

because *people* make IT work

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Welcome to

CMMIT

## People Strategies

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**people<sup>3</sup>** - A Gartner Company

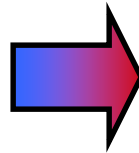
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# "It's Time to Rethink IT"

## From

IT Strategy Reacts to Business  
Three to Five Year Strategy  
Seeks Stability  
Preference for Internal  
Competence and Knowledge  
Hierarchical  
Process Steps  
Discrete Org. Functions  
Individuals  
Specialized Roles  
Physical Presence

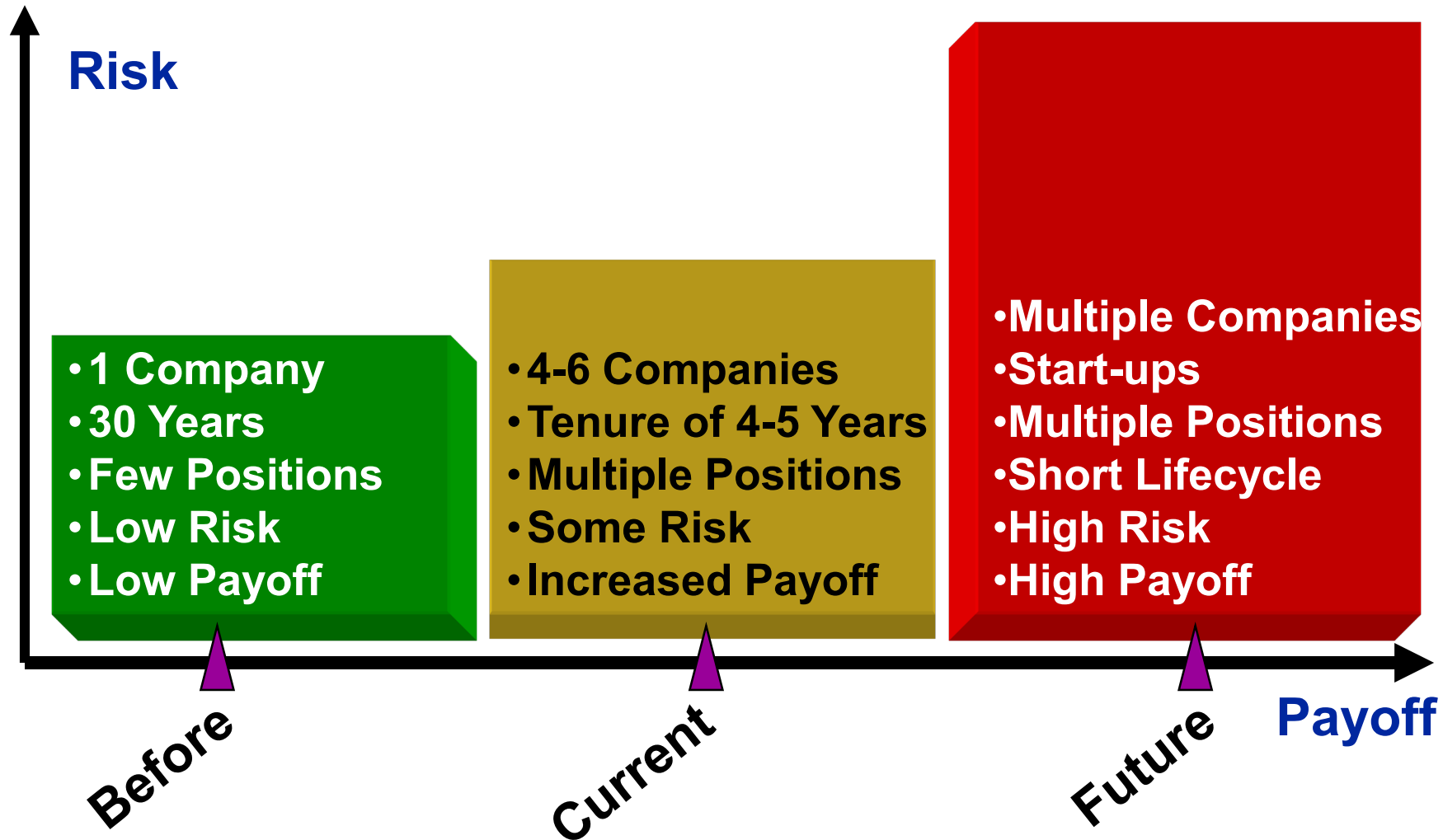


## To

Business & IT Drives Strategy  
Transitional Strategy  
Ongoing instability  
Reliance on ESPs and Temporary  
Skills  
Fluid  
Rules of Interaction, Few Rules  
Integrated Business and IS Teams  
Networked Teams  
Families of Work  
Virtual Presence

