

Mobility in the Enterprise

Changing the Way We Interact With People and Information

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Mobility in the Enterprise: Topics



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Using Mobility in the Business Context



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Enterprise Mobility:

Enterprise Mobility refers to Mobile applications that serve a role within a Business Context. These applications may be consumer-facing or internally focused; they connect businesses and people to the information they need, when they need it, and provide the means to take immediate action on that information.

Always on, always connected, anytime, anywhere.

Mobility's Place in the Enterprise:

A successful Mobility Strategy depends on Business and technology alignment, with Mobility advancing the overall Business Strategy.



Enterprise Mobility Requires access to Enterprise Information Systems.



Practical Innovation.





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Productive Idle Time

Using Mobility to Improve Productivity



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Productive Idle Time

Productive Idle Time:

The constant access to the Mobile device and it's compelling user experience make it ideally suited for simple activities that would otherwise require dedicated time.

Strengths: Actionable Information & Data Consumption *Weaknesses:* Content creation

Examples:

- •Time/Expense Report Submissions
- •Manager Approvals
- Micro-Dashboarding







Consumer Engagement

Information, contextualized



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Consumer Engagement

Information, Contextualized:

The effectiveness of a message is dependent on the context of its delivery.

The right message at the wrong time will go largely ignored

The same message delivered at the precise moment when it matters most to the consumer is likely to be acted upon.

Effectiveness is about context.

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Consumer Engagement: Context



Consumer Engagement: Information

Unify

Data

- ERP
- CRM
- Financials
- Data Warehouse
- CMS
- Legacy Systems
- Cloud Services

Personalize

- Demographics
- Data Literacy
- Lifestyle
- Personal Interests
- Consumer Preference
- Social Networking

Deliver



Contextualize



The Right Message at the Right Time

Leverage mobility to **deliver actionable personalized** and **contextualized** information to the consumer, **unified** from disparate **data** sources — when the information matters most to them.



- Mobility can deliver information in consumable, easy-to-manage pieces when it matters most.
 - Holistic view
 - Unified, coherent information
 - Intuitive
 - Actionable





Mobile Strategy

Bringing Mobility to the Enterprise



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Mobile Strategy

A successful Mobility Strategy depends on Business and technology alignment, with Mobility advancing the overall Business Strategy



Mobility Strategy Development

Business Requirements and Strategies	 Understand business needs Derive / understand measures 	
User Segmentation	 Understand user needs in context of the business Develop User Segmentation Understand Service Level Expectations 	Busir
Business Applications Review	 Map business applications to business requirements Map user profiles to application 	nent
Mobility Capability	 Define Mobility capability requirements Define prioritized list of features, functions and business capabilities 	
Platforms Review	 Review existing platforms within organization against mobility capabilities Identify gaps 	
Mobility Strategy	 Develop roadmap for mobility for the enterprise Determine projects required to succeed at mobility 	echnolog Alignment
Technical Roadmap Alignment	 Map mobility strategy against technical requirements Develop initial investment profile for resources, tools and technologies 	



Enterprise Mobility Framework





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Mobile Web vs. Native Apps

Mobile Web: Cast wide net of content & device support

Mobile Apps: *Targeted, context-focused Apps built for specific devices*

Mobile Web Development:

- Device detection (3rd-Party frameworks)
- Utilize integration layer to interface with business tier and other backend systems

Mobile App Development:

- Design once; enable everywhere
- Framework/Accelerator-based development approach allows rapid development of native applications





Cost of Ownership: iOS vs. Android/WP7 vs. Web

iOS

- Objective C (lower-level language, unmanaged memory)
- Apple hardware required for development
- Tightly-controlled hardware platform (semi-closed)
- Tightly-controlled App Store
- No platform fragmentation

Android/Windows Phone 7/Blackberry

- Java (higher level language, managed memory)
- No special hardware required for development ۲
- Loosely controlled hardware platform (open)
- Loosely-controlled App Marketplace
- High Platform fragmentation

Mobile Web

- HTML5/Javascript ۲
- No special hardware required for development
- Some Platform fragmentation

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Q&A

