Digital capabilities management model

Why DCMM
What is DCMM

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Paradigm shift of IT management

Paradigm →	Industrial Era - ITSM, Agile, DevOps, LEAN, 6Sigma, VSM, Scrum	Knowledge Era - DCMM, SFIA, ISO 44001, 56002,		
Underlying logic	Traditional Samuelson economy, Porter value chain, consistent and efficient processes as a source of value, elimination of waste, quantitative management	Information theory, new economy CORE ECON, complex systems, collaboration networks, value from knowledge, innovation & automation of routine work		
Analogy	Organization is a machine, input → output processing	Organization is an organism self improving its capabilities		
IT role	Service/Product provider to the business who is approached as a customer	Capability, IT is an integral part of the business		
IT work	Predefined processes, streams, workflows, variability is negative, decision making externalized	Knowledge work, dynamic clusters of interrelated activities, variability is normal, largely autonomous		
Management objectives	Productivity, efficiency, speed, SLAs, KPIs, velocity, waste reduction, time to market	Quality, collaboration potential, innovativeness, resilience, organization capabilities		
IT driving force	Demand from customers triggers IT activities	Improvements and innovation of business capabilities		
Information and feedback	Information is available any time at zero costs, feedback information is always correct, existence of external all-knowing instance (customer, stakeholder)	Information is a result of activity, costs are incurred, information is usually incomplete, non-verifiable and asymmetric, feedback is frequently delayed or missing		
Decision making	Customer's responsibility or zero cost activity, decision making happens instantly when required	Consuming resources (time), complex analysis, additional info can be required, effects of decisions are opaque		
Future	Predictable: $y = f(x)$	Non-predictable: $y_{n+1} = f(y_n, x, z,)$, path dependence		
IT is perceived as	A cost, IT costs should be below competition	An asset, IT should be sufficiently funded		

Drift to knowledge work

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Why DCMM

Unresolved challenges in actual models:

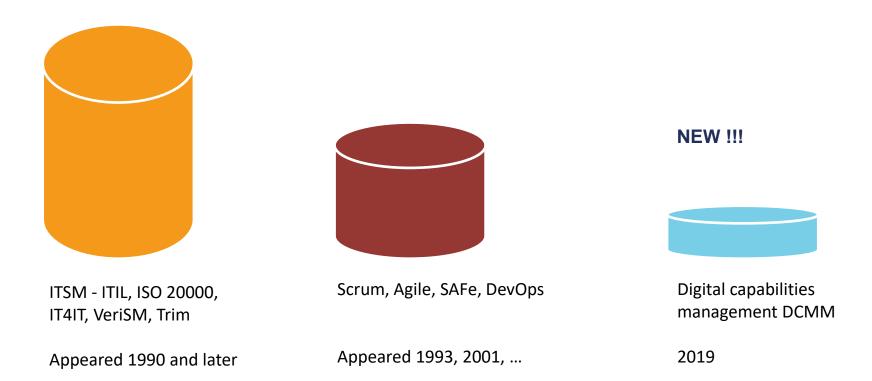
- IT is a knowledge work complex, changing
- What is IT doing? Why IT exists?
- Role of IT in digital transformation
- IT and exploration, innovation and collaboration
- Incomplete information, uncertainty, non linear future
- Visual management

New trends and thinking advances

- New economy paradigm CORE
 - https://voxeu.org/article/new-paradigm-introductory-course-economics Information is unverifiable, contract management is costly ...
- Al, ML, autonomous systems, Tesla, Alexa, AWS, Azure
- "The End of Agile" via <u>Forbes</u>
- Complex systems, Information theory, Collaboration network
- Old models are driven by proven myths
 "5 Busted Myths About Workplace Effectiveness" The more work employees have, the more effective they can be
- Beyond Budgeting challenging traditional budgeting practices

Managing IT as if the last 2 decades didn't happen?

- Two main groups of IT governance models
- Widely used by millions of organizations
- Is there any innovation in the last decade?



