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*Effects of complex information presentation on  
change decision making*

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## **Abstract**

The result of using a Common Point of Reference framework decision base, to implement implicit information patterns, aimed to support business decisions during the initial phases of change and improvement projects, was examined in this study. Participants (n=30) were asked to solve four different assignments with a decision base as support consisting of fictive change project data from a fictive manufacturing company producing candy. The participants were also asked to evaluate the decision base on different dimensions like in terms of interest, stressfulness, visualization of patterns and relations etc. The control group and the test group had access to the same information but the presentation was different. The test group had access to a Common Point of Reference based structure implemented in the inorigo® software with non-typical visualization. The control group had the information made available in Excel and Power point documents. The results suggest that a Common Point of Reference framework decision base gives a foundation for more correct decisions in a shorter time frame. No significant interaction effects were found; however there seem to be a tendency for interaction effects of working experience and computer experience.

*Keywords:* Change Management, Improvement Management, Decision making, Common Point of Reference, Information Patterns

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## Introduction

In the business world Change is considered the new norm. Today's dynamic business environment is causing organizations to reframe the traditional view of what "normal" is. We are witnessing the effects of globalization, technology advances, complex multinational organizations, more frequent partnering across borders and company boundaries – just to mention a few of the enablers and accelerators of change (Jørgensen, Owen, & Neus, 2008). Studies of a large number of companies going through change concluded that the basic goal in almost every case is to make fundamental changes in how business is conducted in order to help cope with a new more challenging market environment. Based on the successful organization's results, eight consecutive steps to transform the organization were concluded (Kotter, 1995). See figure 1.

In all of these steps information and knowledge is central. Information and knowledge is playing a central role in economic growth since there is less return on traditional resources, labor, land and money (Kreiner, 2002).



**Figure 1** Kotter's eight consecutive steps to transform the organization (Kotter, 1995).

The amount of information produced and consumed in fast pace by businesses and organizations of today is continuously growing. This is demanding for more effective information management but also more effective presentation to support decision making. In the business operations various decision support systems are most likely present, even though these are not always optimized for the business. This is leaving room for, not only separate solutions like Access databases, Excel documents etc. that are less than effective for the efficient performance of knowledge workers. (See definition of knowledge worker at page 5)

There are a number of methodologies for change and improvement management like Six Sigma (Yüksel, 2012), Theory of constraints (Spector, 2011) and Lean (Sunder, 2013) just

to mention a few. During change and improvement projects however the supportive systems are not present which would allow the decision makers to see and understand the reality the decisions are based upon (Dageson, 2011). There is none available since the information forming the base for change decisions resides in numerous extracts from various systems. The document formats differs and are supplemented with a substantial amount of information in terms of knowledge and experience by the knowledge workers of the organizations going through change. Lack of an effective supportive decision tool make it difficult to prototype and simulate a change such as an organizational change, a process change or a technology change. This is leaving for rapid start of the change implementation on loose grounds; but for the Common Point of Reference by Ortelius Management examined in this study.

### ***Key Concept Definitions***

To clarify the starting point of my reasoning and to help understand the current situation, a few key concept definitions are provided.

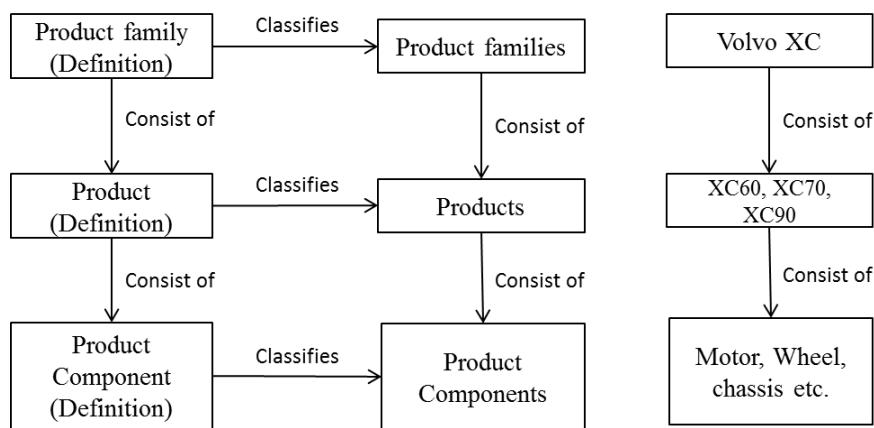
***Knowledge worker***, was coined by Drucker (1959) labeling anyone who works for a living at the tasks of developing or using knowledge. For example, a knowledge worker might be someone who works at any of the tasks of planning, acquiring, searching, analyzing, organizing, storing, programming, distributing, marketing, or otherwise contributing to the transformation and commerce of information and those (often the same people) who work at using the knowledge so produced.

***Common Point of Reference (CPR)*** is a concept, coined by the Swedish management consultant agency, Ortelius Management. A CPR is a logical information structure containing enterprise wide common information together with its interrelationships. It may serve mainly two purposes. First it may act as a foundation for decision support during change and improvement projects & initiatives; knowledge interaction like project portfolio analysis, markets analysis etc. Second, it may be connected to transactional systems like ERP (Enterprise Resource Planning), PLM (Product Lifecycle Management) etc.in order to support them with shared information otherwise stored in multiple places.

The CPR information structure is based on logical business information patterns used by business experts, e.g. a product structure describing a products different components at different abstraction levels. See figure 2. These patterns implemented in the structure are intended to depict the reality and those patterns utilized in intuitive decision making by the expert and they aim to support the knowledge worker decision making.

By connecting earlier unrelated information, never before connected because of technical and/or mental limitations, new opportunities to relate, visualize and understand specific information may arise (Dageson, 2011).

**inorigo®** is a software developed by Ortelius Management with abilities to organize information in a way that it can act as a Common Point of Reference for a whole enterprise. The software aims to secure the management of common knowledge within an organization and to support the business improvement process. It is built to capture the fundamental logics of the enterprise and to obtain the ability to analyze and simulate improvements. The core of the software is a model containing basic logic “building blocks” with which every enterprise may be defined. On top of this generic base model, layers of increasingly specific models of the enterprise are added (Ortelius Management AB, 2013).



**Figure 2** A simplified example of Ortelius base pattern for product showing a definition of a generic product hierarchy to the left, where or example a product consist of product components, is part of a product family and classifies actual products. A product family might be a Volvo XC consisting of the different models, which all has the same construction on a generic level.

**inorigo® Verso** is a module in the inorigo® software allowing for a visual representation, called *Verso Views* of selected parts of the information present in inorigo® (Ortelius Management AB, 2013) The functionality makes it possible to simulate, test and validate the modeled improvement. According to Harper (1988) management can be viewed as a five-step process: awareness, understanding making decisions, initiating change, and achieving desired results. The awareness stage includes the collection of quantitative data and the understanding stage focuses on mapping the relationships between various factors. inorigo® Verso aims mainly to be the knowledge worker tool for supporting the understanding stage (Ortelius Management AB, 2013).

## **Theory**

According to the cognitive perspective, the crux of learning and intelligence lies in the ability to mentally represent aspects of the world and to utilize these mental representations (Cohen, 1989) but no research has been found to study the linkage between the decision base information patterns and the cognitive result. Earlier research has mainly focused on the cognitive processes of decision making, e.g. the cognitive perspective on strategic decision making (Schwenk, 1988) and the existence of multiple links between emotion, cognition, and decision making have been mapped (Schwarz, 2000).

Neurobiological aspects of decision are studied and stochastic accumulator models account have been constructed to explain the time course of perceptual decisions (Purcell, et.al. 2010). A hypothesis about linkage between the biological level and the cognitive level has been presented by Chassy and Gobet (2011).

Within information technology adjacent subjects like decision support systems and artificial intelligence are covered.

**Decision theory:** Most decisions, especially the decisions in a change or improvement project, are not momentary. They take time, and it is therefore natural to divide them into phases or stages. A number of theories have evolved since the first was presented by the French philosopher Condorcet 1793. In general they can be divided in sequential models and non-sequential models were the sequential models having a strict order of the different states were the non-sequential allow the various parts of the decision process to come in different order in different decisions (Hansson, 2005).

In one of the most influential models that satisfy the non-sequential criterion proposed by Mintzberg, Raisinghani, & Théorêt (1976) the decision process consists of distinct phases, but these phases do not have a simple sequential relationship. The three major phases are: identification, development and selection.

The identification phase consists of two routines, decision recognition, in which problems and opportunities are identified and diagnosis, where the issues are clarified.

The second phase, development phase, serves to define and clarify the options and is too divided in of two routines. The first, search, is aiming at finding solutions, and the second, design is aiming at developing new solutions or modifying ready-made ones.

