Mobile Computing Service Management

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At The Boeing Company

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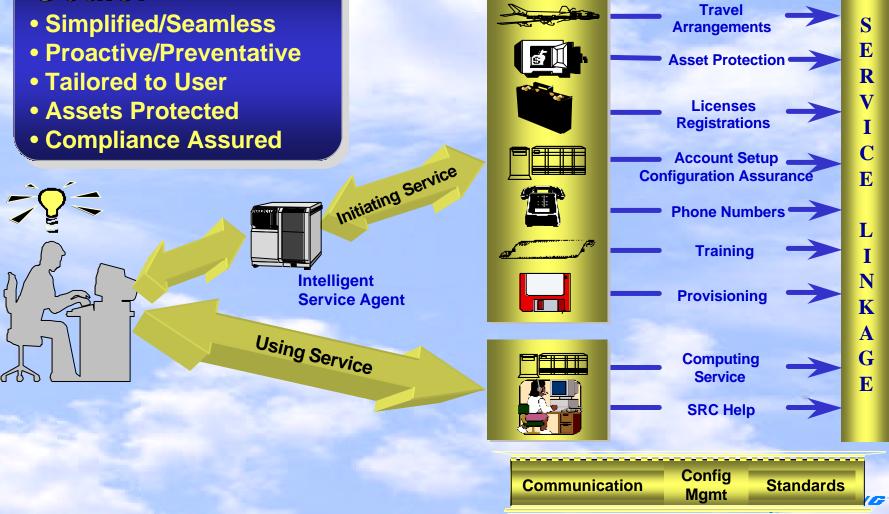
About The Boeing Company

- World's largest aerospace company
- World's largest manufacturer of commercial and military aircraft
- Nation's largest NASA contractor
- Largest US Exporter
- 2000 revenues were \$58 billion
- Customers in 145 countries
- 180,000 employees in 60 countries and 26 states



Mobility Services Goals

Goals:



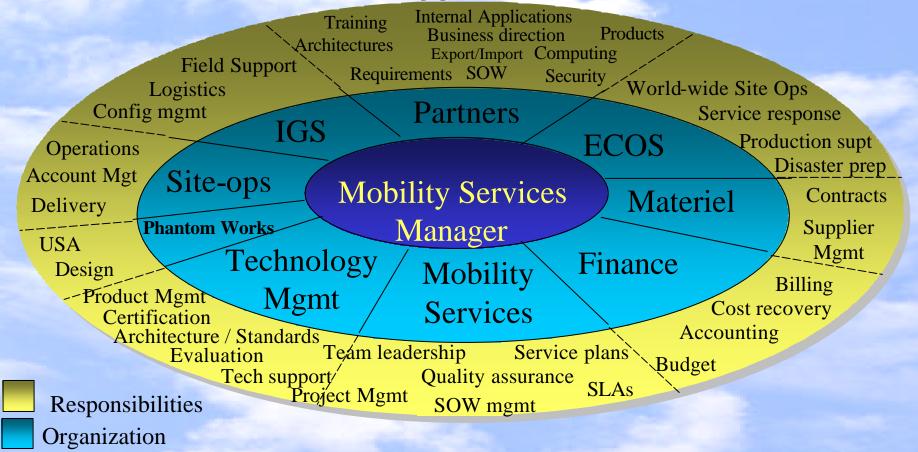
The Beginning – A Corporate Initiative

- Executive Sponsorship
 - Mobile Computing "vision" established
 - Potential recognized at the highest corporate level
 - Leading the way by example
 - Among the first to use the services
 - Not just "talk the talk," but "walk the walk."



