



#### IN 5210 IS theory:

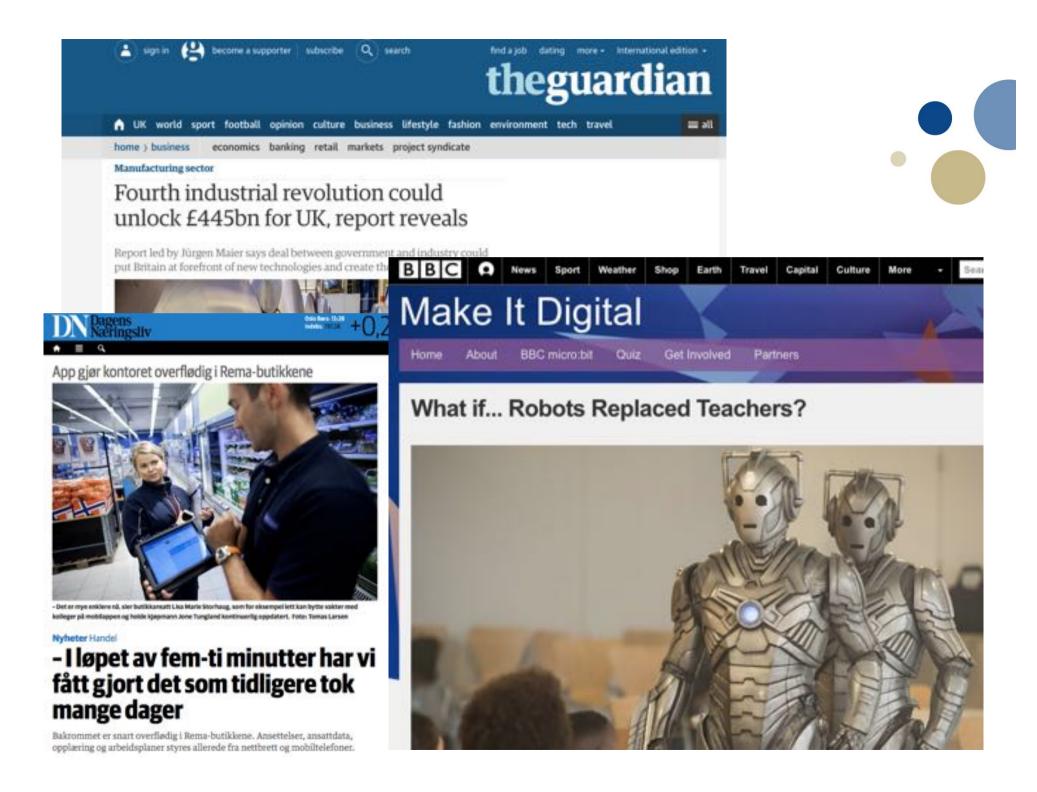
Towards understanding 'digitalization'

#### Eric Monteiro

www.idi.ntnu.no/~ericm



# Background







#### Titan.uio.no

















- Det vi berev på N#01 nå. Margit Abel Grape (till ver may teknologi inn i utdan

#### Mener

#### Helt nytt studium ble det vanskeligste å komme inn på

Endelig er ventetiden over for kommende studenter - opptaket til høyere utdanning er klart.

På MN-fakultetet er det - i den ordinære kvoten aller vanskeligst å komme inn på det helt nye studiet Informatikk: digital økonomi og ledelse #. Poengkravet er 62,1. Hele 19 har kjempet om hver plass på dette studiet.

For søkere med førstegangsvitnemål kreves det 51,9 poeng for å komme inn her - knepent slått av farmasi med 52,0.

- Studieprogrammet tar hensyn til ønskene fra arbeidsmarkedet og gir studentene en unik og ettertraktet utdanning, sier dekan Morten Dæhlen i sin blogg om "Dig.ek"-studiet.



Her, i Ole-Johan Dahls hus i Forskningsparken, skal de nye informatikkstudentene holde til. Foto: Jan-Tore Egge/Wikimedia Commons

Han kaller det et knallsterkt alternativ til utdanningene innen industriell økonomi ved andre læresteder.