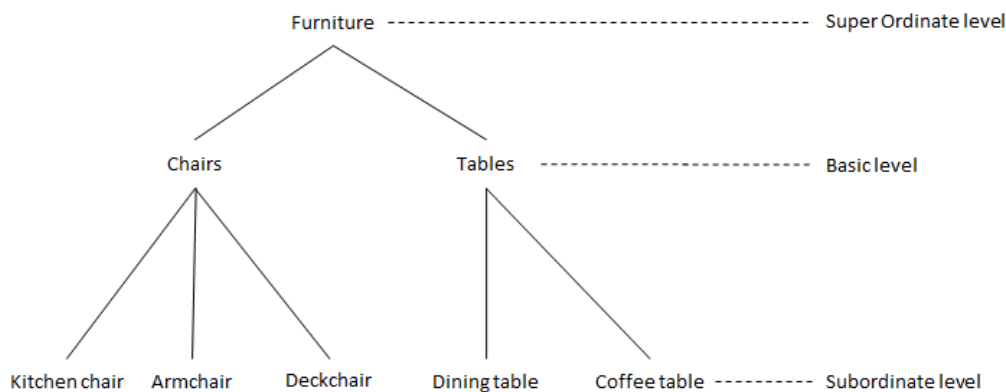
The selection phase is divided in three routines. The first, screen, is only evoked when there is a need for elimination suboptimal alternatives. The second, evaluation-choice is where the actual choice between the alternatives is made. It may include the use of one or

more of three "modes", (intuitive) judgment, bargaining and analysis. The third, authorization, is where approval for the solution selected is acquired higher up in the hierarchy.

Decision makers have fairly limited cognitive processing capacity. Consequently, when information overload occurs, it is likely that a reduction in decision quality will occur (Speier, Valacich, & Vessey, 1999).

**Associative theory** is an explanation of creative thinking as the process by which disparate elements come together in new combinations for a useful purpose (Russ & Dillon, 2011). There is a need for Associative Elements in creative thinking since an individual without the requisite elements in his response repertoire will not be able to combine them so as to arrive at a creative solution. For example an architect who does not know of the existence of a new material can hardly be expected to use it creatively. The organization of an individual's associations will influence the probability and speed of attainment of a creative solution (Mednick, 1962).

**Expert Knowledge Theory** states that experts may structure their knowledge differently compared to novices. They form different categories, use different attributes to distinguish between the categories and they represent relationships between these categories differently. Rosch, Mervis, Gray, Johnson, & Boyes-Braem (1976) proposed that categories are organized in conceptual hierarches. An example of such categories is shown in figure 3.



**Figure 3** An example of a category hierarchy with a Super Ordinate level of Furniture, where on a basic level Chairs and Tables all are furniture. The Subordinate level consists of an even further more specified nomenclature like different kinds of chairs and tables.

At the basic level the concepts was most clearly defined and best differentiated from other related categories and was cognitively most accessible. The super ordinate and sub ordinate level was less accessible. There was found evidence that the basic level shifts with expertise moving down the hierarchy.



**Expert Decision making:** Two key concepts are central in expert decision making, the development of *schemas*, and the application of these (Schwenk, 1988). These schemas utilized by the decision maker may be closely related to intuition. In scientific study of business expertise, intuition plays an important role. For example, Prietula and Simon (1989) and Klein (2003) have documented how executives typically make decisions rapidly, without systematically evaluating available options. The result is noteworthy since business textbooks recommend a different approach. Based on classic economics, executives should consider the different options in turn, compute their utility, and choose the maximized utility option. An explanation, supported by Preiz (2008) might be that experience affects the organization of knowledge since expert knowledge is organized according to highly sophisticated schemas, whereas novices lack this ability to create a deep information structure and therefore, intuition is seen playing an important role in expert decision making. A related theory is that we simply do not need to make complex decisions. The human is a good at sorting out the relevant information and disregard the complexity (Marewski, Gaissmaier, & Gigerenzer, 2010).

Intuition has attracted a lot of attention in psychology. During the 1990s the floodgate opened mostly due to the advancements in psychology and neuroscience research. However there are several constructs coexisting depicting intuition as a source of knowledge, a particular process or a structure of the brain. In the field of judgment and decision making, the process view is the dominant but with several different explanatory mechanisms for the underlying process (Sinclair, 2010).

In a stable and moderately unstable environment, intuition needs to be used with caution, less often and in combination with rational analysis. In an unstable environment intuition might be used more often (Khatri & Ng, 2000).

Betsch & Glöckner (2010) concludes that intuition is the capability of quickly processing multiple pieces of information without noticeable cognitive effort.

Based on the fact that the human brain has limited capacities in managing large amounts of data and therefore relies on pattern recognition in the decision process the study aims to find support for intuitive support of a pattern based decision foundation.

It is clear that it is not a question whether intuition should be used or not in favor of an analytical approach. Business Executives needs to use their intuition, and will need to be explorers but when the information and complexity is growing support is needed (Harper, 1988). In view of todays trend of a continiously increasing complexity and pace of the business climate, intuition is expected to most likely play an increasingly role in strategic

decision making. Experience from different situations might be usable in others as long as the underlying logic is the same (Khatri & Ng, 2000).

### ***Objective***

inorigo® is used by Ortelius Management consultants and customers as a supportive tool in change and improvement projects. No study of the inorigo® tool or the CPR concept has been conducted. There are loose suggestions from the usage of inorigo® in various projects but no quantitative information is present of the effect.

The purpose of the present explorative study was to examine how visual presentation, structure and format of large amounts of information including complex dependencies may affect the result of change project decision making and how the information presentation is perceived in order to gain knowledge about how change management may be supported more efficiently. The objective was to identify differences in result of lifelike problem solving, issues close to reality in a change project, by comparing the results of a test group using an inorigo based decision base with a control group utilizing a decision base with the same information divided in separate documents that is common in change projects today.

### ***Hypothesis***

Since experts base their knowledge storage on hierarchies and categories (Rosch, Mervis, Gray, Johnson, & Boyes-Braem, 1976); decision making involve identification and selection of alternatives (Mintzberg, Raisinghani, & Théorêt, 1976); associations between elements aid creativity and creative solutions the expectation was to find significant differences between the test group and the control group; further, that the test group would achieve significantly shorter solution time on the assignments and more correct results since the test group would benefit from the implemented information patterns. It was also expected to find significant differences between the test group and the control group, in how the decision base was perceived.

There were no expectations to find any differences between the test group perceived utility and the control group perceived utility since the non-inorigo users of the control group would probably rate the decision base as high as the test group since non-inorigo users are familiar with Excel as a tool for information management. The following hypothesis´ and questions were set up:

*Hypothesis 1:*

*Null hypothesis:* The test group average solution time is not significantly better compared to the control group average solution time.

*Alternative hypothesis:* The test group average solution time is significantly better compared to the control group average solution time.

*Hypothesis 2:*

*Null hypothesis:* The test group average result is not significantly better in comparison

*Alternative hypothesis:* The test group average result is significantly better compared to the control group average result.

*Hypothesis 3:*

*Null hypothesis:* There are no significant differences between the test group decision base perception and the control group decision base perception.

*Alternative hypothesis:* There are significant differences between the test group decision base perception and the control group decision base perception.

*Question 1:* In what aspects can differences be found in the way the decision base is perceived by the participants??

- a) Interest
- b) Stressfulness
- c) Clarity
- d) Visualization of patterns and relations
- e) Easy to understand
- f) Distinctiveness
- g) Easy to use

*Hypothesis 4:*

*Null hypothesis:* There are significant differences between the test group decision base perceived utility compared to the control group perceived utility.

*Alternative hypothesis:* There are no significant differences between the test group decision base perceived utility compared to the control group perceived utility.

## **Method**

Two designs were initially evaluated for this study. A quantitative design based on problem solving and a qualitative based on deep interviews. The quantitative design was selected in lieu of a qualitative in order to get a measurable result with higher validity and reliability.

### ***Participants***

Participants were 30 Swedish knowledge workers and managers (16 knowledge workers, 14 managers; 21 male, 9 females; M age=42.3, SD=5.59 range 27–51) with a mixed working experience (M Working experience (years)=17.8, SD=6.61 range 3–30), a mixed Excel experience (M Excel experience (years)=15.2, SD= 4.28 range 5–25) and a mixed inorigo experience (M inorigo experience (years)= 2.3, SD=3.14 range 0–11)

The participants were randomly selected from Ortelius network of partners and customers in Stockholm and Malmö region and with block randomization assigned to either a test group solving problems with information presented in inorigo®, or a control group solving problems with information presented in a format with MS Excel and MS PowerPoint.

Based on the demographic attributes collected in the questionnaire the participant population is described in detail in table 1.