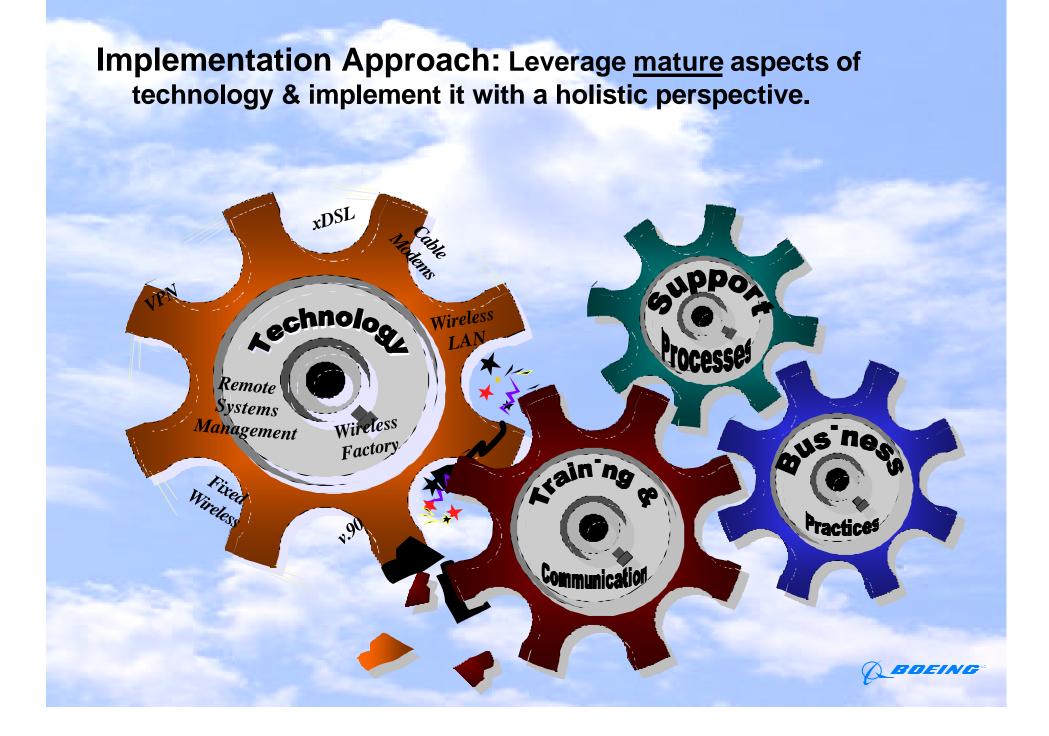
Mobile Computing Service Team

Approach



A "General Practitioner," working with specialist to improve the overall health of mobile computing.

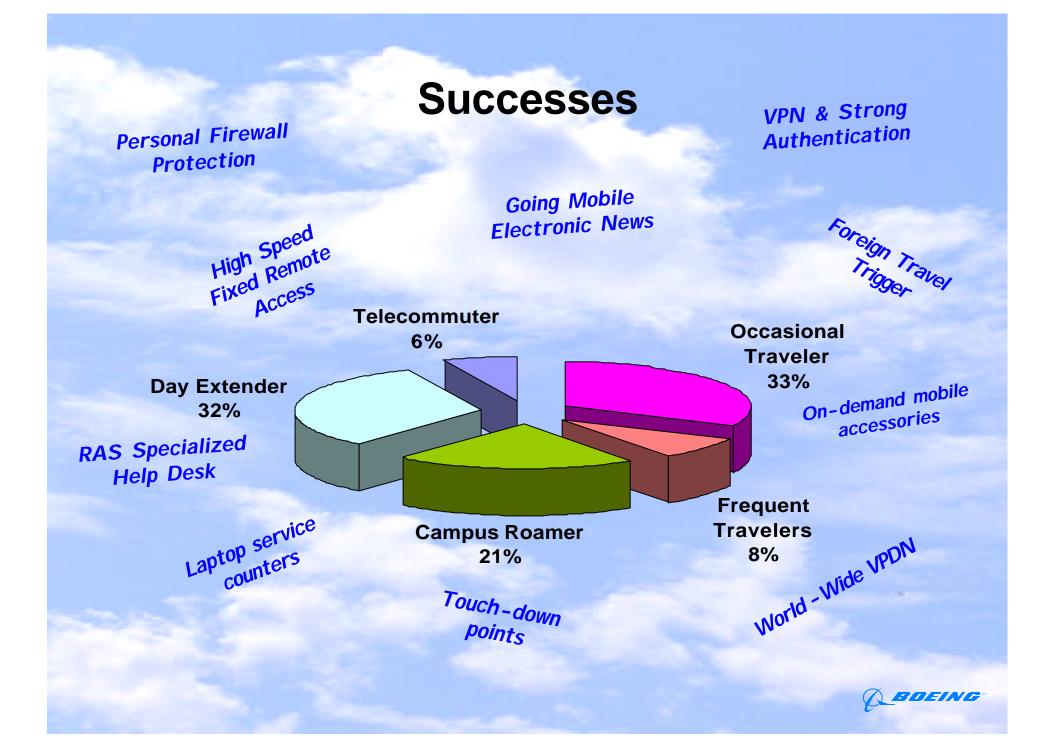
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Successes