Siden studieprogrammet er nytt, kan man ikke sammenligne med tidligere år, men flere av de andre studieprogrammene innen informatikk øker i poengkrav, for eksempel:

Informatikk: design, bruk og interaksjon øker fra 50,9 i 2016 til 53 i ordinær kvote (42,1 for primærsøkere).

Informatikk: programmering og systemarkitektur øker fra 51 i 2016 til 53,1 i ordinær kvote (42,9 for primærsøkere).

digitalization computerization 5
serviciation 5

### Technological determinism?



#### **Investments & employment**



US: investments in IT grew annually by 20% in 1990

US: employment 2m (1992), 3.5m (2000)

# Recent Norwegian statistics (SSB)

OPPDATERT

23. mai 2017

**NESTE OPPDATERING** 

Foreløpig ikke fastsatt



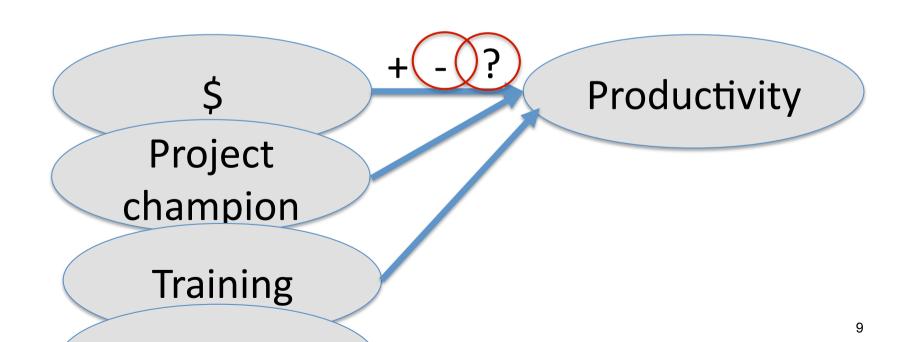
nformasjon og kommunikasjon, struktur	reaction reacting are was ensemble care		
	2015	Prosent	
		2014 - 2015	2011 - 201
Foretak			
Ansall foretak	16 527	63	14
Sysselsatte	95 352	2.7	8.
Unitetring (Tell, 47)	235 798.1		19,
Bearbeidingsverdi (mill. kr)	104 430,8	2.3	17
Brutto driftsresultat (mili, kr)	34 504.2	0.3	10
Bedrifter			
Arital bedrifter	17 384	6.0	14
Systehatte	93 648	1,5	7
Omsetning (mill, kr)	228 324,3	4,0	15
Lannskostnader (mill. kr)	68 834.9	3.1	19.
Bruttoinvesteringer (mill. kr)	10 730,6	16.6	33

Source: ssb.no

#### Macro =/= micro effects



- Macro- but not micro effects and vice versa
- 'Productivity paradox':



# "[Y]ou can see the computer age everywhere except in the productivity statistics" \*

- 1. Not automation (qua substitution)
- 2. Complementaries (customer interaction, internal communication)
- 3. Transformation

R Solow

Brynjolfsson, E., & Hitt, L. M. (2000). Beyond computation: Information technology, organizatinal transformation and business performance. *The Journal of Economic Perspectives*, *14*(4), 23-48.



## Sociotechnical: use of technology

#### Use/utility/value: functional vs symbolic

- Technology used for more than utility, purpose
- Display outwards
- Identity
- Fashion, design





#### **Ex.: Mobile**

health/move gps

talk

text

news

camera

email

social media



calender

browse

music

games



## "Use" of technology

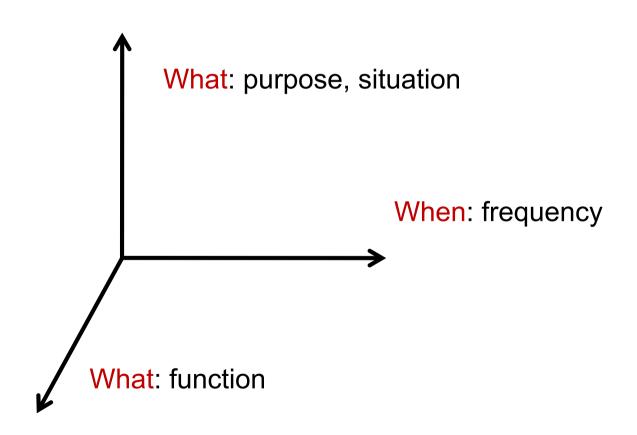


- Seen
- Touched
- Tried
- Some use
- Used a lot
- Used selected functions
- Used all functions
- In routine use

... all is "use" ?!