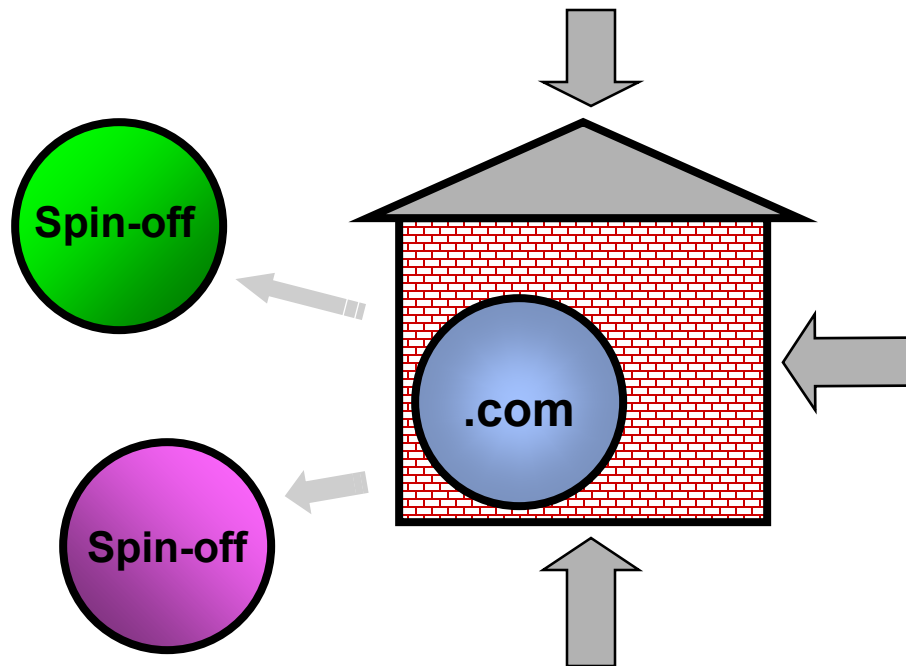


# The Employee Lifecycle: The “New Breed” IT Professional



# The Evolution of the Work Place

dot com's - 70 hour week  
high risk / high payoff  
“fun culture”



dot com in a Bricks & Mortar  
50-55 hour week  
medium risk / upside  
dual culture  
best of both worlds

Bricks & Mortar - 45 hour week  
low risk / low payoff  
protocols in place

# Length of Recruitment

Database Administrator (4.4 Months)

Network Architect (4.2 Months)

Intranet Web Architect (4.0 Months)

Network Engineer (3.8 Months)

e-Commerce Manager (3.7 Months)

e-Commerce Analyst (3.7 Months)

IT Business Planning Manager (3.6 Months)

Manager Client Technologies (3.6 Months)

Web Application Programmer (3.6 Months)

Webmaster (3.5 Months)

Web Systems Administrator (3.4 Months)

Project Manager (3.3 Months)