Methods and Contexts characteristics

Method/Model	Context	Roots	Objectives		
LEAN, Kanban VSM, 6Sigma	Repeated processes Closed systems	Production	Increased productivity Efficiency, throughput		
ITSM, ITIL, ISO2000	Service provisioning	Service industry	Cost efficiency Meeting requirements		
Agile, DevOps, Scrum	Engineering Product development	SW development	Time-to-market Meeting requirements		
Digital capabilities management DCMM	Knowledge work Complex adaptive systems	Information era	Exploration & Innovation Competitiveness		

Knowledge work of IT is not addressed by any existing model, DCMM is the first model recognising this new reality.

From services & products to digital capabilities



Key Management Practice Managed Strategy

APO02.01 Understand enterprise context and direction.

APO02.02 Assess current capabilities, performance and digital maturity of the enterprise.

APO02.03 Define target digital capabilities.

APO02.04 Conduct a gap analysis.

APO02.05 Define the strategic plan and road map.

APO02.06 Communicate the I&T strategy and direction.

Related Guidance (Standards, Frameworks, Compliance Requirements)

Detai



What you need to know about digital capabilities

Digital capabilities management

Digital capabilities management

ITIL, ITSM, Agile, DevOps, Scrum

Service
Product
Management
logic

DCMM
Digital capabilities
management model

Digital agents
Collaboration networks
Knowledge work
Innovation

Digital capabilities means organization level perspective which is a result of cross organization collaboration and collaboration with partners – combination of skills, knowledge, knowhow, experience, technology, data, algorithms. Product or service logic represents IT level perspective.

What is IT doing?



20% Processes ITSM

Knowledge work:

Information processing, analysis, pattern recognition, target definition, exploration, innovation, dynamic chains of activities = complex stories, unpredictable, non-linear, complex system, learning and unlearning, probability based decision making

Mental model: IT as a neural system, IT as a capability function

Models and methods: DCMM, RBA, ADRA

Processes, streams, workflows:

Demand driven, rule-based, algorithmic, performance, productivity, speed, waste, delays, output and outcome, linear, predictable, KPI, SLA

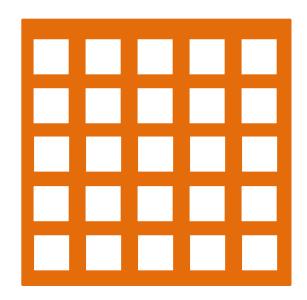
Mental model: IT as a factory, industrial era logic.

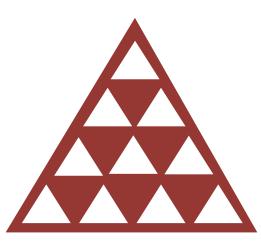
Models and methods: ITSM, ...SM, LEAN, Kanban,

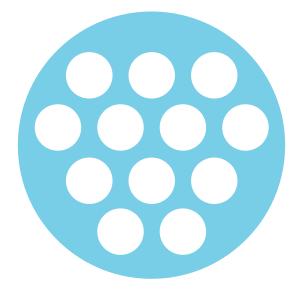
VSM, Kaizen



Patterns create the big picture of IT







Service Customer Service provider Requirements SLA Agile Product Sprint Feedback Velocity Capability
Organization
Collaboration
Innovation
Adaptations

IT is a service provider ITSM

IT is a software development Agile

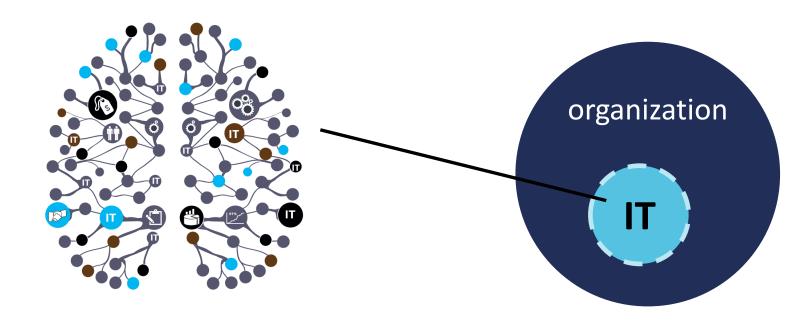
IT is a capability function DCMM

Aristotle: "We are what we repeatedly do."