## Ex.: possible vocabular?



## "Getting the job done"



Milkshake



# **Designing technology**

#### **Ex.:** payment platforms

- Banks:
  - Accounts/ transactions
  - Debit cards
- Credit card companies
  - Digitalization of the card
- Telecom
  - Charged as teleservices
- Mobile phone
  - In-app payment
  - mCash, Vipps, ...





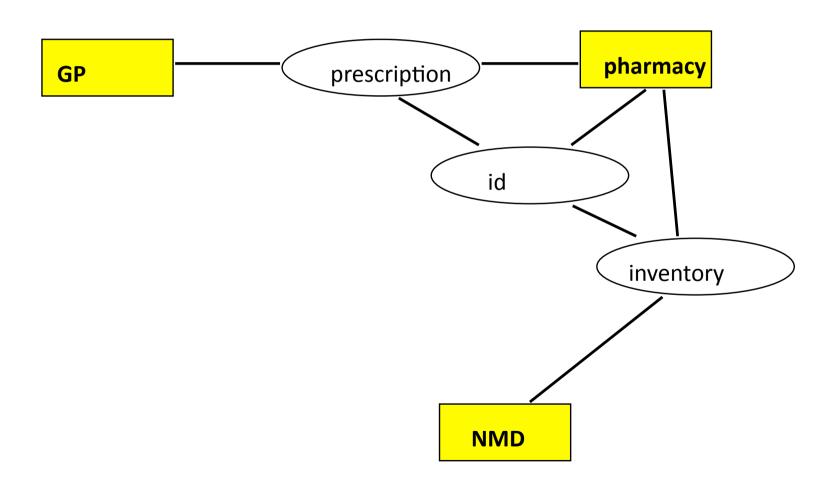
## **ePrescription**





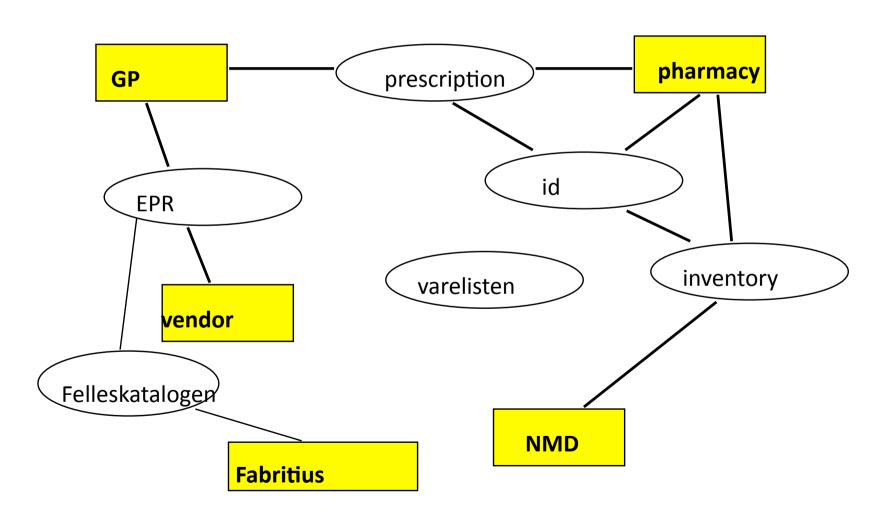
# **ePrescription**





## **ePrescription**



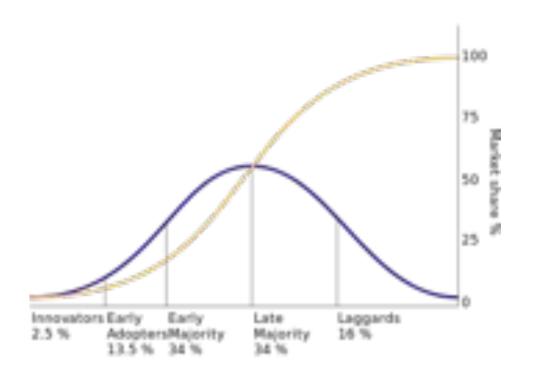




## Uptake, diffusion of technology

## S-curve diffusion vs Leapfrog



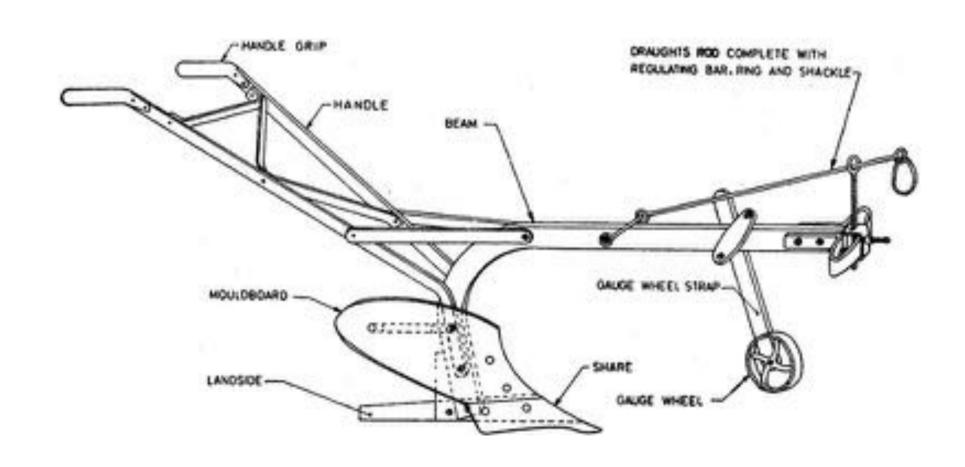




