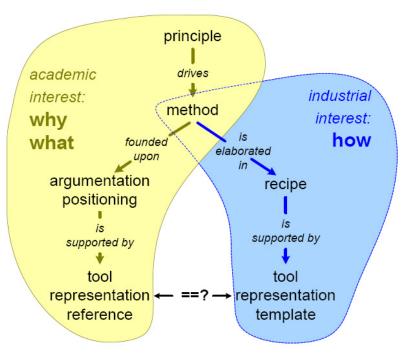


Walden, D., Kano's Methods for Understanding Customer-Defined Quality, *Center for Quality* 17 *of Management Journal*, 2(4), 1993.

Ranking of Adoption Attributes (n=35)



Ivory Tower and Main Street



	industrial	academic	
relevance	useful, valuable	new, original	
orientation	goal, solution	knowledge	
content	practical, how to	theoretical, why, what	
style	clear, understandable	clear argumentation,	
	juicy, low noise	no loose statements	
references	service to the reader	positioning in existing science	
author	single author	all contributors as author	
economic	writing and reading = cost	funding based on	
driver	public relation vs IPR and	number of publications	
	confidentiality	and citations	

Muller, G., "Industry and Academia: Why Practitioners and Researchers are Disconnected," 19 *15th INCOSE Symposium*, Rochester, NY, 2005.