**Table 1**

N for each demographic attribute of the participant population

Variable	Sex		Age			Working exp.		Occupation		Education		Excel exp.		inorigo exp.			Comp. exp.		Group			
	W	M	<30	30-50	>50	≤ 15 y	>16 y	K	W	Mgr	H	S	U	≤ 5 y	>5 y	no	≤ 5 y	>5 y	G	V G	Test	Ctrl.
Sex	Women	9																				
	Men	-	21																			
Age	Age < 30	0	1	1																		
	Age 30-50	8	20	-	28																	
	Age >50	1	0	-	-	1																
Working experience	≤5	0	1	1	0	0	15															
	>5	9	20	0	28	1	-	19														
Occupation	Knowledge worker	6	10	1	14	1	6	10	16													
	Manager	3	11	0	14	0	5	9	-	14												
Education	High school	0	2	0	2	0	0	2	1	1	2											
	University	9	19	1	26	1	11	17	15	13	-	28										
Excel Experience	≤5 y	1	0	0	1	0	0	1	0	1	0	1	1									
	>5 y	8	21	1	27	1	11	18	16	13	2	27	-	29								
inorigo experience	no																					
	experience	5	12	0	17	0	7	10	7	10	2	15	1	16	17							
	≤5 y	0	7	1	6	0	3	4	5	2	0	7	0	7	-	7						
	>5 y	4	2	0	5	1	1	5	4	2	0	6	0	6	-	-	6					
Computer experience	Good	4	10	0	14	0	4	10	6	8	2	12	1	13	9	4	1	14				
	Very Good	5	11	1	14	1	7	9	10	6	0	16	0	16	8	3	5	-	16			
Group	Test	5	10	1	14	0	6	9	7	8	0	15	1	14	8	4	3	9	6	15		
	Control	4	11	0	14	1	5	10	9	6	2	13	0	15	9	3	3	5	10	-	15	

## **Material**

The material used in the survey consisted of a Lenovo T520 Laptop with a decision base, fictive data supporting change management within a fictive manufacturing company; a questionnaire; a smartphone for measuring time. The decision base and the questionnaire both described in detail below.

**Decision base:** The information used by the test group and the control group was the same but the format differed. Table 2 shows an overview of the material size and content used in the survey.

**Table 2**

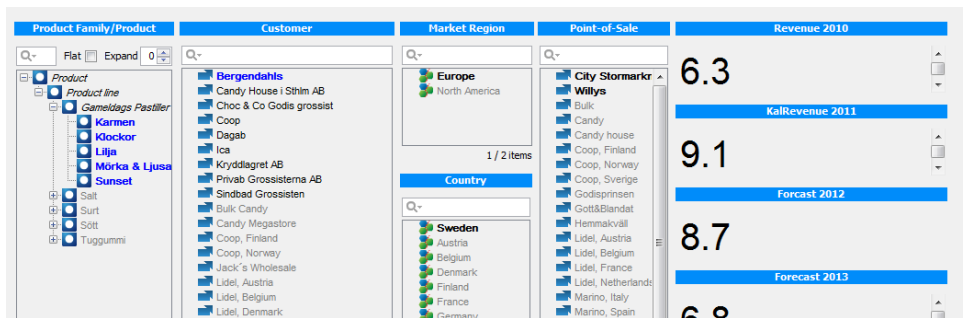
Content overview

<b>Entity</b>	<b>Number of items</b>	<b>Details</b>
Customer Survey Data	893	Age, Sex, Favorite, Number of Purchases/Month, Budget, Point of Sale
Products	35	Product name, Product line, Brand
Customers	27	Customer, Market, Purchaser, KAM, Delivers to (Point-of sale)
Customer Revenue	850	Product, Customer
Employees	82	Given Name, Family Name, Person number, Department, Role
Competence Matrix	1260	Competence, Ability, Role
Competence Survey	4860	Competence, Ability, Employee
Strategic Initiatives	4	Target, Initiative, Responsible, Budget, Project Group

The test group accessed the information via four different Verso Views in inorigo®. The Verso Views presented the information in a structured way with underlying information patterns implemented, giving the participant the ability by clicking on an information object automatically see the related objects and calculus when applicable. See example in figure 4.

The control group had the information structured on a number of different sheets in the same Excel document and a print-out of a number of Power Point slides. An example is presented in figure 5.

In order to verify the relevance and validity of the material constituting the decision base as well as the format of the information presentation the material was presented to Ortelius CTO and minor adjustments were conducted.



*Figure 4* In the leftmost selection box the product structure is presented where the products are grouped within product families. When selecting a product family the corresponding products are selected.

Product	Choc & Co Godis grossist	Sindbad Grossisten	Candy Hc
1			
2		1,9	2,3
3		2,5	1,8
4		2	1,4
5		2,1	1,2
6		2,2	1,1
7		1,8	2,2
8		2,4	1,1
9		1,1	2,2
10		1,6	2,3
11		1,5	1,8
12		2,3	1
13		1,3	2,2
14		1,5	1,8
15		1,5	2,1
16		1,1	1,5
17		1,8	1,3
18		2,4	1,8
19		1,8	2,2
20		1,6	1,8
21	Karmen	1,4	1
22	Lilja	2,4	1,8
23	Klockor	1,8	1,4
24	Mörka & Ljusa	1,2	1,1
25	Sunset	1	2,4
26	Chew Mint	1,9	1,9
27	Chew Mint Extra	2,4	1,9

Product	Product line	Brand
14	Slata Kepsar	Salt
15	Sura nappar	Surt
16	Sura Biljar	Surt
17	Sura Svampar	Surt
18	Sura Nallar	Surt
19	Sura kulor	Surt
20	Sura Kepsar	Surt
21	Karmen	Pastiller
22	Lilja	Pastiller
23	Klockor	Pastiller
24	Mörka & Ljusa	Pastiller
25	Sunset	Pastiller
26	Chew Mint	Tuggummi
27	Chew Mint Extra	Tuggummi

*Figure 5* One Excel sheet is displaying the product structure (A), information utilized when selecting products when analyzing product family performance (B).

The inorigo® model used for storing the information present in the study was Ortelius base patterns for: Product, Organization, Competence and Strategy. See Appendix A for information about the introduction to the material and Appendix B for further details on the decision base.

***Questionnaire:***

The questionnaire consisted of an introduction, a demographic section and then four different assignments from different four areas followed. The four areas were: 1. Market Analysis, 2. Product Analysis, 3. Strategy and 4. Human Resource. An example of an assignment:

***Example 3/4 of a decision foundation***

*This problem is solved with information about Customers & Markets gained via a market survey.*

***Assignment 1***

*Which Point-of-Sale in USA has customers with the lowest candy budget?*

The four assignments were accompanied with multiple choice answers and a complementing question measuring the estimated benefit of the actual presenting format of the information in topic on a ten grade scale. An example:

*To which extent do you find the decision basis format support analysis like market analysis, customer surveys etc.?*

Upon completion of the assignments, seven statements were presented where the participant was asked to, on a ten grade scale (1=Do not agree; 10=Agree), specify his/her agreement. A ten grade scale was selected to get a good spread and to avoid the central tendency. The seven statements were:

1. The decision base is interesting
2. The decision base causes stress
3. The decision base is clear
4. The decision base clearly visualize patterns and relations
5. The decision base is easy to understand
6. The decision base is distinctive
7. The decision base is easy to use

In appendix C further questionnaire details are described.



## ***Procedure***

Before the start the participants were introduced to the study and instructed to that their individual results would not be presented in any way and they should try do disregard my presence during the assignments. They were also instructed that they would not receive any help or any answers to any questions during the assignments. After filling in demographic information the participants were presented an overview of the information describing the basic relations and the overall content.

In the test group a walk-through of the four different Verso Views constituting the decision basis were conducted. In the control group a walk-through of the MS Excel and Power Point material were conducted. The Power Point document was printed out in order to minimize the disruption of selecting between different applications.

After reading the first of the four assignments the participants searched for an answer with help of the information presented and the time for finding the answer was measured in seconds. When an answer was selected, the time was noted and an estimation of the decision base benefit for the assignment was conducted by the participant. The same pattern was repeated for the three other following assignments.

## **Result**

Independent t-tests were conducted to compare the results from the test group with the results from the control group. When interpreting the Eta square the guidelines from Cohen (1988) were used. A two-way between-groups analysis of variance was conducted to explore the impact of computer experience and working experience on the scoring result. Relationships between the questionnaires were investigated using Pearson product-moment correlation coefficient. The results are presented first for the assignments and then the questionnaire propositions.