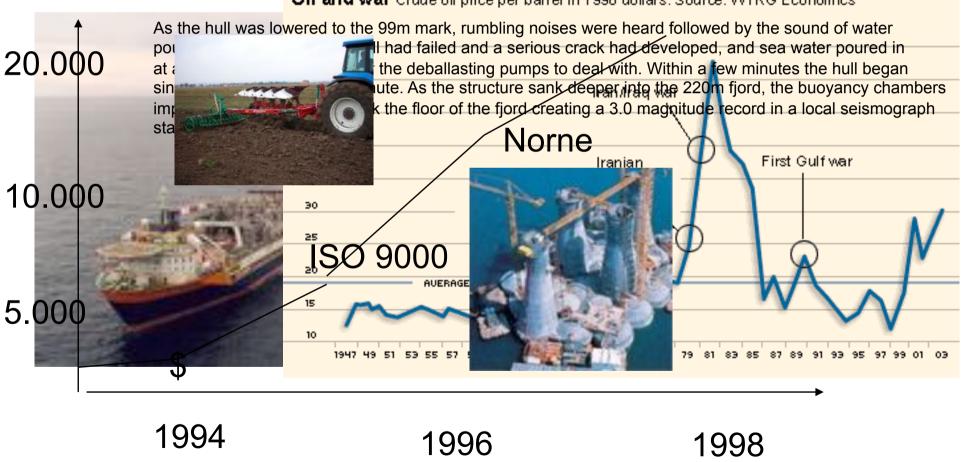
Ex.: Mpesa

## Critique: no dynamics (artefact)











## 'Liquefaction': IoT, data science



#### Relevance: data science, IoT



- "Data increasingly self-referential"/ "computational rendition of reality" (Kallinikos)
- "Algorithmic phenomenon" (Orlikowski)
- IoT: referent → reference
- "synthetic situation" (Knorr Cetina)

# Sand: physical or digital – or both?

- 0: physical inspection, tactile, samples
- 1: sensor: sound or electro-magnetic

"We tried several approaches, but in the end we landed upon the simplest way of measuring sand content: that of grains of sand flowing across the probe every second".