Average Number  
of Months to  
Fill Positions

Source:  
people 3 2000 IT Mar  
Compensation Study



# Determine Employee Lifecycle Value (ELV)

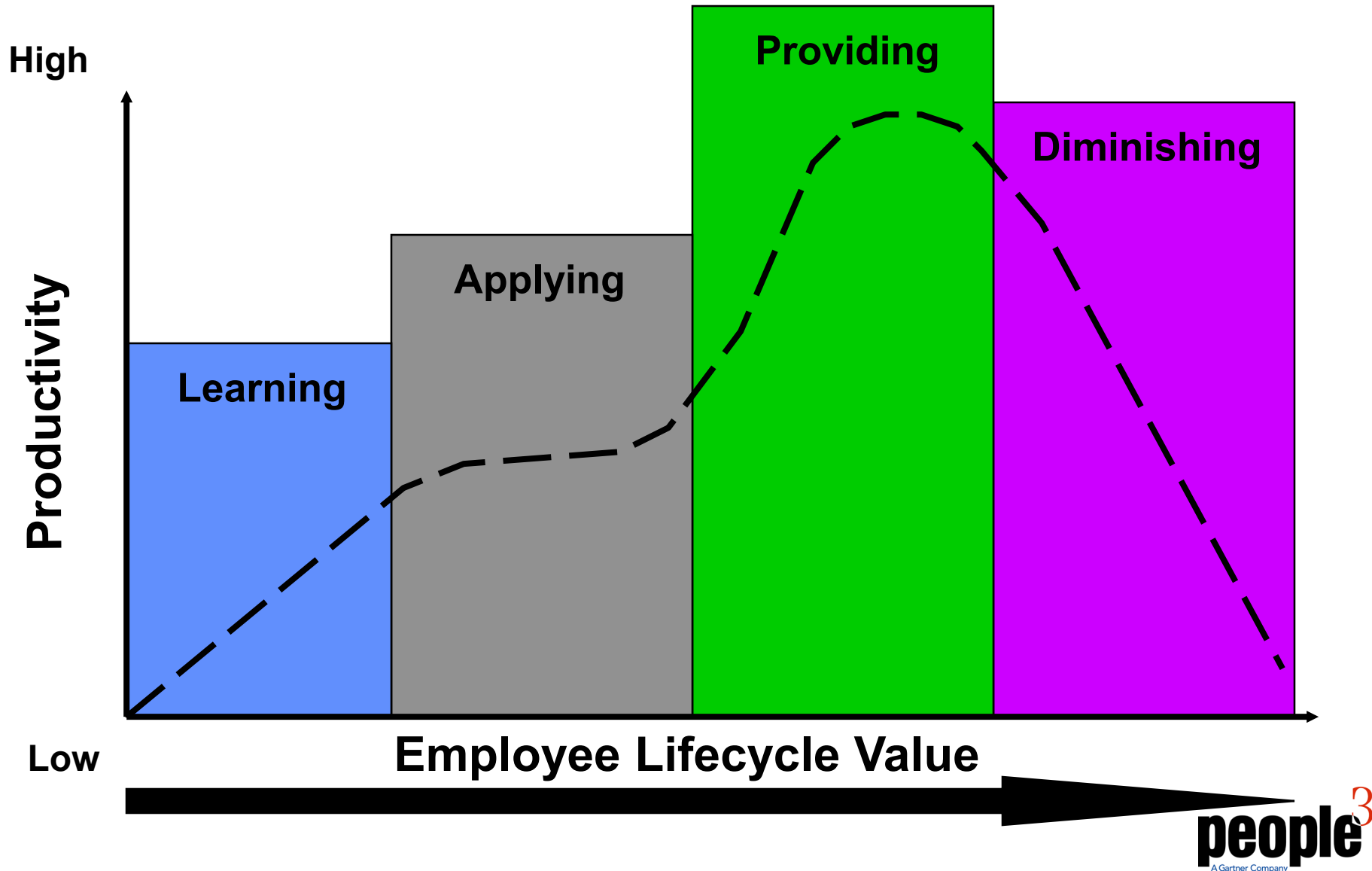
**ELV** = The total value (knowledge, ideas, productivity, leadership) a company receives from the employee during their lifecycle.



**Knowledge + Ideas + Productivity + Leadership = ELV**



# Stages of Employee Lifecycle





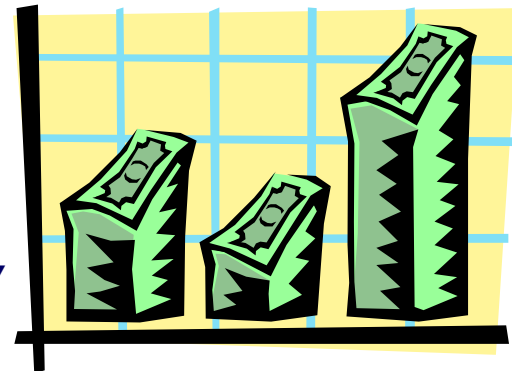
# What is true “Market” Rate?

<u>Systems Consultant</u>	<u>1999</u>	<u>2000</u>
– Corporate data*	\$ 74,800	\$ 82,000
– Recruitment firm*	\$101,000	\$102,000
– ELV**	\$ 90,000	\$ 95,000

- 9.7% increase between 1999 and 2000 (Corporate)
- 1% increase between 1999 and 2000 (Recruitment)
- 8.7% gap between Corporate and Recruitment