IT is a neural system of its organisation

Being inside has consequences

- word "relationship" or "partner" is not suitable
- we can't separate ourselves from our neural system





Why DCMM

SERVICES

External service providers

- Economy fundamentals, Service Management processes and practices
- Customer receiving services meeting requirements
- Administration overhead required due to underpinning financial transactions
- Providing services to B and C

Example: ITIL, ISO/IEC 20000, IT4IT, TRIM, VeriSM, FitSM, COBIT, SIAM



PRODUCTS

Software development

- Software development per customer requirements
- Iterative development and fast feedback loop
- Customer focused
- Software products development for A and C

Example: Agile, Scrum, DevOps, Continuous Delivery



DIGITAL CAPABILITIES

Internal IT / CIO

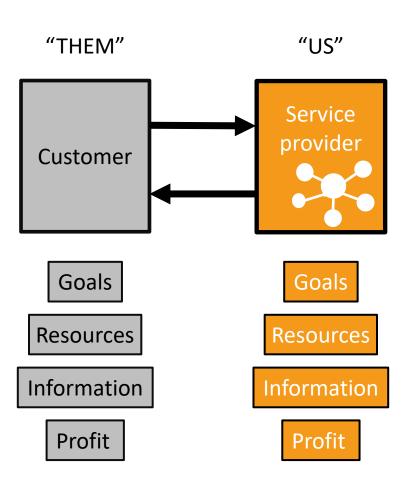
- Managing digital capabilities of the whole organisation
- Strategic role in digital transformation
- · Adaptivity, exploration and innovation
- Digital ecosystems, resilience, accepting uncertainty and missing information
- Minimizing self-administration overhead
- Autonomy, self-improvements, collaboration across departments and with external partners
- Purchasing products and services from A and B

Example: DCMM, ISO/IEC 44001, BRM

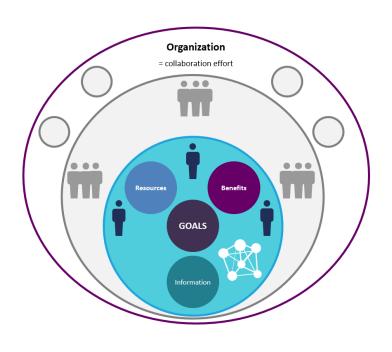
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Service provisioning Vs. Collaboration

Service/Product provisioning

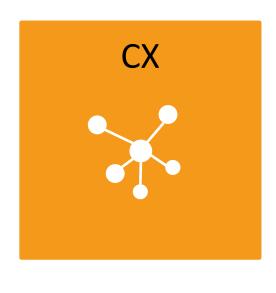


Collaboration



Shared purpose, goals, governance, information, knowledge, resources, risks

Customer and Collaboration experience



ITSM

Customer experience #CX

How services are perceived by customers Asymmetric, not reflecting customer behaviour One-to-many relationship



DCMM

Collaboration experience #CLX and Collaboration quality #CLQ Mutual collaborators' perception Many-to-many relationship



DCMM: Digital Capabilities Management Model Masterclass

"Navigate your organization through digital transformation with a modern, radically new IT management model, driven by collaboration, adaptability and energy efficiency"





