(b) constructing heuristic computer programs

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FIGURE I. TRADITIONAL AND MODERN TECHNIQUES OF DECISION MAKING

TYPES OF DECISIONS	DECISION-MAKING TECHNIQUES	
	Traditional	Modern
Programmed: Routine, repetitive decisions Organization develops specific processes for handling them	1. Habit 2. Clerical routine: Standard operating procedures 3. Organization structure: Common expectations A system of subgoals Well-defined informational channels	1. Operations Research: Mathematical analysis Models Computer simulation 2. Electronic data processing
Nonprogrammed: One-shot, ill-structured novel, policy decisions Handled by general problem-	 Judgment, intuition, and creativity Rules of thumb Selection and training of 	Heuristic problem-solving tech- niques applied to: (a) training human decision makers

executives

solving processes.