\* 2000 people<sup>3</sup> IT Market Compensation Study

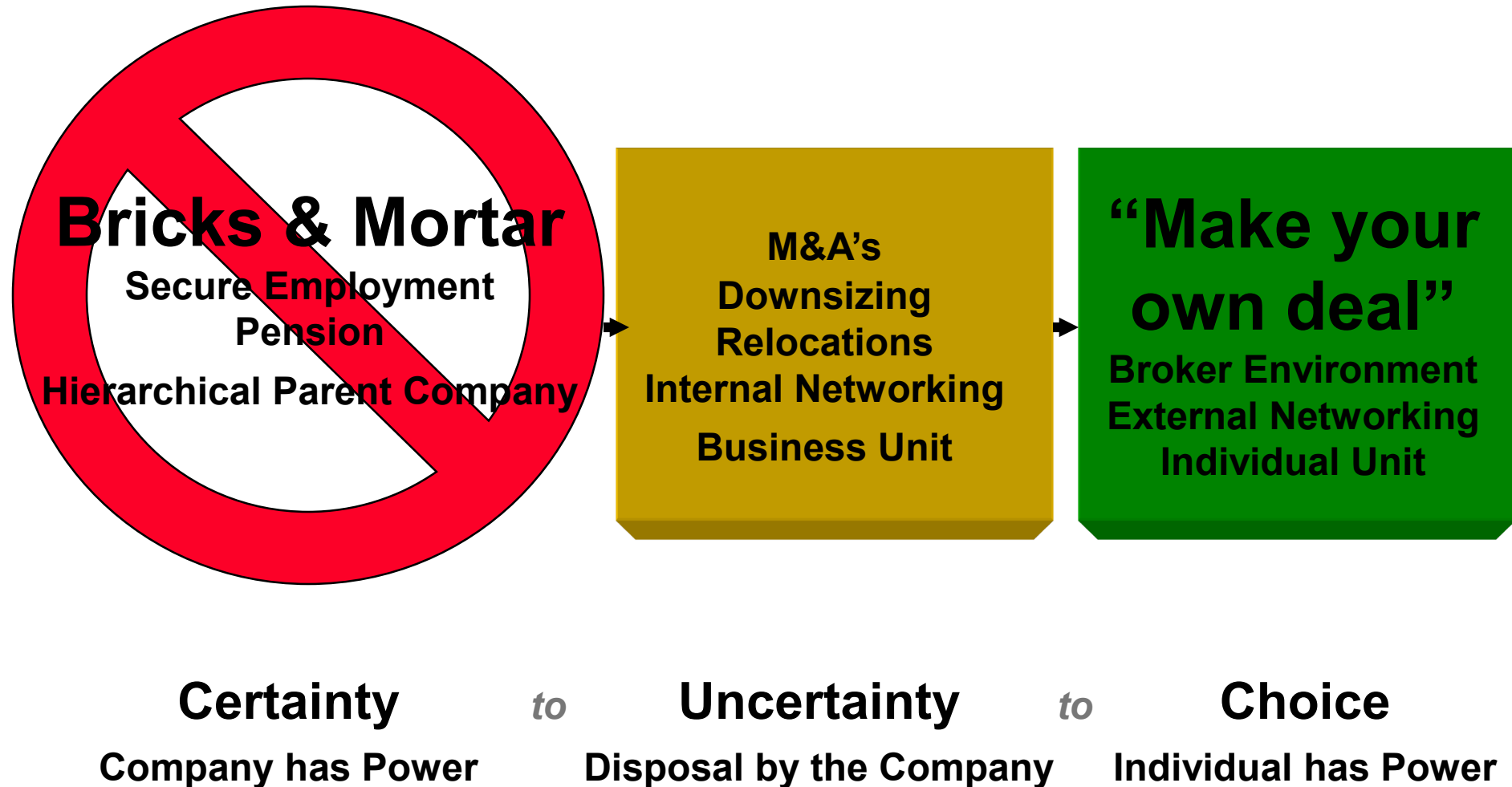
\*\* Subjective Data







# Each of Us is a Contractor...





# The Individual Broker

## “Who We Are”

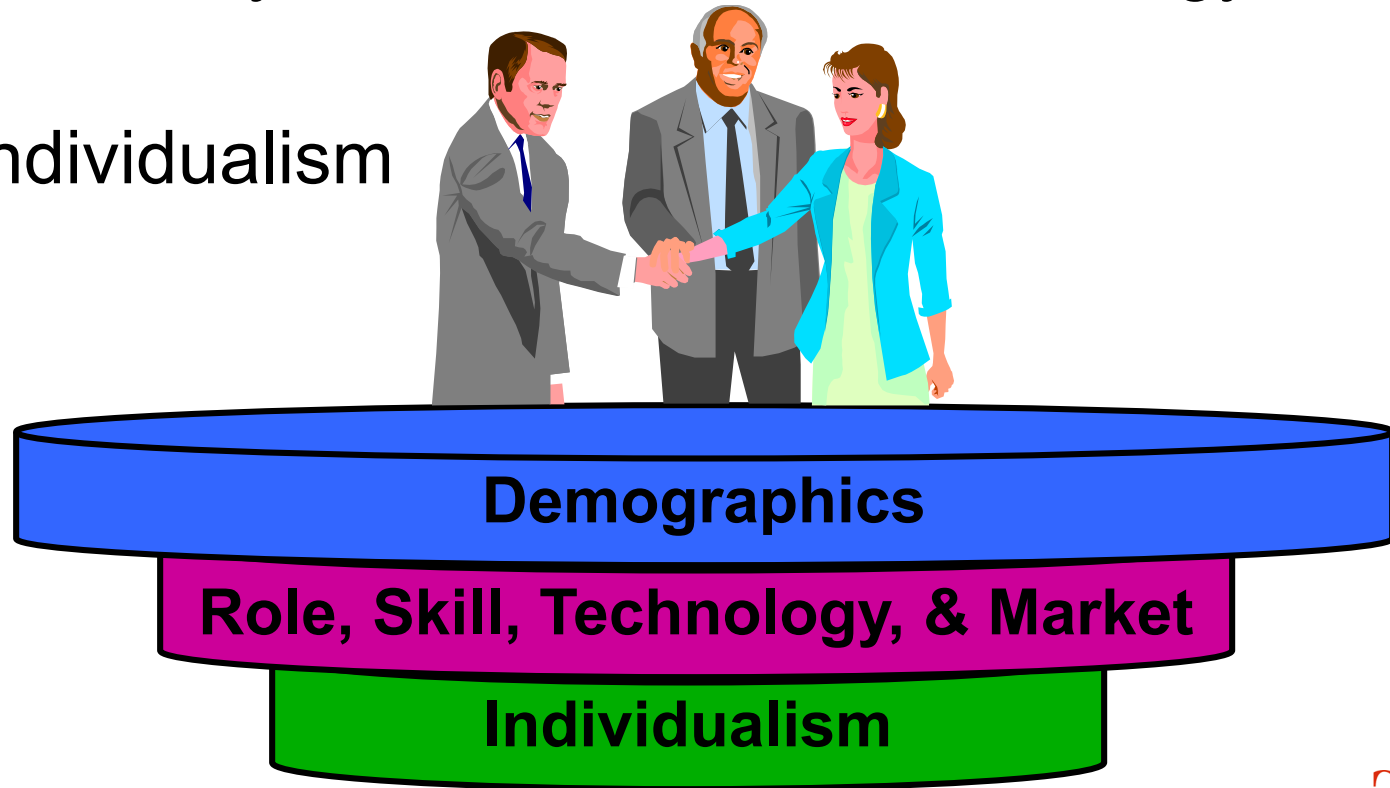
- Skeptical of corporations
- Loyalty is diminished
- Work/Life issues of great importance
- Work less central to our identity
- WIIFM is the focus
- Theatrical

## “What We Want”

- Control our own fate
- Strategic influence
- Work with diverse thinkers
- Big fish in small pond
- Ability to experiment
- Being connected
- Employment contracts