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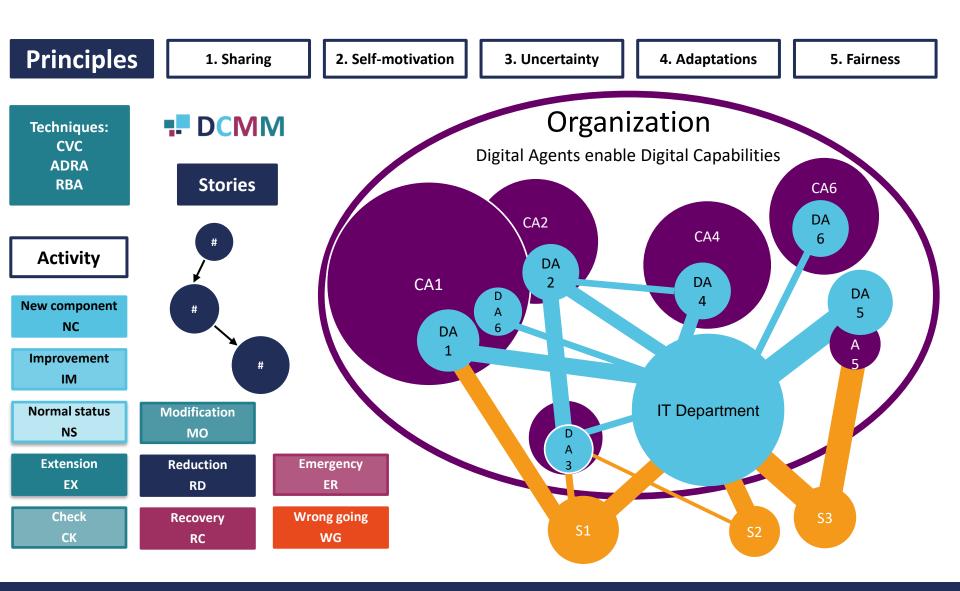
DCMM

Sources of inspiration

- Complex adaptive systems uncertainty, probability
- CORE ECON
- Collaboration, family, sport, biology, brain, ecosystems
- Convergence of computer sciences and biology AI, ML
- Information theory
- Innovation ecosystems, platforms, digital ecosystems
- How progressive CIOs already manage their ITs.