False alarms, on- vs offshore operators

### (cont.'ed)



• 2: trends, not numbers

"I'm quite certain we have sand entering the well," he continues, "but then I look at the down-hole pressure here," pointing at a green trend line plotted in the same coordinate system. "I realize that almost no fluids are streaming through the well. I would normally ask the control room operators to choke down [that is, reduce the flow rate on the well] to prevent sand from damaging the production equipment. In this case, however, I am asking them to choke up. We are dangerously close to a shut-in pressure where sand will simply flow back down the pipeline."

"It [the information] was just [presented as] a number, but what does that number mean? They needed to see trends, and be aware of the system's limitations. They needed to consider factors that affected the measurements, but which were not sand related. So, if they had an alarm, they had to manually assess whether the alarm was an actual incident."

#### (cont.'ed)



• 3: predictive algorithm

"We quickly realized that input data comes with a lot of uncertainties. (...)
When the quality of the input data varies the visualized output is basically meaningless.
So we had to implement a way of visualizing the input data, too."

measurement

"Say we monitor 100 wells. For 80 of these wells this sand rate will have no erosion consequence [that is: it will not, within the set time period result in erosion that is outside safe levels]. For these there is no problem. But for the remainder 20 wells erosion may be an issue, and the production engineers need to pay particular attention to them.



# Platforms & ecosystems

#### A 'platform'

- What is it?
- Why does it matter?







#### Google's Innovation Ecosystem

Media companies, individuals

- \*Create information
- \* Stimulate consumer interest; foster community
- Provide delivery mechanism for targeted ads

Providera Providera

Consumers

The Google Platform

Innovators

Advertisers

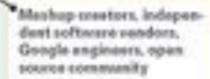
Over 1 million companies and individuals

- Deliver relovant ad content to searchidentified users
- Generate vast revenue stream that supports Google
- \*Help monetize incovators' new offerings

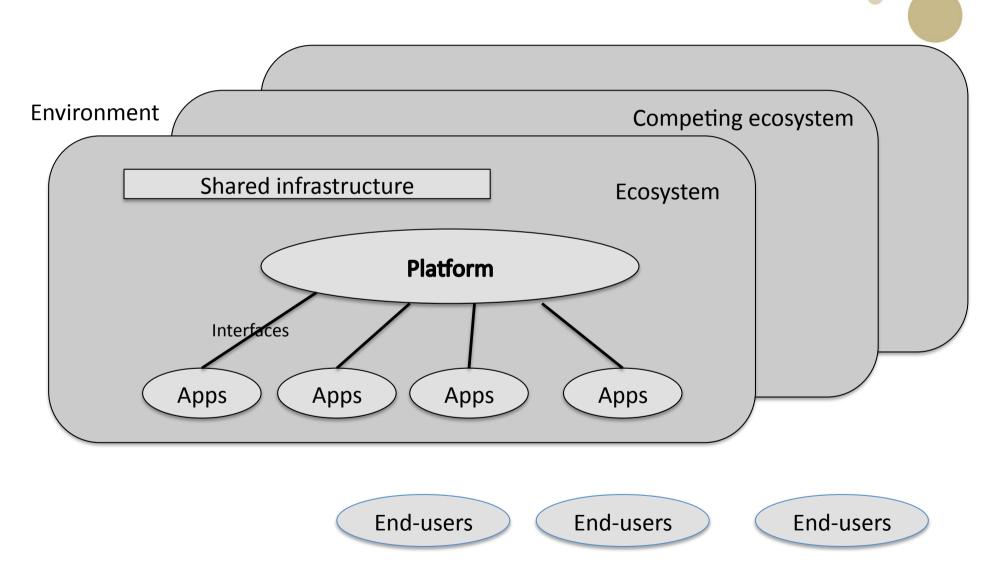
 132 million unique visitors per day (as of 11/2007)