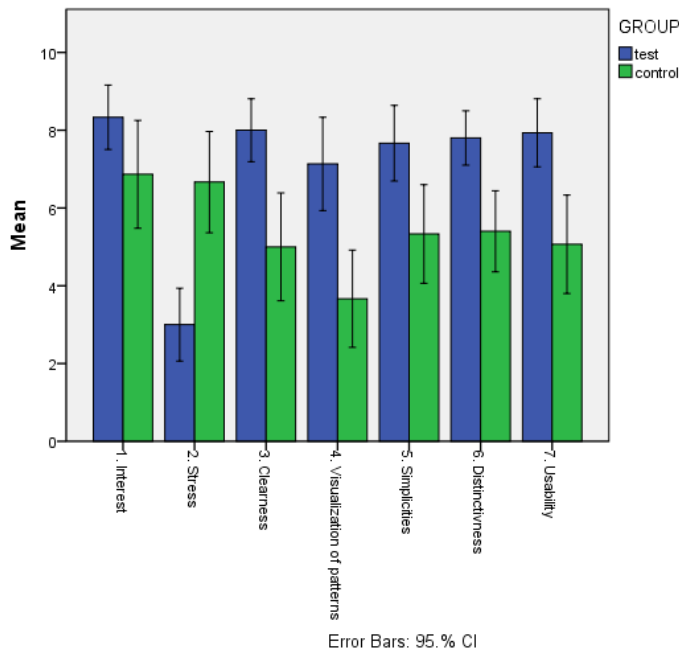
## ***Assignments***

An independent-samples t-test was conducted to compare scores (number of correct answers) for the test group and the control group. There was a significant difference in scores for the test group ( $M=3.00$ ,  $SD=0.756$ ) and control group ( $M=2.20$ ;  $SD=0.862$ ;  $t(28)=2.70$ ,  $p=0.01$ , two-tailed). The magnitude of the difference in the means (mean difference= $0.80$ , 95% CI:  $0.194$  to  $1.41$ ) was large (eta squared= $0.21$ ). Furthermore an independent-samples t-test was also conducted to compare the total time for solving the assignments (measured in seconds) for the test group and the control group. There was a significant difference in scores

for the test group (M=408, SD=212) and control group (M=855; SD=403;  $t(28) = -3.80$ ,  $p < 0.01$ , two-tailed). The magnitude of the difference in the means (mean difference=-447, 95% CI: -687 to -206) was large (eta squared=0.34).

### ***Propositions***

The results from the propositions are visualized graphically in diagram 1 below.



**Diagram 1** The diagram shows the result on the propositions in the questionnaire.

### ***Stress***

An independent-samples t-test was conducted to compare result on the questionnaire stress proposition for the test group and the control group. There was a significant difference in the result for the test group (M=3.00, SD=1.69) and control group (M=6.67; SD=2.35;  $t(28) = -4.91$ ,  $p < 0.01$ , two-tailed). The magnitude of the difference in the means (mean difference=-3.67, 95% CI: -5.20 to -2.14) was large (eta squared = 0.46). The result suggests that the control group participants were more stressed than the test group participants during the test.

### ***Usefulness***

An independent-samples t-test was conducted to compare experienced decision base usage for the test group and the control group. There was a significant difference in the result for the test group (M=7.93, SD=1.58) and control group (M=5.07; SD=2.28;  $t(28) = 4.00$ ,

$p < 0.01$ , two-tailed). The magnitude of the difference in the means (mean difference = 2.87, 95% CI: 1.40 to 4.34) was large (eta squared = 0.36).

An independent-samples t-test was conducted to compare the average usage decision base usage for the test group and the control group rated after each assignment. There was a significant difference in the result for the test group ( $M = 7.80$ ,  $SD = 1.24$ ) and control group ( $M = 5.70$ ;  $SD = 1.66$ ;  $t(26) = 3.94$ ,  $p < 0.01$ , two-tailed). The magnitude of the difference in the means (mean difference = 2.10, 95% CI: 1.00 to 3.20) was large (eta squared = 0.36). The result suggests that the test group participants found the decision base more useful compared to the control group participants.

### *Interest*

An independent-samples t-test was conducted to compare the result between the test group and the interest induced by the material during the assignments for the test group and the control group. There was a no significant difference in the result for the test group ( $M = 8.33$ ,  $SD = 1.50$ ) and control group ( $M = 6.87$ ;  $SD = 2.50$ ;  $t(28) = 1.95$ ,  $p = 0.06$ , two-tailed). The magnitude of the difference in the means (mean difference = 1.46, 95% CI: -0.08 to 3.01) was large (eta squared = 0.12). The result suggests that the control group participants were just as interested as test group participants during the test.

### *Visualization of patterns*

An independent-samples t-test was conducted to compare to what extent information patterns was visualized in the material for the test group and the control group. There was a significant difference in the result for the test group ( $M = 7.13$ ,  $SD = 2.17$ ) and control group ( $M = 3.67$ ;  $SD = 2.26$ ;  $t(28) = 4.29$ ,  $p < 0.01$ , two-tailed). The magnitude of the difference in the means (mean difference = 3.47, 95% CI: 1.81 to 5.12) was large (eta squared = 0.40). The result suggests that the test group participants more clearly saw the information patterns compared to the control group participants during the test.

### *Clearness:*

An independent-samples t-test was conducted to compare to what extent the decision base was perceived clear to the test group and to the control group. There was a significant difference in the result for the test group ( $M = 8.00$ ,  $SD = 1.46$ ) and control group ( $M = 5.00$ ;  $SD = 2.51$ ;  $t(28) = 4.00$ ,  $p < 0.01$ , two-tailed). The magnitude of the difference in the means (mean difference = 3.00, 95% CI: 1.45 to 4.54) was large (eta squared = 0.36). The result suggests that the test group participants judged the decision base as more clear compared to the control group participants' judgments.

*Easy to understand:*

An independent-samples t-test was conducted to compare to how easy the decision base was to understand in the test group and in the control group. There was a no significant difference in the result for the test group (M=7.67, SD=1.76) and control group (M=5.33; SD=2.29;  $t(26)=3.13$ ,  $p<0.01$ , two-tailed). The magnitude of the difference in the means (mean difference=2.33, 95% CI: 0.80 to 3.87) was large (eta squared=0.26). The result suggests that there were no differences between the test group and the control group, in how easy the decision base was to understand.

*Distinctiveness:*

An independent-samples t-test was conducted to compare to what extent the decision base was perceived distinctive in the test group and in the control group. There was a significant difference in the result for the test group (M=7.80, SD=1.27) and control group (M=5.40; SD=1.88;  $t(28)=4.10$ ,  $p<0.01$ , two-tailed). The magnitude of the difference in the means (mean difference=2.40, 95% CI: 1.20 to 3.60) was large (eta squared=0.38). The result suggests that the test group participants found the decision base more distinctive compared to the control group participants.

*Usability:*

An independent-samples t-test was conducted to compare to how usable the decision base was perceived to use in the test group and in the control group. There was a significant difference in the result for the test group (M=7.93, SD=1.58) and control group (M=5.07; SD=2.28;  $t(28)=4.00$ ,  $p<0.01$ , two-tailed). The magnitude of the difference in the means (mean difference=2.87, 95% CI: 1.40 to 4.34) was large (eta squared=0.36). The result suggests that the test group participants found the decision base more useful than the control group participants during the test.

**Questionnaire reliability:**

The relationships between how information patterns are visualized, how easy the decision base was interpreted, how clear and simple the decision base was judged, how good overview the decision base gave, how distinctive the decision base was found and how usable the decision base was found was investigated by calculating Cronbach's Alpha coefficient of 0.93. See table 1 below.

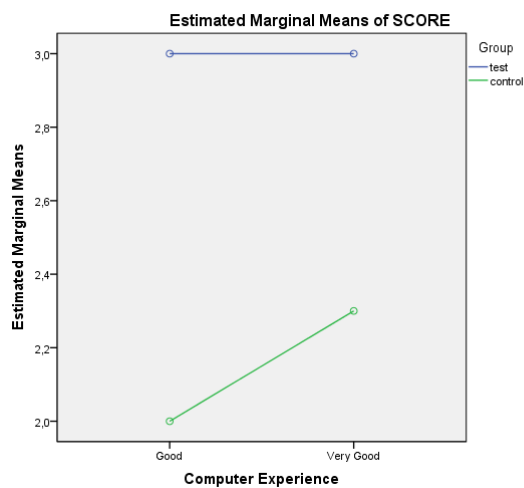
**Table 3**

Inter correlation of decision base judgments (Questionnaire Proposition 3-7).

Proposition	3. Clearness	4. Visualization of patterns	5. Simplicities	6. Distinctiveness	7. Usability
3. Clearness	(.86)				
4. Visualization of patterns	0,79	(.85)			
5. Simplicities	0,83	0,80	(.83)		
6. Distinctiveness	0,64	0,70	0,63	(.76)	
7. Usability	0,80	0,75	0,68	0,81	(.84)

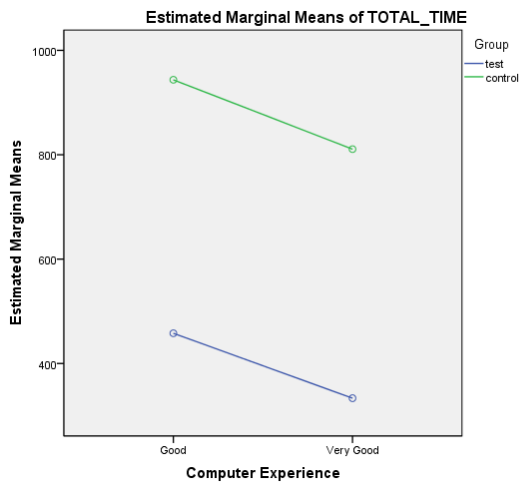
**Interaction effects:**

A two-way between-groups analysis of variance was conducted to explore the impact of computer experience in the two groups on the scoring result. No interaction effect for computer experience were found,  $F(1, 26)=0.22, p=0,64$ . The tendency is shown in diagram 2.



