

An associative abstract chart of dissimilar organizational objectives and goals. This is based on Murray's psychogenic needs.

Psychogenic Needs	Business system	Space Flight (unmanned)
Ambition Needs		Mission Control
A. Achievement	Planning	
B. Exhibition	Improvement/features	
C. Recognition	Consumer confidence	
Materialistic Needs		
A. Acquisition	Data Proc./ Purchasing	Communications / Telemetry
B. Construction	New Con./Maintenance	Design / Engineering / Testing
C. Order	Engineering	CCS, Sequencing and control functions
D. Retention	Inventory/Quality Control	CCS, Antenna pointing information
Power Needs		
A. Abasement	Independent Testing/Alerts	CCS, Fault detection
B. Autonomy	Procedures/Policy	AACS, Maintains the pointing of antenna
C. Aggression	Sales	Mission Control
D. Blame Avoidance	Industrial standards	Mission Control
E. Deference	Upgrade	AACS, Orientation / Scan platform positioning
F. Dominance	Marketing, Production	FDS, Config. instrument and controls operations
Affection Needs		
A. Affiliation	Networking/interaction	Assembly, Fabrication, Prep & Launch
B. Nurturance	Healthcare/Prod. Guarantees	CCS, Command decoding, Corrective routines
C. Play	Entertainment	Data / Information interpretation
D. Rejection	Diversity	Flight Procedures/Changes (Policy/Programmed)
E. Succorance	Gov. Protectionism	Backup subsystems
Information Needs		
A. Cognizance	Research/ Cust. Feedback	Onboard Instrument packages / Flight Data
B. Exposition	Training	Subsystem processing & Reporting

CCS = Command Computer Subsystem

AACS = Attitude and Articulation Control Subsystem (Navigation/Guidance)

FDS = Flight Data Subsystem

Psychogenic Needs

Incident Command System (ICS)

Ambition Needs

Incident Command

- A. Achievement
- B. Exhibition
- C. Recognition

Materialistic Needs

- A. Acquisition
- B. Construction
- C. Order
- D. Retention

Supply Units (Logistics), Procurement Unit (Finance/Admin)
Facility & Ground Support Units (Logistics)
Incident Command
Resources Unit (Planning), Document Unit (Planning)

Power Needs

- A. Abasement
- B. Autonomy
- C. Aggression
- D. Blame Avoidance
- E. Deference
- F. Dominance

Training, Exercise & Appraisal
Training and Exercise
Single Resource, Strike Team, Task Force, Air Operations (Operations)
Training and Exercise
Liaison Officer (Command)
See Aggression, Acquisition, Cognizance, Construction & Retention

Affection Need

- A. Affiliation
- B. Nurturance
- C. Play
- D. Rejection
- E. Succorance

Communications Unit (Logistics) also see Construction & Succorance
Safety Officer (Command), Medical & Food Units (Logistics)
Transfer of Power & operational periods
Demobilization (Planning)
Compensation Claims Unit (Finance/Admin)

Information Needs

- A. Cognizance
- B. Exposition

Situation Unit (Planning), Time & Cost Units (Finance/Admin)
Public Information Officer (Command)