- \* Search for information and reveal interests
- \* Consume targeted advertising
- Validate appeal and test performance and marketing of innovations
- Contribute ideas
   for improvements
- Became new products' commercial users

- Together, make up a diverse productidevelopment network
- Desetop new offerings that help keep consumers engaged and Google "sticky"
- Generate revenue for themselves and for Google
- Extend value of Google's tools and technology



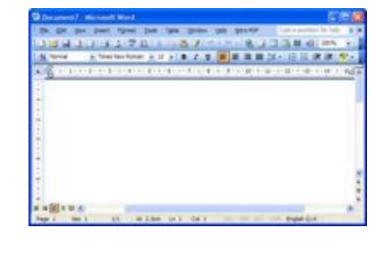
## Elements of a platform ecosystem •



#### **Network externalities**

 External to user/ technology relation

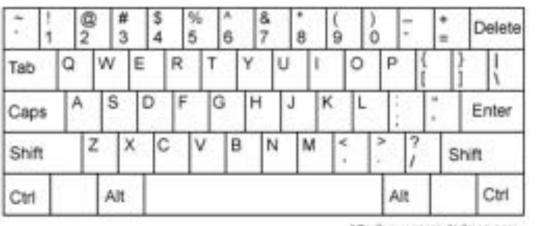
 Tied to network of other users







#### QWERTY KEYBOARD



#### Lock-in







Vi gir bort markedsføringspakke til de 50 første so signerer oppdrag med ass."

#### Frykter nye bonuspoeng

Norwegian-sjef Bjørn Kjos frykter at Arbeiderpartiet åpner for at SAS Braathens får dele ut bonuspoeng på innenlands flyruter igjen.

AV EMAR IS SPANS

17-Jun-2006-00-05, repaided 17-Jun-2006-06-e4

Uten bonusforbudet som varer til nesteår, ville Norwegian aldri klart å etablere seg i Norge.

Da den forrige regjeringen gjennom Victor Norman forbød flyselskapene å gi bonuspoeng, var Arbeiderpartiet mot et slikt forbud.

#### Color Air måtte gi seg

Samtidig mente mange at SAS' (og den gang selvstendige Braathens') bonusprogram gjorde det umulig for andre selskaper à konkurrere pă innenlands ruter.



Blant annet hadde Color Air, et flyselskap eid av gründeren Olav Nils Sunde. kastet kortene. Årsak: Det var umulig å få passasierene over fra SAS og Braathens fordi de da ikke fikk tilgang til bonusopptjeningen.

Dette blir et av de viktigste spørsmålene for konkumansen innen luftfart i Norge i tiden fremover, og Norwegian-sjefen Bjørn Kjos legger ikke skjul på at en gjeninmføring av en bonusordning på SAS Braathens norske flyginger vil innebære en kraftig konkurransedreining.

 Da forbudet mot bonusprogrammet kom, så ble det lägt forelopig for en periode på fire år. Det betyr at ordningen skal vurderes innen 2007. Color Air var et greit eksempel på at det er umulig å konkumere med lavprisflyginger innen Norge med en slik konkurransefordel for SAS Braathens. Vi ga også klar beskjed om at det ikke kom på tale å etablere norske ruter dersom ikke bonussystemet ble forbudt, sier Kjos, som har liten tro på at det blir innført. igjen.

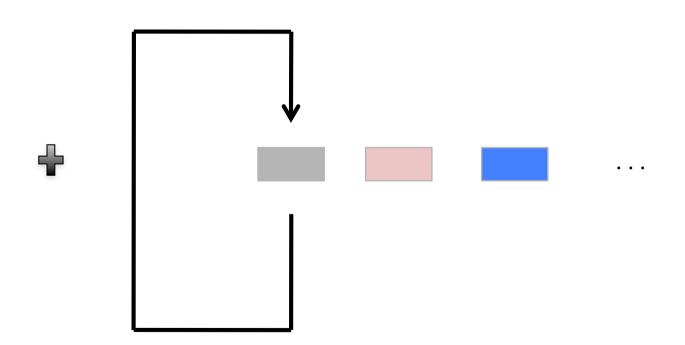






#### **Network externalities**

Same-side vs cross-side effects



- Ex.: iOS & Apps (cross-side)
- Ex: traffic, cars (same-side)

