

# Use of IT for business – and how it is learnt

- Aim
  - Identify the activities in which the application for your Assignments 1-4 will be used
  - Determine learning goals for use of the application for the activities
  - Determine the level of mastery of these goals
    - according to the learning model
- Core literature:
  - Chapter 8. Learning business fit
- Additional literature
  - Coulson et.al. (2003) ERP training strategies: conceptual training and the formation of accurate mental models
    - You can get the points without reading the statistics

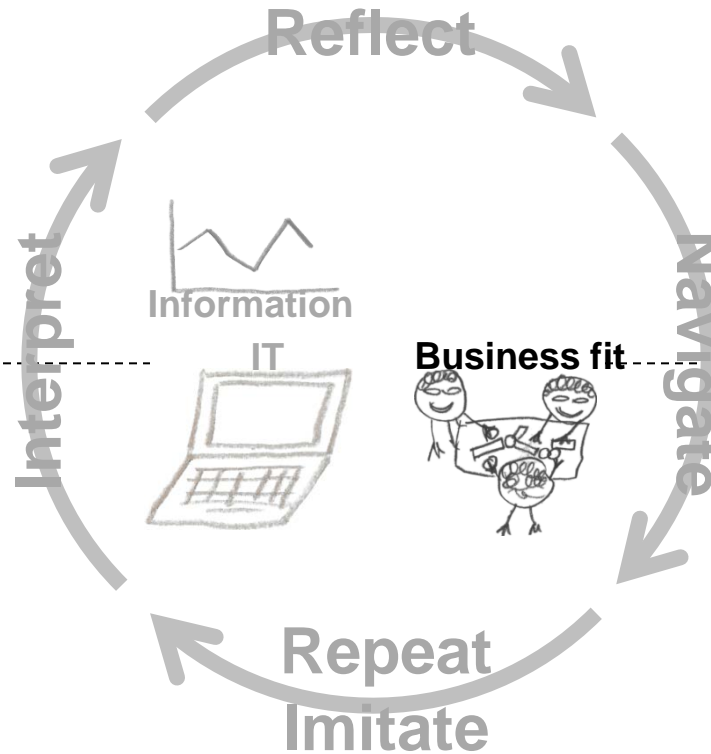
# Without understanding usefulness ...

- Yes, I know the intranet system, but it is more convenient to use the same mail system for all messages
  - Staff in a high security company
- No, I didn't learn the new features, since I cope well with what I already know.
- This structured XML editor is only something that the IT people wants us to use. The layout becomes better with Word

... people don't change behaviour

## Understanding

- also called Mental Models



## Skills

- also called procedural knowledge

# Learning business fit – levels of mastery

**From doing to talking**

## Know-why

Understanding  
IT in own tasks

Reflect

Understanding  
IT in business

Interpret

Business fit



Navigate

Skills

Repeat  
Imitate

Skills

## Know-how

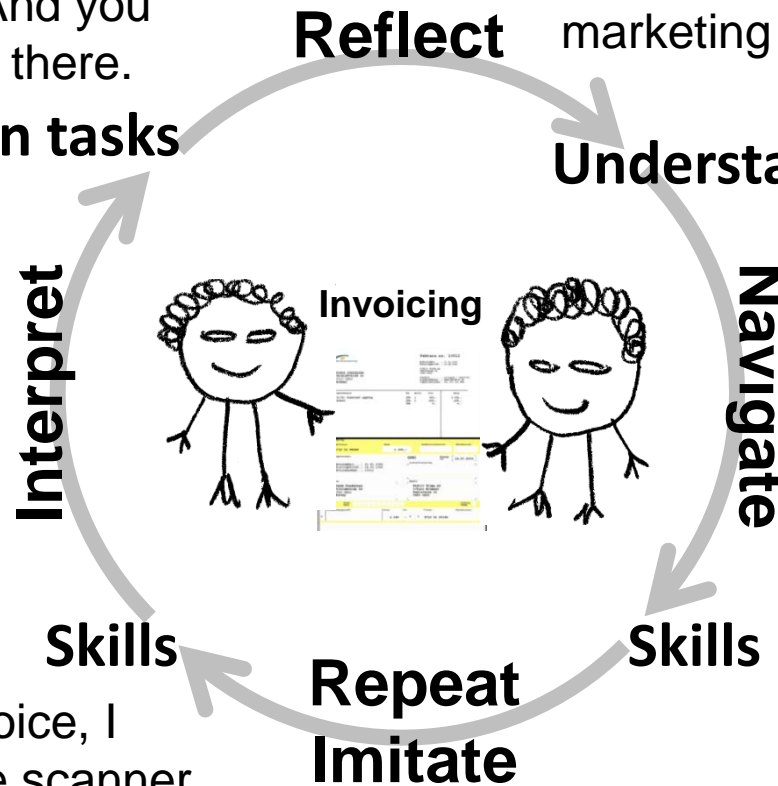
# Learning business fit – levels of mastery

Scanned invoices are simple to retrieve. Now I can just search the company name and the invoice also pops up. Previously, we had to look them up in a binder. And you know, they weren't always there.