# Manage to Individualism

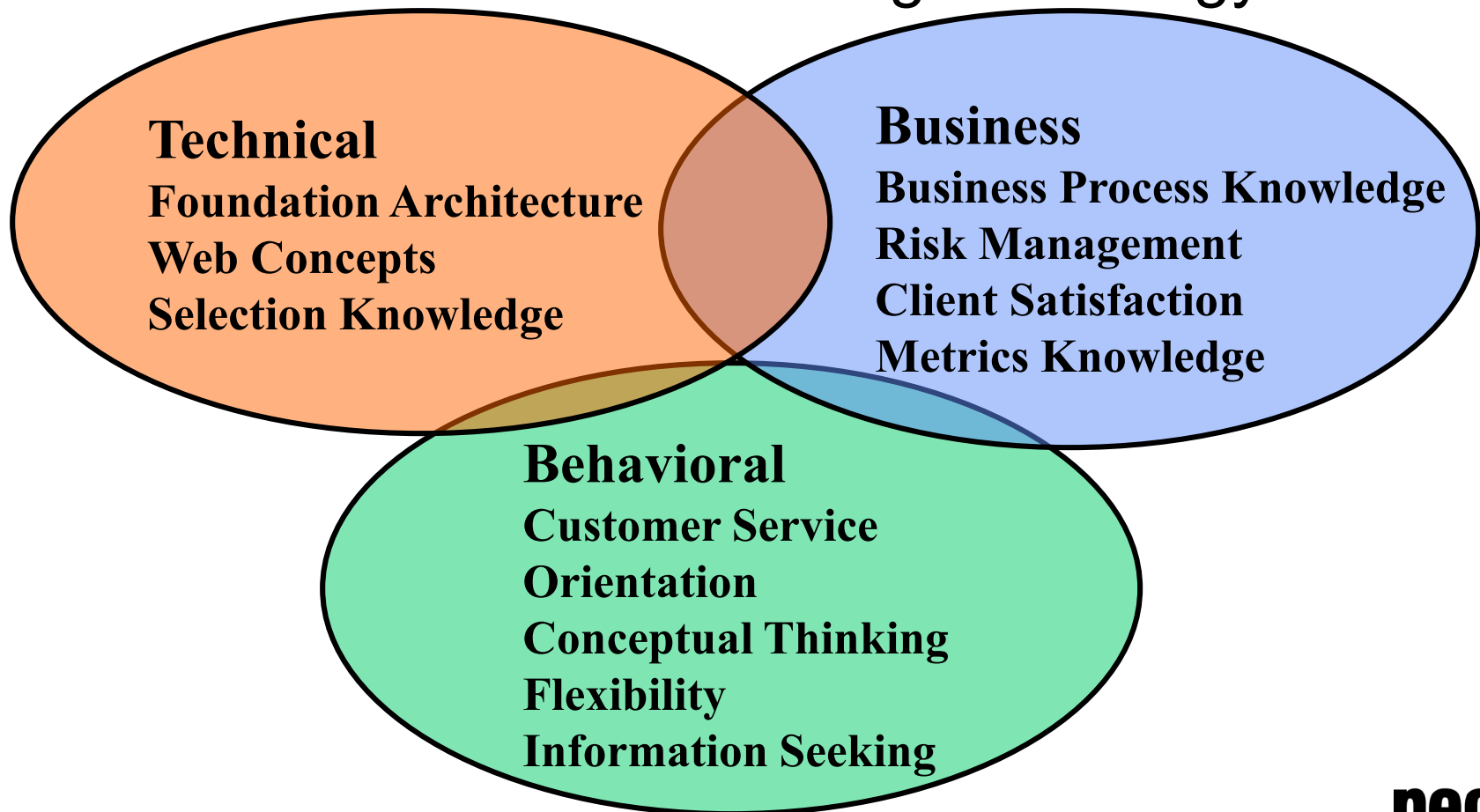
- Recruitment Strategy by Demographics
- Offer Proposition by Role, Skill Level, Technology, and Market
- Retain by Individualism





# Required Competencies in Emerging IT Roles

Competencies in the new environment relate to tying business functions with enabling technology





# Match Competencies of People to Teams

## Team Types

### Strategic

- multiple plans / multiple contingencies
- scope management
- strategic alliances