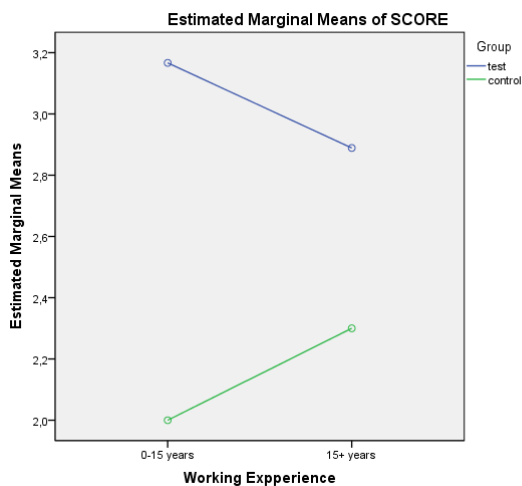
**Diagram 2** The diagram shows the tendency of computer experience interaction effect on the assignments result.

A two-way between-groups analysis of variance was conducted to explore the impact of computer experience in the two groups on the solution time. No interaction effect for computer experience were found,  $F(1, 26) < 0.01$ ,  $p = 0.97$ . The tendency is shown in diagram 3.



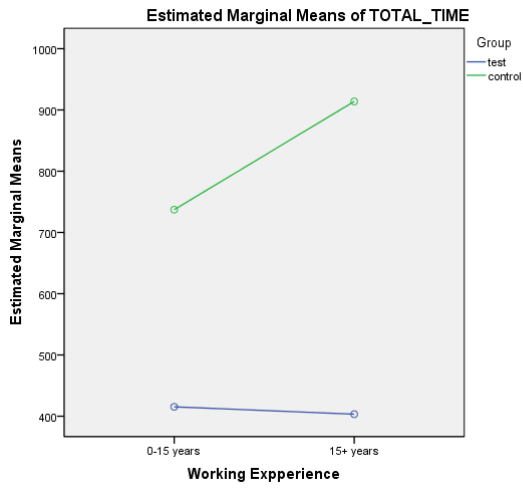
**Diagram 3** The diagram shows the tendency of computer experience interaction effect on the assignments solution time.

A two-way between-groups analysis of variance was conducted to explore the impact of working experience in the two groups on the scoring result. No interaction effect for working experience were found,  $F(1, 26) = 0.84$ ,  $p = 0.37$ . The tendency is shown in diagram 4.



**Diagram 4** The diagram shows the tendency of working experience interaction effect on the assignments result.

A two-way between-groups analysis of variance was conducted to explore the impact of working experience in the two groups on the solution time. No interaction effect for working experience were found,  $F(1, 26) < 0.57$ ,  $p = 0.46$ . The tendency is shown in diagram 5.



**Diagram 5** The diagram shows the tendency of working experience interaction effect on the assignments solution time.

## General Discussion

The aim of the present research was to examine the impact of having implicit information patterns implemented in the decision base. Based on the theories of expert knowledge, expert decision making and association theory, there was reason to believe that utilization and implementation of information patterns would give benefits in decision making and therefore I expected to find a more accurate result and shorter solution time in the test group with the CPR-based decision base combining an analytic and explorative approach and revealing hidden patterns, compared to the control group with a decision foundation based on information divided in separate documents, commonly used in change and improvement projects today.

### *Hypothesis*

#### *Hypothesis 1:*

The independent-samples t-test conducted to compare the total time for solving the assignments for the test group and the control group resulted in a significant difference in total time suggesting that null hypothesis could be rejected. This suggests that the test group average solution time is significantly better compared to the control group average solution time. The magnitude of the difference in the means was large ( $\eta^2=0.34$ ) suggesting 34% of the variance in solution time can be referred to the decision base. This leaves 76% unexplained. I find it likely to believe that computer skill and working experience may interact. With a larger population a two-way between-groups analysis of variance could most likely find significant results.

The reason for the relative large difference in solution time is most likely the utilization of the patterns and the effect has been expressed in real life projects but has until now not been quantified. The practical usage of the result is that it is effective to have the information structured in a general way supporting different ways of analysis.

#### *Hypothesis 2:*

The independent-samples t-test conducted to compare scores (number of correct answers) for the test group and the control group resulted in a significant difference in total time suggesting that null hypothesis could be rejected. This suggests that the test group average score is significantly better compared to the control group average score. The magnitude of the difference in the means was large ( $\eta^2=0.21$ ) suggesting 21% of the variance in scoring can be referred to the decision base. This leaves 79% unexplained. I find it likely to believe that computer skill and working experience may interact. With a larger



population a two-way between-groups analysis of variance could most likely find significant results.

The actual difference in scoring is not that large due to the limited number of assignments. To receive a result with higher validity a larger number of assignments should be used. See further section: Strengths and weaknesses of the study.

The practical usage of the result is that the number of errors in the analysis may be minimized due to a higher grade of automation and the usage of the information patterns.

### *Hypothesis 3:*

The independent-samples t-test conducted to compare the result on the propositions about the decision foundation: “Interest”, “Stressfulness”, “Clarity”, “Visualization of patterns and relations”, “Easy to understand”, “Distinctiveness” and “Easy to use” resulted in significant differences in some of them suggesting that null hypothesis could be rejected. There is a difference in how the material is perceived. Each aspect is discussed below:

*Interest:* No significant difference was in found, however the high average result of the test group (M=8.33, SD=1.50) and control group (M=6.87; SD=2.50) may also indicate a high interest for the survey as such as expressed by most of the participants.

*Stressfulness:* A significant difference was found indicating that working with a decision base in Excel and Power point induce more stress than working with the same material in CPR based decision base. 73% of the variance in stress is related to the decision base presentation. The actual reasons for the stress is not surveyed which might be a weakness. A part of the stress is most likely referable to the test situation as such but that does not explain why the control group experience more stress. One reason might be that the control group participants need to “work” more for the result which takes time and is possibly perceived stressful.

*Clarity:* A significant difference was found in how clear the decision base was perceived. There is a larger variation in the test group which is not further explored. It might be the case that more experienced might perceive the decision base clearer due to their expert knowledge. This could be examined with a larger population.

### *Visualization of patterns and relations:*

A significant difference was found in how the participants found patterns and relation visualized. The magnitude of the difference in the means (mean difference=3.47, 95% CI: 1.81 to 5.12) was large (eta squared=0.40). This result suggests that the decision base utilized by the test group significantly better visualize the underlying information patterns and 40% of the variance is related to the decision base presentation. This leaves 60% unexplained.

Another factor affecting the result to a large extent might be experience that could be examined with a larger population.

*Easy to understand:*

No significant difference in the comparison of result for the test group and the control group even though there was a tendency for the test group to judge the decision base easier to understand. This is interesting due to the familiarity of Excel and Power point and the unfamiliarity of the inorigo® tool and given a very short introduction of the later.

*Distinctiveness:*

The significant difference found in the judgment of distinctiveness is likely to be related to the visualization of information patterns. 41% of the variance is found related to the decision base.

*Easy to use:*

The independent-samples t-test conducted to compare the average judge of how easy the decision base was to use resulted in significant difference, probably related in large extent to how easy the decision base was to understand. The magnitude of the difference in the means (mean difference=2.87, 95% CI: 1.39 to 4.34) was large (eta squared=0.41) suggesting that 41% of the variance is related to the decision base. Computer skill and experience is most likely to interact.

*Hypothesis 4:*

The independent-samples t-test conducted to compare the average judge of the decision base usage for the test group and the control group rated after each assignment resulted in significant difference in the result for the test suggesting that the null hypothesis could not be rejected. The magnitude of the difference in the means (mean difference= 2.10, 95% CI: 1.00 to 3.20) was large (eta squared=0.36) suggesting that 36% of the variance is related to the decision base. The result suggests that there is a significant difference in the perceived utility of the two different presentation forms of the decision base. The CPR-based decision base was perceived more useful.

***Questionnaire reliability:***

The results of the correlation conducted suggest that there is a relationship between how information patterns are visualized, how easy the decision base was interpreted, how clear and simple the decision base was judged, how good overview the decision base gave, how distinctive the decision base was found and how usable the decision base indicating that they are measuring the same construct.

### ***Interaction effects:***

No significant interaction effects were found; however it is interesting to note that there seem to be a tendency for an interaction effect of working experience. Working experience seems to have a positive effect in the control group but a negative effect in the test group. There seems also to be an interaction effect of computer experience on the solution time and scoring.

Maybe, the younger and less experienced (work) but with better and or longer computer skill were more open for new ideas and learn quicker. This might relate to why in my experience more experienced stick with traditional tools. They might have a hard time learning new things and forgetting old.

### ***Strengths and weaknesses of the study***

#### ***Strengths***

The aim of the present study was to explore the result of the utilization of a decision base with information patterns implemented compared to a traditional decision base with information in separate documents, both containing the same core information . The information available and the two presentation forms were validated before the test and comments were made during the test indicating that both types of design were close to reality suggesting that the results have validity.

