No part of the candidate evidence in this exemplar material may be presented in an external assessment for the purpose of gaining credits towards an NCEA qualification.

SUPERVISOR'S USE ONLY

91379



Level 3 Business Studies, 2017

91379 Demonstrate understanding of how internal factors interact within a business that operates in a global context

9.30 a.m. Friday 10 November 2017 Credits: Four

Achievement	Achievement with Merit	Achievement with Excellence	
Demonstrate understanding of how internal factors interact within a business that operates in a global context.	Demonstrate in-depth understanding of how internal factors interact within a business that operates in a global context.	Demonstrate comprehensive understanding of how internal factors interact within a business that operates in a global context.	

Check that the National Student Number (NSN) on your admission slip is the same as the number at the top of this page.

There is ONE task in this booklet. You should attempt ALL FOUR parts of the task.

Refer to relevant business knowledge and/or Māori business concepts in your answers.

If you need more room for any answer, use the extra space provided at the back of this booklet.

Check that this booklet has pages 2–12 in the correct order and that none of these pages is blank.

YOU MUST HAND THIS BOOKLET TO THE SUPERVISOR AT THE END OF THE EXAMINATION.

TOTAL ASSESSOR'S LISE ONLY

Read the background information below and in the other boxes about *Kemu*. This is the business that you may use to answer parts (a), (b), and (c) of the task.



Kemu was formed in 2010 and specialises in the development of games to play on platforms such as PlayStation and Xbox. Kemu has a small niche market, however it can charge a premium price due to the consistent quality and innovation shown in its gaming software.

The head office is located in Lower Hutt and there is a design team in Silicon Valley, California. The designers have proved to be most effective when working together as a team.

Kemu's CEO convinced the shareholders that to remain competitive, the company needed to start developing games for virtual reality (VR) technology. The CEO's decision to convert to VR games was influenced by attending a technology conference in San Francisco, where VR games featured. This conference was attended by many of the market leaders in the gaming industry.

Image source: http://www.wareable.com/project-morpheus/sony-project-morpheus-release-date-price-games

You may choose to answer parts (a), (b), and (c) using *Kemu*, or a New Zealand-registered business(es) operating in a global context that you have studied in depth.

In part (d) you must use a New Zealand-registered business operating in a global context that you have studied in depth.

Name of New Zealand-		
registered business(es)		

(a) Fully explain ONE benefit the business may gain by introducing product innovation, such as the new VR games.

In your answer, refer to:

- staff motivation
- productivity.

By Kemu introducing the new product inovation
being VR games this could benifit the business in
many ways. By introducing VR games it could introduce
a whole new target market brining on inflow of
Sales to the business therefore going on to increse their
Overall profit. VR will be a new business venture
for Kemu and this could increse staff motivation
to come up with great ideas to implement into
the VR Clames and Molivate the Staff to design the
best UR game. If the staff are exited about
this new business venture it will increse their
productivity in the workplace and this will go
on to help Kennu produce a premium product
they can charge a premium price for and
Keep them a competitive business.

For the move to VR games to be successful, the CEO needed the Silicon Valley designers to be fully supportive. The designers are a highly experienced and influential team. The CEO believed that an inclusive strategy for change, where the designers are consulted about how they believe the change should take place, would be the most effective strategy to transition *Kemu* to VR technology games.

(b) Evaluate the likely success of an inclusive change management approach to convince employees to use innovative new technology.

In your answer:

- (fully explain ONE positive and ONE negative effect of the inclusive change management approach for the business
- provide a justified conclusion, including any new information, as to the suitability of the inclusive change management approach for this business.

likely Success of an inclusive change managment approach MOULD Successful be highly 05 recognise Silicon valley exprenced influentual team and he them, Consults involves them 90 the team this silicon value Open icheas more to the because they are being involved will feel more as an equal. negitive of inclusive the is team at Silicon might not change, De Open place and want Same the Cause Unwanted tennsion as the designers at silicon very experenced and influental. managment strateray is Lemo as Was team very influental they board with got on games Other designers Company

d follow Suit.	
	/
/	
	3
	3

Kemu is known in the industry for its consistent high quality and innovation. *Kemu* embraced the change and developed new VR games. However, since the introduction of the new VR games, there has been negative online feedback from unhappy customers finding faults and other problems with the quality of the new games.

- (c) Fully explain, with ONE reason, how negative online feedback may affect a business like Kemu, which is known for its consistent high quality and innovation.
 In your answer, refer to:
 - the effect on the use of a premium pricing strategy
 - the impact on long-term revenue and profitability.

For a business like Kemu that is known
for high quality products, to start getting feedback
around poor quality will effect Kemu's
reputations as they will no longer be
seen as high quality product they will
be seen as having poor quality. This
will effect kemu in regulards to the use of a
premium Pricing Stratergy. If they are seen as
having poor quality they will no longer be
able to charge a premium price for their
products as it is no longer seen as a
premium product. In the long run this will
effect Kemo's revenue and profitability as
they will not be generating as much income
from the sales of their product because
they would of had to drop their prices and
the loss of customers due to not wanting to
buy a poor quality product

This page has been deliberately left blank.

The examination continues on the following page.

Kemu is currently investigating three possible quality management (QM) strategies to improve the quality of their games:

- · Quality Control checking at the end
- Total Quality Management
- Quality Circles.
- (d) For a New Zealand-registered business you have studied that is operating in a global context, choose a strategy from the above list, and evaluate its suitability to improve the quality of the products of the business.

In your answer:

- explain the chosen strategy in the context of the business
- fully explain ONE positive and ONE negative effect of this QM strategy for the business
- provide a justified conclusion, including any new information, as to the suitability of this QM strategy for this business.

Name of New Zealand- registered business	Fonterra	
Quality management strategy	Quality Control	

Fonterra is a New Zealand registered that operates in the global highly requarded For the products they produce are a where at Quality Control Stage you check the product production faults. has 100 it make Sure Fonterra would check its packaging the end of the production to make sure all in the correct locations. this Straterqy is it prevents OF getting to the products heep their reputation fonterra allowing quality product. Although a negitive this is costly and

Sub	Subject: Level 3 Busin		3 Business Studies	Standard:	91379	Total score:	A 4
Q		ade ore	Annotation				
1	A4		Part (a) The candidate has only ex gain from product innovati The candidate did not productivity would impact	on, referring vide additiona	to staff motivation al explanation as	n and productivi	ty.
		A 4	Part (b) A positive effect of an inclusive strategy was explained. This answer did not reach Merit, because the candidate has not provided an impact (how) statement.				
			Part (c) The candidate has explain affect the premium pricing pricing (did not state that t revenue and profitability in	strategy, but he price shou	did not fully expuld decrease) or t	lain the effect or	
			Part (d) The candidate has explain explanation for one positive Fonterra. The depth (details)	e and one ne	egative impact, in	the context of	1