Organisation Dynamics
Written Exam
31 January 2003

This written exam is open book, thus you are allowed to use the course materials (reader, assignments, lecture slides) during the exam.

Make your best effort to finish the assignment within the available time. We are aware that you cannot finish the complete model within the available time. To pass you have to provide enough of the organisation model, which is the true determinator of whether or not you obtained the necessary expertise in organisation modeling.

Consider a company called Hiring Ltd. that sets out hiring new people. A number of job candidates is selected as the end result of some pre-selection rounds. Hiring Ltd. maintains an "all or none" hiring strategy for these final candidates, based on a management game as outlined below. The outcome of this game is that either all candidates will be hired or none will be hired.

The management game works as follows. The group of candidates is dropped somewhere in a large forest. None of the candidates knows the dropping point. The group is equipped with a compass, a map and a mobile phone. The mobile phone is only to be used in emergency situations, thus at no other times. The group's mission is to return to some given point on the map in at most one hour. If the group succeeds to do this, everyone is hired; if not, no one is hired.

You are part of the group. What organisation form would you propose? How would the group decide which actions to take at which times?

Assignment

Design an organisation and identify the dynamic properties (i.e., OP, GI, GP, RI, TP, RP) that enable modeling your strategy to be followed in the management game.

Your solution must at least include some elements of the following:
  a) the organisation structure, both in diagram and in table format
  b) the behaviour of the organisation, in terms of its dynamic properties
  c) a proof tree for at least one organisational property