#### ***Weaknesses***

Since the instrument used was created for this study and the population is rather small there is reason to expect some calibration issues. The reliability may be affected by the construction and formation of the assignment. There might be issues of repeating the study, but the tool inorigo® used in this study might be replaced with any database with an information presentation layer on top however the strength of the inorigo tool lies in the reusability of the patterns. In this study the same patterns was used for the four different purposes, Market Analysis, Product Analysis, Strategy and Human Resource.

### ***Conclusion***

The present results of this study are suggesting that a CPR-based decision base gives a foundation for more correct, more reliable decisions in a shorter time frame. In this study the result was 26% better (higher score on the assignments) and the solution time was 56% shorter in the test group compared with the control group. 21% of the variance in scoring and 34% of the variance in solution time was found to be referred to the decision base.

### ***Further research***

This study was the first made investigating the area of how the underlying structure of a decision base affects decisions in change and improvement projects which may affect the results and outcome of the projects. Due to limited time and resources the study was limited to only four representative assignments and 30 participants.

As a first step for further research, deep interviews are suggested with a number of the present participants. The aim is to gain new insights to the area and broaden the aspects important for further research.

Intuition is found to play a role in decision making (Harper, 1988) why a personality profile scanning with Meyer-Briggs or a similar instrument would be interesting to be able to look for interaction effects on the personality type.

Further research should preferably be based on a larger population allowing for significant results on main and interaction effects on computer experience, working experience, and intuition. Test assignment could be used to eliminate a bit of the stressfulness of the test situation and make the participant more comfortable.

A possible later approach is to set up a study, conducting an initiation of a small scale change project including information architects, information analysts, programmers etc. measuring both time and cost consumption, comparing the result from a test group with CPR-based tools and methodology with a control group utilizing common tools such as Excel and Power Point. The result could be compared at natural tollgates.

A field study in a large organization might be an alternative were measurements from projects utilizing traditional tools could be compared with projects utilizing a CPR based decision base. In this design project participants should keep diaries to record interesting events.

Future questionnaires might also contain some open questions as a complement or a replacement of the deep interviews suggested earlier.

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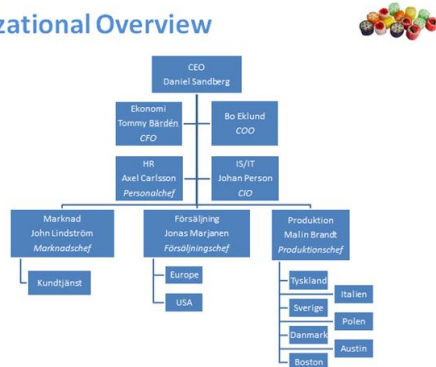
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## Appendix A – Survey introduction

All participants, both the test group and the control group were introduced to the study with the presentation below aiming to give them the same feel for the information and highlighting relevant information patterns.

### Organizational Overview

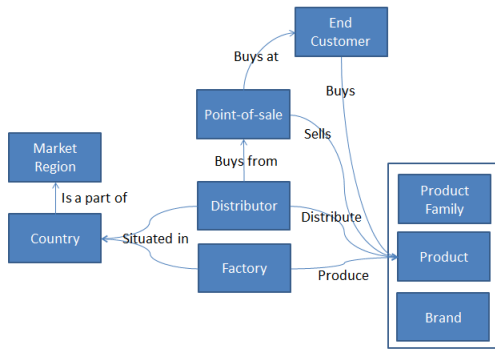


*Figure A1 A Power point slide showing Organizational overview*

The information relates to a fictive company producing candy with a traditional organizational structure. See figure A1. They have production in a number of countries in Europe and the US. They sell on two market regions, Europe and US.

The decision base contains information about the company's products, divided in product families. They are produced at the company's factories and sold to wholesale dealers, distributors. The factories and distributors are located in different countries grouped in market regions. The distributors are selling the products to different Point-of-sales where the end customers like you and me buy them. We have information about the end-customers via a survey revealing personal candy budget etc. See figure A2.

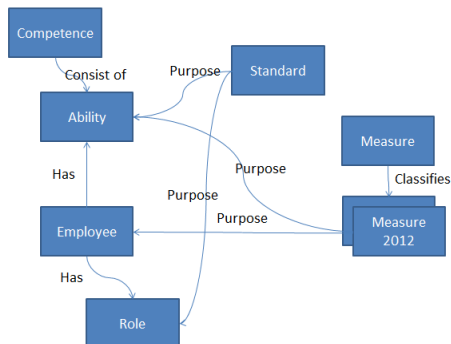
## Sales & Production Overview



**Figure A2** A Power point slide showing Sales & Production Overview.

During the change process the company has made a competence review of the roles and personnel. Different abilities have been grouped in competence areas. Roles have been defined with standard values for each competence. An estimate has been done for each employee and ability. See figure A3.

## Competence Overview



**Figure A3** A Power point slide showing Competence Overview



## Appendix B – Decision base material

### Control group material

The control group was presented the information available in an Excel document with eight different sheets and a printed Power point document with five different slides.

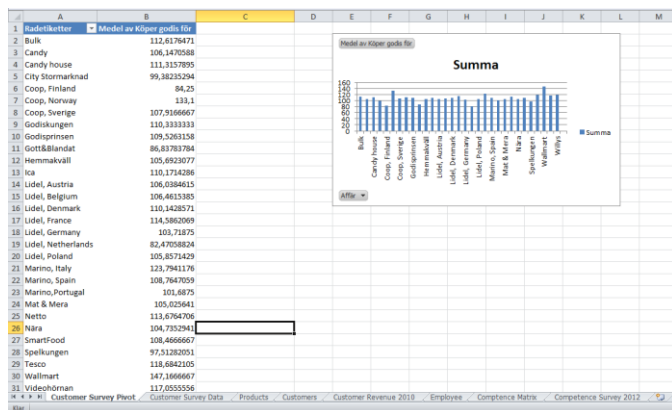


Figure B1 A pivot table with a corresponding diagram of the Customer Survey based on survey data in separate tab.

Age	Sex	Favourite	#Buy/Month	Budget (SEK)	Point-of-Sale
26	Kvinn	Sweet One	3	123	Willlys
58	Kvinn	Sweet Two	6	174	Spökungen
62	Man	Sweet Car	5	85	Hemmakväll
17	Man	Sweets	3	127	Mat & Mera
29	Kvinn	Sweets	2	56	Godisprinsen
31	Man	Sweet Candy	6	168	Candy house
24	Kvinn	Salt Lakrits	4	159	Gott&Blandat
30	Man	Salta balker	7	43	Videchörmän
59	Kvinn	Salta nappar	3	73	Godislungen
74	Man	Salta Bilar	2	127	Coop, Sverige
73	Kvinn	Slata nallar	7	136	Ica
67	Man	Salta kulor	5	163	Nära
24	Man	Slata kepsar	4	147	City Stormarknad
66	Man	Sura nappar	6	81	Bulk
71	Man	Sura Bilar	1	144	Candy
20	Kvinn	Sura Svampar	5	126	Tesco
39	Man	Sura Nallar	7	35	Netto
68	Man	Sura kulor	3	107	Marino, Spain
52	Kvinn	Sura kepsar	1	156	Marino, Italy
71	Man	Karmen	7	53	Willys
23	Kvinn	Lilja	1	132	Spökungen
71	Man	Klockor	7	29	Hemmakväll
20	Kvinn	Mörka & Ljusa	2	78	Mat & Mera
44	Kvinn	Sunset	1	77	Godisprinsen
15	Kvinn	Chew Mint	7	97	Candy house
24	Kvinn	Chew Mint Extra	7	24	Gott&Blandat
32	Kvinn	Chew White	1	81	Videchörmän
36	Kvinn	Chew Jordgubb	2	191	Godislungen
34	Kvinn	Chew Lakrits	3	64	Coop, Sverige
40	Man	Chew Lakrits Extra	7	189	Willys

Figure B2 Excel sheet with customer survey data, base for the pivot table.

Product	Product line	Brand
Sweet One	Sott	Sweet
Sweet Two	Sott	Sweet
Sweet Car	Sott	Sweet
Sweets	Sott	Sweet
Sweezy	Sott	Sweet
Sweet Candy	Sott	Sweet
Salt Lakrits	Salt	Blandat
Salta balker	Salt	Blandat
Salta nappar	Salt	Nappar
Salta Bilar	Salt	Bilar
Slata nallar	Salt	Nallar
Salta kulor	Salt	Blandat
Slata kepsar	Salt	Kepsar
Sura nappar	Surt	Nappar
Sura Bilar	Surt	Bilar
Sura Svampar	Surt	Blandat
Sura Nallar	Surt	Blandat
Sura kulor	Surt	Blandat
Sura kepsar	Surt	Blandat
karmen	Pastiller	Gameldags Pastiller
Lilja	Pastiller	Gameldags Pastiller
Klockor	Pastiller	Gameldags Pastiller
Mörka & Ljusa	Pastiller	Gameldags Pastiller
Sunset	Pastiller	Gameldags Pastiller
Chew Mint	Tuggummi	Chew
Chew Mint Extra	Tuggummi	Chew
Chew White	Tuggummi	Chew
Chew Jordgubb	Tuggummi	Chew
Chew Lakrits	Tuggummi	Chew
Chew Lakrits Extra	Tuggummi	Chew

Figure B3 Excel sheet with product data, Product, Product Line & Brand.