With the digital invoice, all those concerned can view and check it. It has saved us from more expenses than our FaceBook marketing has brought in.

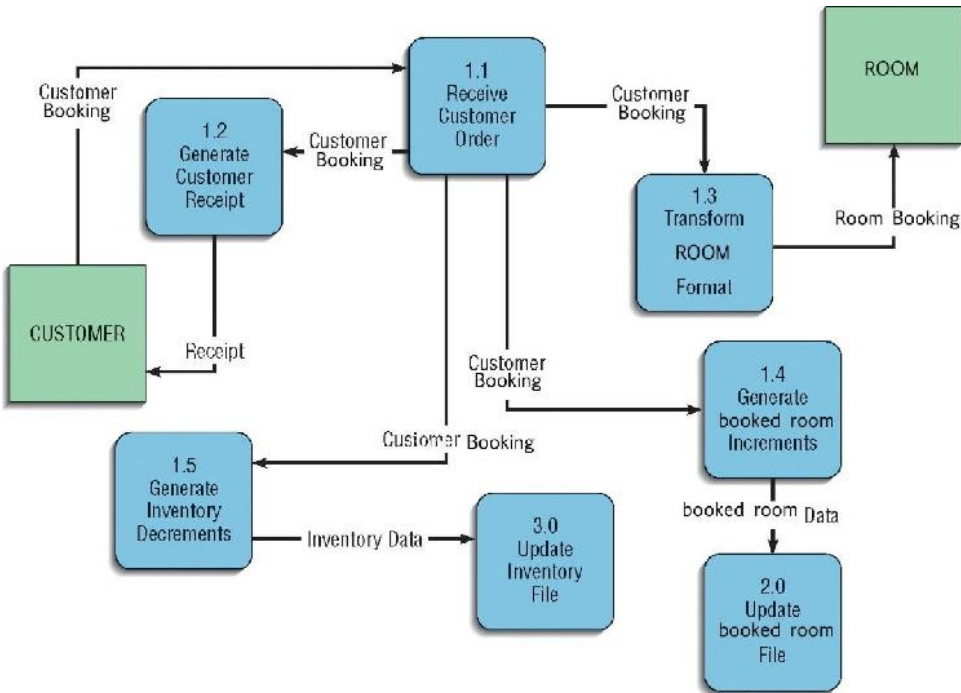
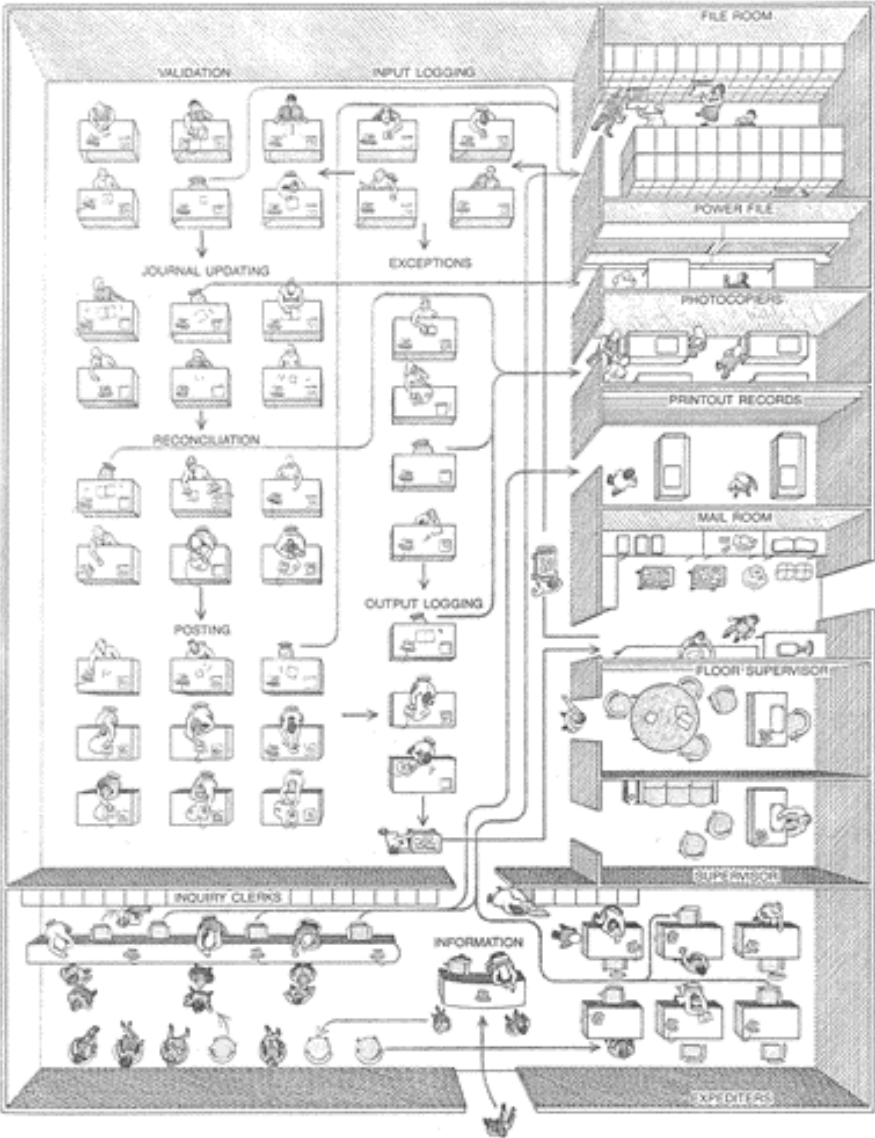
**Understanding IT in own tasks**