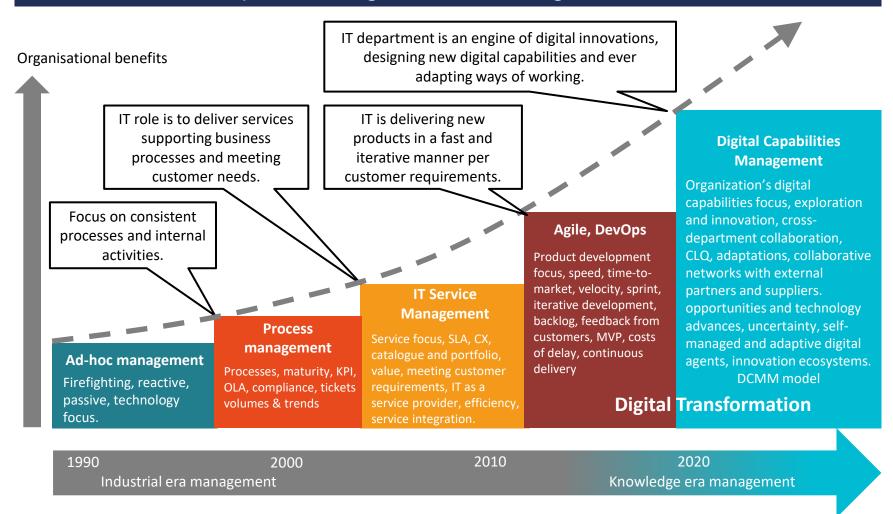
Digital Capabilities Management Model



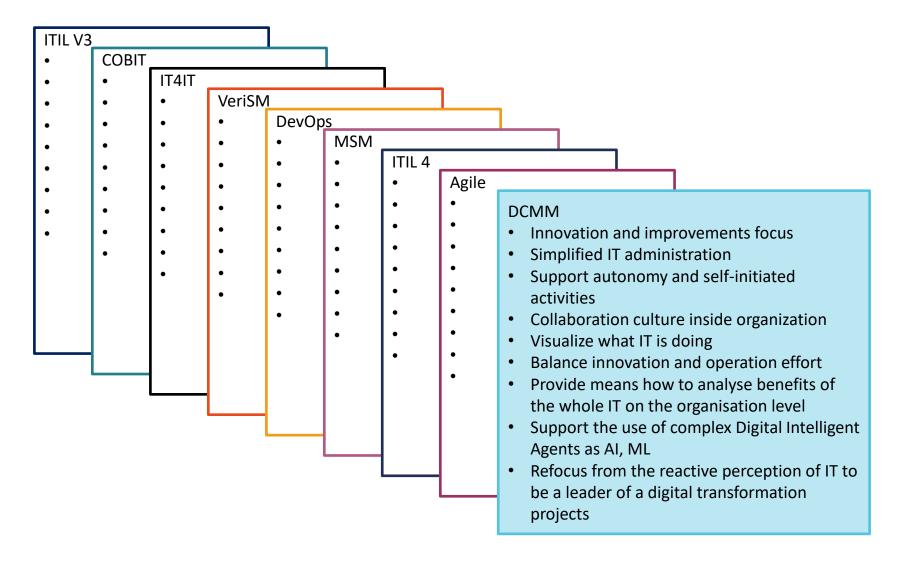


DCMM is the next generation model

Development stages of IT management models



How to choose your management model?



Body of knowledge



DCMM: Digital Capabilities Management Model – trainings structure

Course	Day 1	Day 2	Day 3	Day 4	Day 5	Day 6	Day 7	Badge
DCMM Masterclass	1 day course							□ DCMM * MASTERCLASS
DCMM Professional		2 day	course					CERTIFIED PROFESSIONAL
DCMM Manager				2 day	course			CERTIFIED MANAGER
DCMM Expert			5 day course					CERTIFIED EXPERT
Digital Transformation for CIO						1 day course		CERTIFICATION IN DIGITAL TRANSFORMATION
Digital IT Strategy							1 day course	CERTIFICATION IN DIGITAL IT STRATEGY
Theme:	Why DCMM and key components	DCMM ROI and project phases	Transforming IT management to DCMM	Managing IT using DCMM pattern	Driving IT innovation	Digital transformation of IT management	IT strategy for digital era organizations	



Opportunity introduced by DCMM

- Help CIOs to reposition IT from acting as a service provider to organisation's digital capability capable to innovate and explore new opportunities
- Decrease administration overhead of IT management
- Increase innovation potential of the organisations

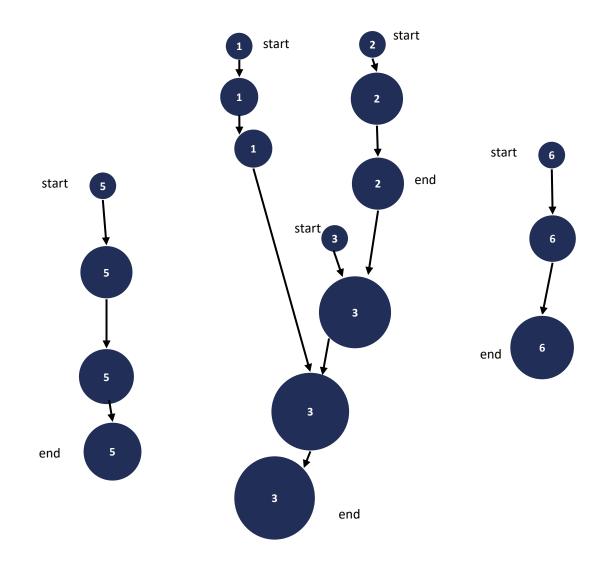
DCMM benefits		
35% IT innovation capability increase		
30% administrative overhead decrease		
38% IT personnel satisfaction increase		
24% IT quality perception increase of non IT people		

Partners

- Deliver consultancy using shared templates
 - DCMM feasibility study
 - DCMM project charter
 - Slide decks
- Deliver trainings Masterclass, Professional, Manager,
 Expert
- Become CIO adviser with an innovative approach to IT management, supporting CIO in digital transformation.