### Chicken-or-egg

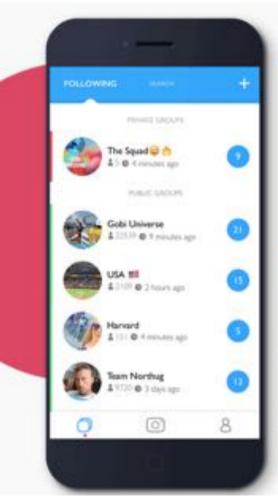
- How to bootstrap?
- Non-linear effects
- Collective action: 1 + 1 = 2 ?
  - Bandwagon effect
  - game theory
    - Ex: crossing a street (non-linearity)
    - Ex: traffic junction (coordination)
- Subsidize?
- Ex 1.: Public goods (=platforms) paid by government (roads, infrastructure,...)
- Ex 2.: cross-side network externalities

## **Evoluton in platforms**



- Differentiate from competitors
- Create value
  - Valuable?
  - Rare?
- Sustain value
  - Inimitable?
  - Non-substitutable?
- Resources: capabilities, functionality, user base, apps, patents, reputation, ....



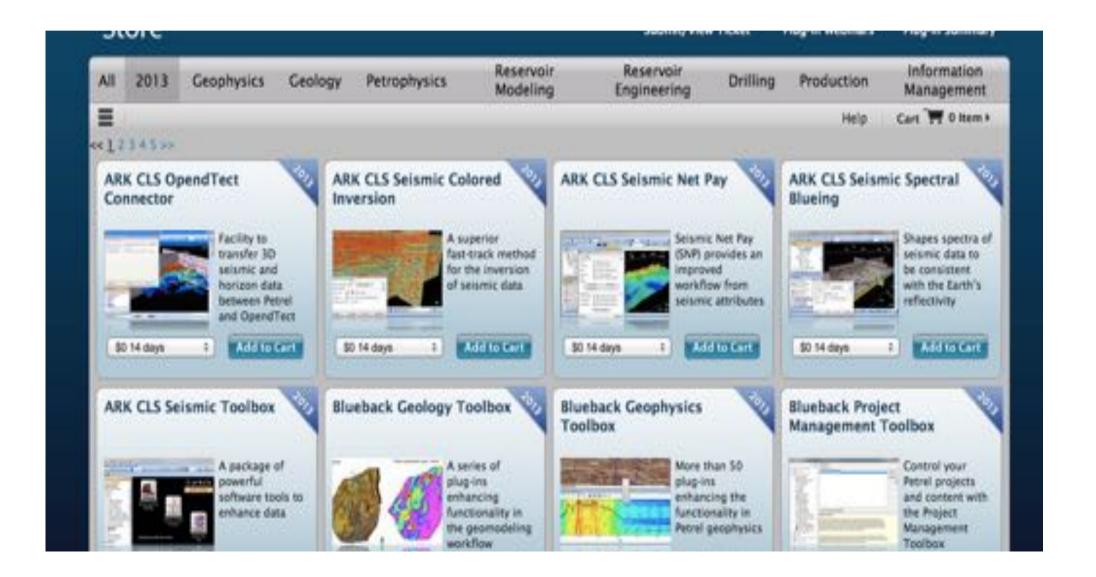


## gobi

#### Connect with your community

Share moments in collaborative stories. Create private groups with friends. Join public groups of your interest.

## Ex.: Schlumberger's Ocean platform



# Subsidizing: how much, how long?

- Pdf: readers for free, premium for editing/ sharing/ commenting/..
- Logic of network externalities: size is everything
- Facebook "growth is everything"
- Content is king (youtube)







## Conclusion

### Learning outcomes



- Historic background of ICT/ digitalization
- Effects of ICT on employment, investments
- Sociotechnical understanding of use, uptake, diffusion of ICT
- Conceptualizing platforms and ecosystems