**Understanding IT in business**



When scanning a new invoice, I place it there and push the scanner button. Then I drag the file to the end of the invoice list.

# Structural models to help understanding IT in business



Information and task flows

# Technology Acceptance Model – 1989

## Perceived personal usefulness

Using the system would improve my job performance  
Using the system would increase my productivity  
Using the system would make it easier to do my job  
...

Extent of use

## Perceived personal ease of use

Learning to operate the system would be easy for me  
I would find it easy to get the system to do what I want it to do  
I would find the system easy to use  
...

**Understanding personal usefulness →  
motivates use → motivates learning**

# Understanding personal usefulness ... motivates learning

Scanned invoices are simple to retrieve. Now I can just search the company name. Previously, we had to look them up in a binder. And you know, they weren't always there.

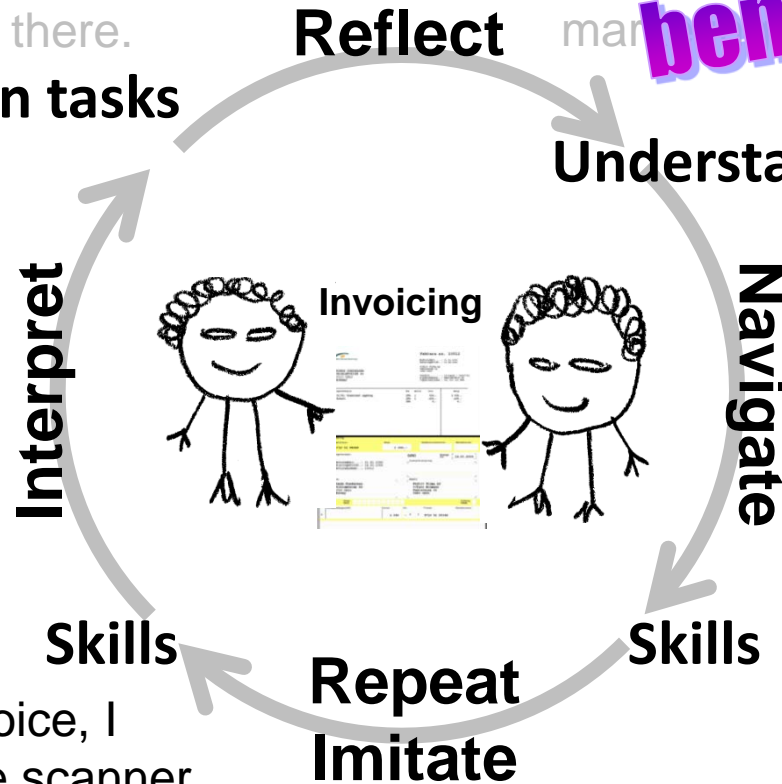
**Personal usefulness**

**Understanding IT in own tasks**

With the digital invoice, all those concerned can view it. It helps to track more expenses than you Facebook market brought in.