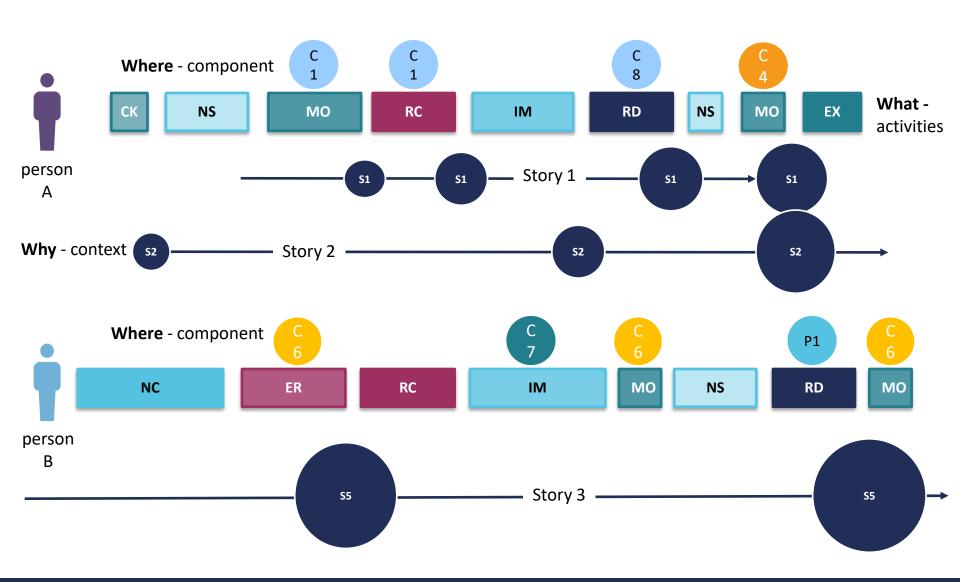
Thank you.

Stories are what happens every day in IT

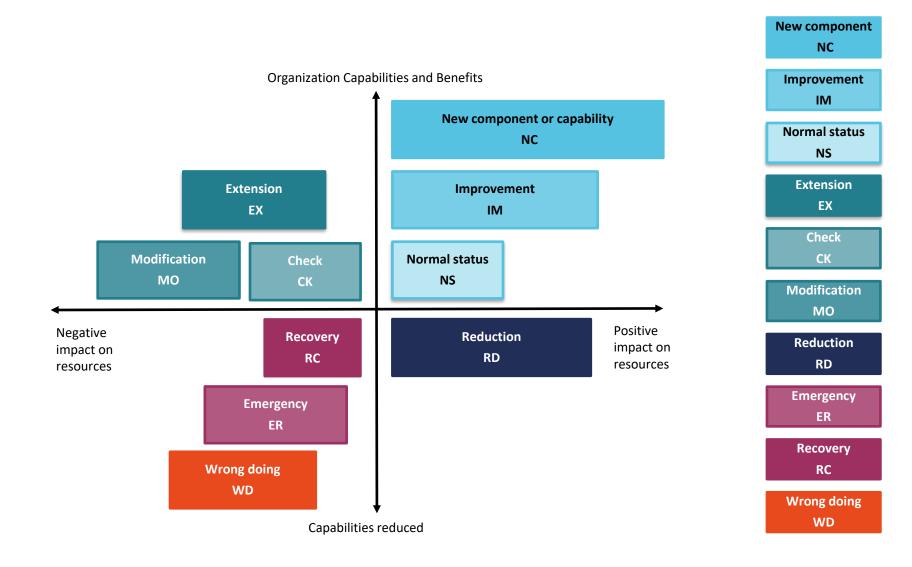




Visual board: 3W – What, Where, Why



Capability / Resources / Activities time bounded impact



Activities have different characteristics