### Implementation

- client relationship management
- release and re-release
- project management

### Operational

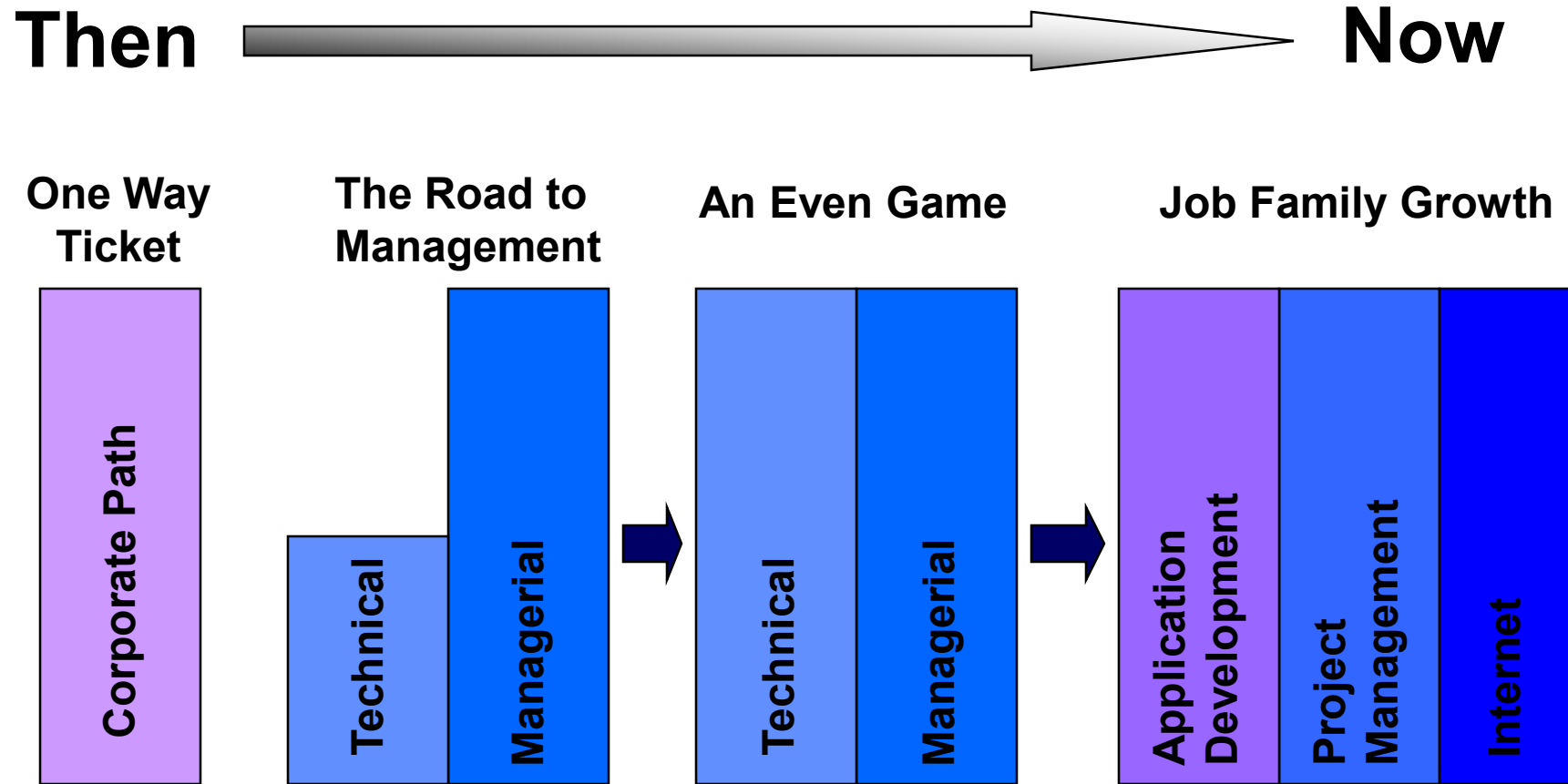
- cost center function
- outsourcing
- process management

### Environmental

- being first and buying first
- early adopter participation
- competitive analysis



# Evolution of Career Paths





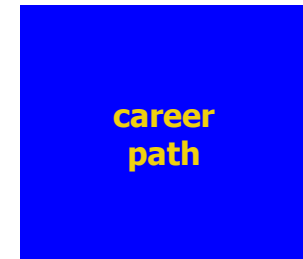
# Career Development Components

**Each Job Family has the following five components:**

**General roles and responsibilities of a job family**



**Describes the differentiating characteristics between levels of work within a job family**



**Measurable pattern of behaviors, skills, and knowledge which causes or predicts superior job performance**



**A tool used by employee and manager to assess the level of proficiency at which the individual is performing**

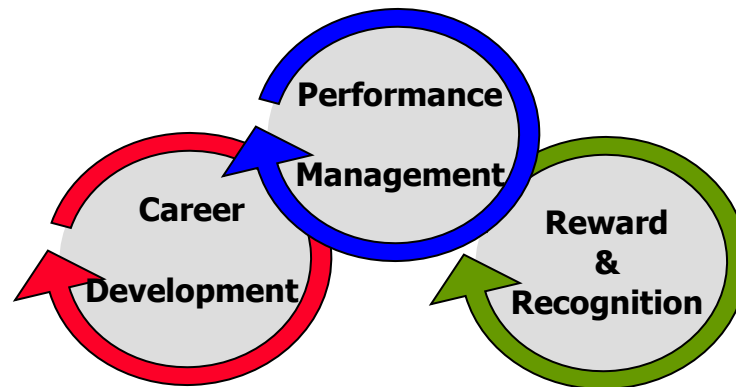


**Provides developmental activities**



# Performance Management

- **Goals & Objectives** - “what” was done to meet the needs of the business. In the area of salary treatment, this element affects ‘bonus’.
- **Skills & Competencies** - “how” activities are done - the professional element. In the area of salary treatment, this element affects ‘base salary’.