- Ubiquitous deployment of standardized mobile computing environment across sprawling campuses, and multiple domestic and international sites
 - World class internal data network
 - Distributed computing environment
- > 60,000 Remote access users (out of 180,000 PC users)
- Mobile Users
 - 1500 International residents
 - 1000 International travelers
 - 18,500 domestic travelers
- Smithsonian Laureate for Computing Innovation

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Lessons We've Learned

Practices that work

- Build mobile computing triggers into business processes
- Strong Executive sponsorship
- Cross functional Service Management
 - Mobile computing advocacy in all related areas technical and functional areas of the IT and non-IT business
- Holistic approach
 - Managing the entire service from cradle to grave
 - Synergism of multiple implementation and support projects
- Standardization when-ever possible
- AND MOST IMPORTANT.....





•Teach them how to use it •Keep it simple

Lessons We've Learned Practices to AVOID

Assume users are computer savvy

- They are typically experts in their fields
- Their field is most often NOT computing
- Computing is simply a means to an end... not an end in itself
- If you can't explain it to your mother or grandmother, don't do it.
- Always use leading edge technology
 - Understand leading edge technology, but use mature technology
- Assume your current support model is sufficient
 - Users are often out of the "protected" environment of the corporate campus
 - New methods of self-help and self-healing need to be deployed
 - Support staff & help desk staff need specialized expertise
- Leave all security implementations up to the security department
 - Their expertise is quality tools to protect company assets
 - Your focus should be simplified use of the tools they provide
 - End user compliance often depends on ease of use



Current Challenges for Mobility Services

- Simplification & enhancement of existing "wired" services
- Wireless technology integration
 - Gather, validate, and document customer requirements
 - Research wireless handheld technology
 - Facilitate the cross-functional design and build for implementation of services

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Wireless – Status/Accomplishments

- Web based requirements survey complete
- Research through vendor presentations & wireless SMEs
- Wireless summits completed
- Standards for PDAs established
- Wireless Factory network implementations underway
- Knowledge worker project launched
- Multiple pilots being initiated throughout the enterprise



Wireless – Experiences to date

- Environment is always dynamic and new
- Education of stakeholders is key
- Communications with all levels must be ongoing
- Production use is widely different from knowledge worker use
- There is much more to this than devices and networks



Wireless -The Hurdles Ahead

- Wireless Security is inadequate/immature
 - Adequate work-around adds use complexity
- Technology churn/short lifecycle
 - Hinders standardization efforts
 - Raises operational & infrastructure cost
- Managing customer expectations
 - Connection is not everywhere all the time
 - Synchronization tools not yet equal to desktop
- Management of unlicensed radio frequencies
- Work/life impacts
 - Anytime/anywhere connectivity becomes everywhere/all-the-time
 - Danger that users will become "too-connected"

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