Competence	Ability	CEO	Redaktionsassistent	Kundendienst	Produktchef	Marktdachchef	Fürsorgungschef	Controller	CEO
46	Thinking	generating creative ideas	7	7	7	7	7	7	7
47	Operational	planning the work	7	7	7	7	7	7	7
48	Operational	organizing resources	7	7	7	7	7	7	7
49	Operational	delegating tasks	7	7	7	7	7	7	7
50	Operational	getting the job done	7	7	7	7	7	7	7
51	Operational	managing change	7	7	7	7	7	7	7
52	Operational	taking calculated risks	7	7	7	7	7	7	7
53	Human Resource Management	team building	7	7	7	7	7	7	7
54	Human Resource Management	encouraging participation	7	7	7	7	7	7	7
55	Human Resource Management	providing performance feedback	7	7	7	7	7	7	7
56	Human Resource Management	volving identity	7	7	7	7	7	7	7
57	Leadership	positioning	7	0	0	7	7	7	7
58	Leadership	organizational development	7	0	0	7	7	7	7
59	Leadership	managing resources	7	0	0	7	7	7	7
60	Leadership	strategic orientation	7	0	0	7	7	7	7
61	Leadership	developing vision	7	0	0	7	7	7	7
62	Leadership	planning the future	7	0	0	7	7	7	7
63	Leadership	managing change	7	0	0	7	7	7	7
64	Leadership	promoting a healthy workplace	7	0	0	7	7	7	7
65	Client Service	identification and analysis of client needs	7	7	7	7	7	7	7
66	Client Service	service orientation and delivery	7	7	7	7	7	7	7
67	Client Service	volving with clients	7	7	7	7	7	7	7
68	Client Service	following up with clients	7	7	7	7	7	7	7
69	Client Service	building rapport	7	7	7	7	7	7	7
70	Client Service	committing to quality	7	7	7	7	7	7	7
71	Business	financial management	7	7	7	7	7	7	7
72	Business	business decision-making skills	7	7	7	7	7	7	7
73	Business	volving within the system	7	7	7	7	7	7	7
74	Business	using business resources	7	7	7	7	7	7	7
75	Business	making business decisions	7	7	7	7	7	7	7
76	Business	generating revenue	7	7	7	7	7	7	7
77	Self-management	being self-motivated	7	7	7	7	7	7	7
78	Self-management	working with confidence	7	7	7	7	7	7	7
79	Self-management	managing own learning	7	7	7	7	7	7	7
80	Self-management	demonstrating flexibility	7	7	7	7	7	7	7
81	Self-management	initiating	7	7	7	7	7	7	7
82	Technical/Operational	managing client risks	5	5	5	5	5	5	5
83	Technical/Operational	volving with computer technology	5	5	5	5	5	5	5
84	Technical/Operational	using client data and software	5	5	5	5	5	5	5
85	Technical/Operational	demonstrating technical/professional expertise	5	5	5	5	5	5	5
86	Technical/Operational	volving with databases	5	5	5	5	5	5	5

Figure B7 Excel sheet with competence Matrix with Abilities per Competence and standard values per Ability and Role

Competence	Ability	Peter Anderson	David Bahar	Carla Bergman	Diana Bergström	Katarina Blomqvist	Stefan Doman	Malin Domansson	Ma
46	Communication	generating creative ideas	5	3	7	10	5	10	5
47	Communication	listening to others	5	3	7	10	5	10	5
48	Communication	written communication	4	10	3	5	5	7	5
49	Communication	verbal (gestural and body language)	4	10	3	5	5	7	5
50	Interpersonal	empathy	10	3	6	7	7	10	5
51	Interpersonal	cooperating/building	5	7	4	7	5	4	5
52	Interpersonal	networking	6	10	7	8	6	5	4
53	Interpersonal	persuasiveness	5	10	5	5	6	7	5
54	Interpersonal	negotiating	4	8	6	6	9	6	3
55	Interpersonal	diplomacy	6	5	7	7	7	7	4
56	Interpersonal	conflict management (resolving conflict)	7	4	8	5	5	5	5
57	Interpersonal	resolving conflicts	7	10	8	7	0	9	8
58	Interpersonal	being a team player	10	7	8	4	7	9	8
59	Thinking	analytical thinking	10	5	4	6	10	7	7
60	Thinking	analytical thinking (solving problems)	8	6	7	4	5	7	9
61	Thinking	connecting to others	10	5	6	6	10	7	7
62	Thinking	applying one's cognitive capability	4	10	10	3	8	9	6
63	Thinking	identifying the risks	6	6	4	6	6	6	3
64	Thinking	generating creative ideas	5	3	8	3	4	10	3
65	Operational	planning the work	6	5	3	10	5	5	7
66	Operational	organizing resources	10	5	5	10	5	7	10
67	Operational	delegating tasks	9	6	4	7	6	5	4
68	Operational	getting the job done	3	6	4	6	7	10	7
69	Operational	managing change	4	10	3	5	10	7	4
70	Operational	taking calculated risks	4	10	5	6	5	3	10
71	Human Resource Management	team building	3	7	5	10	3	7	9
72	Human Resource Management	encouraging participation	5	7	4	6	6	3	9
73	Human Resource Management	developing talent	8	5	7	10	10	6	5
74	Human Resource Management	providing performance feedback	5	7	4	6	4	4	9
75	Human Resource Management	volving identity	6	4	3	7	4	4	9
76	Leadership	positioning	10	4	4	3	7	6	10
77	Leadership	organizational development	3	4	4	5	8	4	6
78	Leadership	managing resources	7	5	4	5	6	3	6
79	Leadership	strategic orientation	4	5	3	10	3	5	6
80	Leadership	developing vision	6	4	7	5	6	3	6
81	Leadership	planning the future	7	4	6	8	5	6	7
82	Leadership	managing change	6	7	10	5	5	5	3
83	Leadership	promoting a healthy workplace	10	3	6	4	7	4	3
84	Client Service	identification and analysis of client needs	4	6	7	10	4	4	3
85	Client Service	service orientation and delivery	6	8	4	3	3	10	5
86	Client Service	volving with clients	10	6	7	6	4	6	10
87	Client Service	following up with clients	7	3	5	6	4	4	10
88	Client Service	building rapport	4	3	5	6	4	4	10

Figure B8 Excel sheet with competence Survey with Abilities per Competence and estimated values per Ability and Employee.

## Strategy



**Targets**

- Grow US Market
- Optimize Production
- Strengthen Brand

**Initiatives**

- Sponsoring
- Market Campaigns
- Activities on Social Media
- Optimize European Production

Figure B9 An overview of the corporate Strategy

## Sponsoring

- Sponsorship is the fastest growing form of marketing in the U.S. It is still very much in its infancy, especially in the trade show arena. With this in mind, you can find unlimited opportunities to broaden your competitive advantage by increasing your credibility, image and prestige in sponsoring events attracting your target market. Some trade show promotional opportunities include sponsorship of the press room, an international lounge, a speaker or VIP room, an awards reception, educational programs, banners, badge holders, audio visual equipment, display computers, tote bags, shuttle buses, napkins and drink cups.
- Responsible: Jonas Marjanen
- Budget: 200 MSEK
- Target: 10% Annual increase
- Project Group:
  - Katarina Hellbar Jansson
  - Golnar Eriksson
  - Malin Bomanson
  - Benjamin Pahlman
  - Malin Granholm
- Increase sales with 600 MSEK

*Figure B10 Details on Strategic initiative 1, Sponsoring*

## Market Campaigns

- Global and Regional Market Campaigns
- Target : 30-40% Profit/Campaign
- Budget: 400 MSEK
- Increase sales with 500 MSEK
- Responsible: Sofia Mansnerus
  - Katarina Hellbar Jansson
  - Golnar Eriksson
  - Malin Bomanson
  - Benjamin Pahlman
  - Malin Granholm
  - Fredrika Wallin
  - Sofia Rosenqvist
  - Thomas Nyberg
  - Frida Mäkinen
  - Kim Dolk
  - Hanna Lundberg
  - Tina Dahl
  - Tim Karlsson
  - Sofie Fröjdö

*Figure B11 Details on Strategic initiative 2, Market Campaigns*

## Activities on Social Media

- Synchronize with market Campaigns
- Brand Marketing
- Budget 0,5 MSEK
- Increase sales with 400 MSEK
- Responsible: Sofia Mansnerus
- Project Group:
  - Katarina Hellbar Jansson
  - Golnar Eriksson
  - Malin Bomanson
  - Benjamin Pahlman
  - Malin Granholm
  - Fredrika Wallin