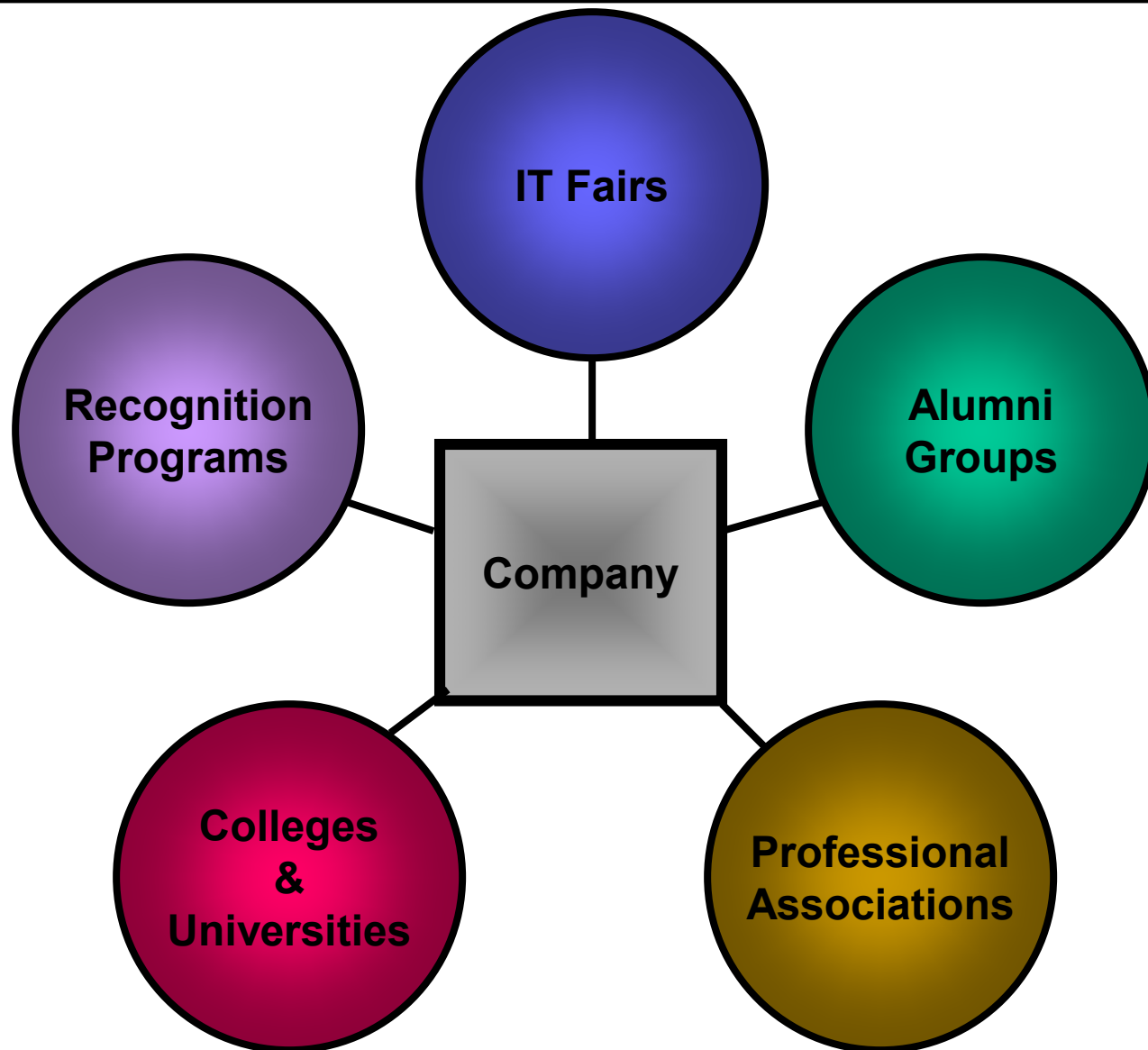


Components of Performance Management





# “Building Community”





# People Strategy & Recommendations

- Determine the “to be” culture of the organization - rethink IT.
- Create a sourcing strategy that allows you to manage human resources to their lifecycle.
- Determine the Employee Lifecycle Value (ELV) for your key employees.
- Maximizing human capital by managing to stages.
- Evaluate market rate by understanding incumbent, recruitment, and ELV data points.
- Create a recruitment and retention strategy that considers demographics, role, skill, technology, market and individual.
- To maximize productivity, hire by competencies and align people competence to team.
- Create, deploy, and govern career paths that support your IT strategy.