**Organisational benefits**

**Understanding IT in business**



When scanning a new invoice, I place it there and push the scanner button. Then I drag the file to the end of the invoice list.



# Qualities of IT applications

- Usefulness
  - Effectiveness
  - The quality of the result

**+ Understood usefulness**  
**- Poor Ease of use**  
**→ People will learn**

- Usability
  - Efficiency
    - Time and effort used to achieve the result
  - Satisfaction
    - Comfort and acceptability amongst users

- Learnability
  - Time from first encounter to use
  - Number of trials before errorless use

Ease of use

# Motivation in teaching – Assignment 1-4

1. What are possible personal benefits when using the functionality / application?

Benefits: 1+

2. What are possible organisational benefits?

3. What is the your main argument for learning the new functionality / application?

Argument: 1+

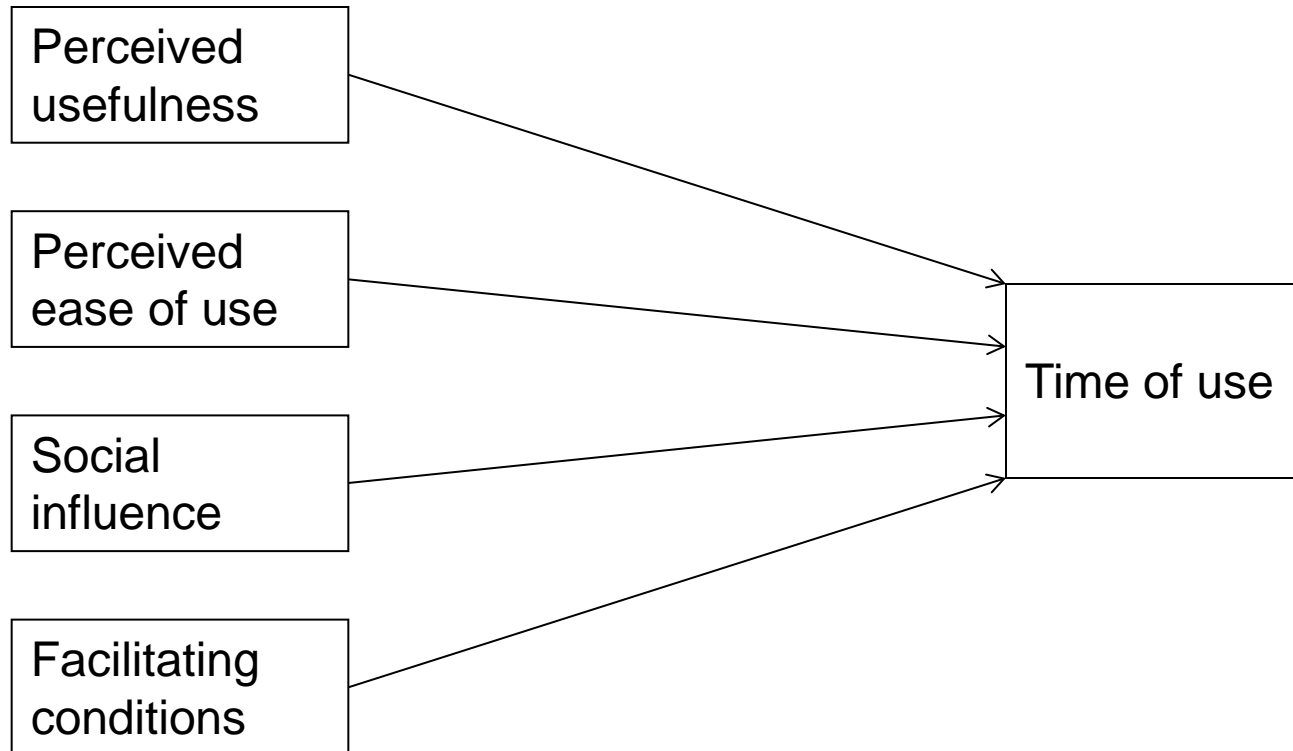
4. Which examples, tasks and concepts do you need to include in teaching for the user to experience and understand the benefit?

Example: 1+

Tasks: 2+

Concepts: 1+

# Technology Acceptance Model – 2003



# Implications for teaching

- Convince learners about personal usefulness
  - Practice
  - Reflection
- Convince learners about organisational benefits
  - Reflection
- Make learners experience that colleagues learn and use
- Make sure that the software and hardware are working
  - Otherwise demotivating