*Figure B12 Details on Strategic initiative 3, Activities on Social Media*

## Optimize European Production

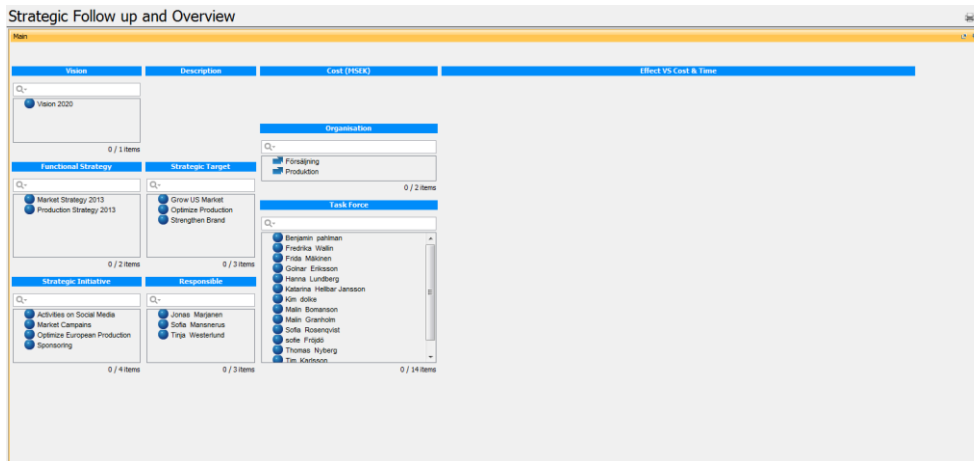


- Optimize production and minimize Operational costs with 4000 MSEK
- Responsible: Tinja Westerlund
- Budget 1500 MSEK
- Finish: 2013-12-09

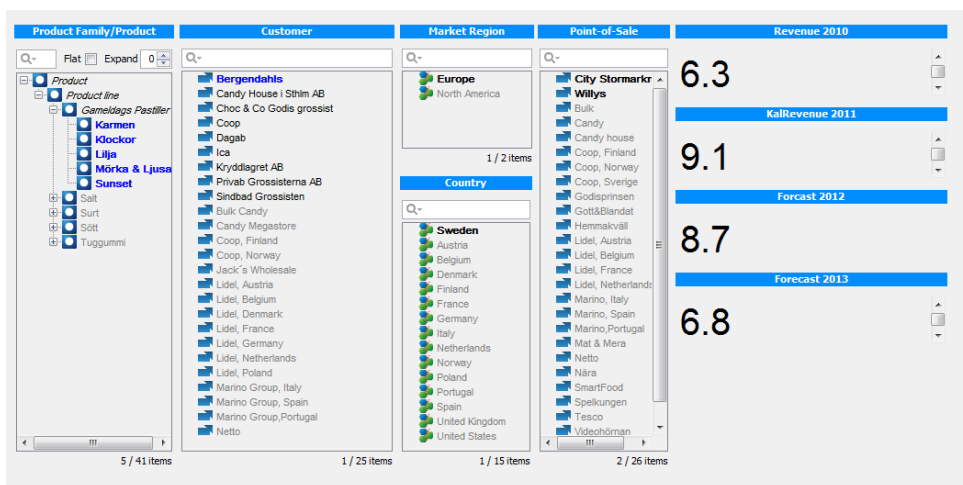
*Figure B13 Details on Strategic initiative 4, Optimize European Production*

## Test group material

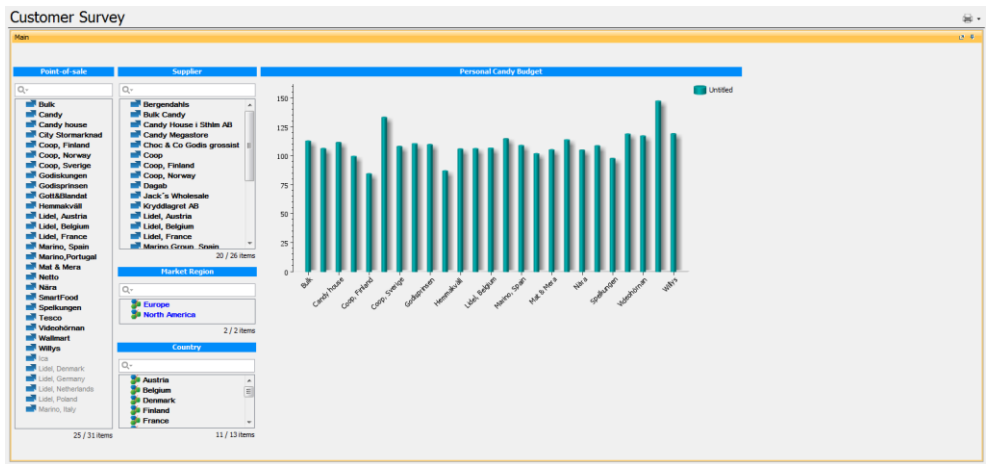
The test group was presented the material in to four different Verso views allowing for exploring the material according to the implemented information patterns available in the material.



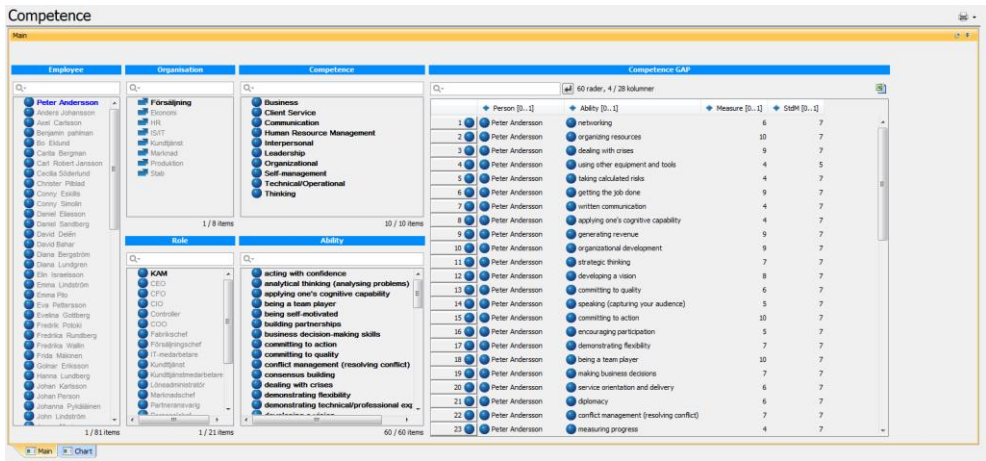
**Figure B14** Strategic overview based on relationships between targets and initiatives holding information on initiatives like responsible, task force budget etc.



**Figure B15** Sales overview. The example above shows how the product structure is combined with organizational and markets structures applied on sales figures.



**Figure B17** Customer Survey utilizing relationships between markets and Point-of-Sales.



**Figure B18** Competence overview utilizing relationships between Competence and Abilities, Roles and Employees, showing standard values and survey values in comparison.

## **Appendix C - The questionnaire details**

### ***Introduction***

In all change projects large amounts of information is gathered building the decision base for important and critical organizational, employment, process, resource, financial decisions etc. This research aims to study how the decision base presentation format affects the decision maker.

You will be presented a decision base. After five introductory questions you will solve four assignments with the decision base.

Then you will be asked to give your standpoint to seven statements.

All answers will be kept confidential. No individual information will be presented but statistical deductions.

### ***Assignment 1/4***

This assignment is solved with information about Customers & Markets produced via a customer survey.

- Witch Point-of-Sale has customers with the lowest candy budget?

*Alternatives: Bulk, Smartfood, Tesco, Wallmart, Candy Megastore*

- To what extent do you find the formation of the material support analysis like sales analysis, market research, customer research etc.?

*Ten grade scale (1=Small extent, 10=Large extent)*

### ***Assignment 2/4***

This assignment is solved with information about products, product lines and customers.

- How much revenue is Bergendahls generating on “Gammeldags pastiller

*Alternatives: 8.4, 6.3, 6.2, 5.4, 5.3*

- To what extent do you find the formation of the material support good decisions on products?

*Ten grade scale (1=Small extent, 10=Large extent)*



### ***Assignment 3/4***

This assignment is solved with information about the company strategy.

- What/ Which strategic market initiative is Sofia responsible for and what is the budget?

*Alternatives: Activities on Social media (0.5 MSEK), Market Campaigns (400 MSEK), Sponsoring (200 MSEK), Activities on Social media & Sponsoring (200.5 MSEK), Market Campaigns & Activities on Social media (400.5 MSEK)*

- To what extent do you find the formation of the material support strategy development and implementation?

*Ten grade scale (1=Small extent, 10=Large extent)*

### ***Assignment 3/4***

This assignment is solved with information about employees, roles, competence standards and a competence survey.

- Evaluate Peter Anderson's Business competence based on standard values for his role

*Alternatives: Very Good (All over standard values), Good (4 or 5 over standard values), Average (3 over standard values), Below average (1 or 2 below standard values), Much below average (all under standard values)*

- To what extent do you find the formation of the material support good HR decisions

*Ten grade scale (1=Small extent, 10=Large extent)*