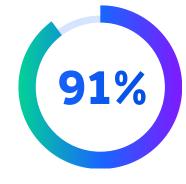


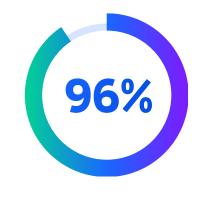
Playing the blame game: How finger-pointing puts critical IT operations at risk

The IT blame game happens all too often

A survey of attendees at a Dynatrace cloud innovation event in Europe showed:



of organizations **say things spiral into a 'blame game'** with
third-parties when problems arise
in an IT service



of organizations say teams are called into 'war rooms' to troubleshoot when problems occur

War rooms have a negative impact on teams



Organizations need to transform the way teams collaborate

with platforms that support proactive approaches to incident management



72%

of organizations say

observability is mandatory 5 hrs

Unified monitoring

solutions that point to root cause could reduce the duration of IT incidents by 5 hours



and equips teams with answers

8/10Dynatrace customers

have **reduced or** eliminated war rooms



See how Dynatrace supports a unified observability strategy

that teams can use to collaborate.

Read the full blog post to see how to create a single source of truth

Read blog post

