open.michigan

Unless otherwise noted, the content of this course material is licensed under a Creative Commons BY-NC-SA 3.0 License. http://creativecommons.org/licenses/by-nc-sa/3.0/

Copyright © 2009, Tiffany Veinot & Max Chen.

You assume all responsibility for use and potential liability associated with any use of the material. Material contains copyrighted content, used in accordance with U.S. law. Copyright holders of content included in this material should contact open.michigan@umich.edu with any questions, corrections, or clarifications regarding the use of content. The Regents of the University of Michigan do not license the use of third party content posted to this site unless such a license is specifically granted in connection with particular content. Users of content are responsible for their compliance with applicable law. Mention of specific products in this material solely represents the opinion of the speaker and does not represent an endorsement by the University of Michigan. For more information about how to cite these materials visit http://michigan.educommons.net/about/terms-of-use.

Any medical information in this material is intended to inform and educate and is not a tool for self-diagnosis or a replacement for medical evaluation, advice, diagnosis or treatment by a healthcare professional. You should speak to your physician or make an appointment to be seen if you have questions or concerns about this information or your medical condition. Viewer discretion is advised: Material may contain medical images that may be disturbing to some viewers.







SI 626 – Management of Libraries and Information Services

Class Three: Organizational Design



Overview

- Organizational Design
- Organizational Structure
- Organization Chart
- Learning Organization
- Organizational Culture
- Conclusion



Big Picture

- Functions of management
 - Planning
 - Organizing (you are here)
 - Staffing
 - Leading
 - Controlling
- Includes deciding how to divide work into smaller tasks, how to group them together, who is responsible of doing them, who reports to whom, and who should make decisions when needed



Organization

 A goal-directed, boundary-maintaining, and socially constructed systems of human activities (Aldrich, 1999)

Formal vs. Informal organizations



- A process of creating a system that governs how work should be specialized and coordinated to best meet the goals of the organization
- Result: an organizational structure
- Two extreme approach: mechanistic model vs. organic model



Organization Design

 Discussion (10 min): Pick one organization you had worked (or are now working) in and discuss the approach of its organizational design. How do you think the approach fit that organization's goals?

Organizational Structure

- A a system that governs how work should be divided, clustered and coordinated
- Six key elements
 - work specialization
 - departmentalization
 - chain of command
 - span of control
 - centralization and decentralization
 - formalization



Work Specialization

 Work is divided into smaller tasks to improve efficiency

Horizontal and vertical specialization



Departmentalization

Tasks are grouped together to coordinate common tasks

- Methods of departmentalization
 - By function, territory, product, customer, process, subject, and form of resources



Chain of Command

- Who reports to whom
- Forms an continuous line of authority from top to bottom of the organization
- Unity of command
 - an employee should report to one and only one supervisor
- Authority
 - legitimate right of a supervisor



Span of Control

- Number of people that a manager can effectively and efficiently supervised
- In general, the wider the span, the more efficient. Too wide a span could hurt effectiveness.
- The trend is go wider



Centralization and Decentralization

Where decisions are made

The trend is more decentralized



Formalization

How much jobs are standardized

- High vs. Low formalization
 - Programmed vs. (relatively) non-programmed
 - Less vs. more freedom for workers in their tasks



Common Structures

- Simple structure
- Bureaucracy
- Matrix Structure
- Team Structure



Simple Structure

- Simple structure
 - low degree of departmentalization
 - wide spans of control
 - centralized authority (many times in one single person)
 - little formalization
 - usually very flat



Simple Structure

 Minute paper: Strength and Weakness of the simple structure. When or where does it fit most?

• Discussion (10 min).



Bureaucracy

Bureaucracy

- highly specialized (and routine) tasks
- functional departments
- centralized authority
- narrow spans of control
- decisions made with the chain of command
- very formalized rules and regulations



Bureaucracy

 Minute paper: Strength and Weakness of the bureaucratic structure. When or where does it fit most?

• Discussion (10 min).



Matrix Structure

Matrix structure

- joins two forms of departmentalization, usually functional and product
- breaks unity of command
- planned carefully



Team Structure

Team structure

- uses work teams as a major way to coordinate
- breaks down departmental barriers
- decentralizes decision making
- requires employees to be generalists as well as specialists



Organization Chart

 Discussion (15 min): http://lu.com/management/examples.cfm

 Each group pick one from the list, and try to find out the principles that these organizational structures are based on.



Learning Organization

- It engages everyone in the exploration, exploitation, and transfer of knowledge, increasing the collective learning throughout the organization and the capacity to create its future (James, 2003)
- Learning organization web
 - Transformational leadership
 - Egalitarian culture
 - Dispersed strategy
 - Integrating mechanisms
 - Horizontal structure
 - Knowledge workers



 Discussion (10 min): How do you use organizational design to foster a learning organization?

Organizational Culture

 shared belief, value, and meaning held by members that distinguishes one organization from other organizations

Strong vs. Weak culture



Functions

- defines boundary
- conveys a sense of identity
- facilitates commitment to something larger than one's individual self-interest
- enhances social system stability
- serves as a sense-making and control mechanism that guides and shapes the attitudes and behavior of employees

(Robbins, 1999)



- How employees learn culture
 - Stories
 - Rituals
 - Material symbols
 - languages



Conclusion

- Organizational design answers how job tasks in an organization should be divided and grouped
- Organizational structures are not and should not be immutable, and should respond to environment's challenge
- Structures can help forming or changing cultures