IT DOESN’T MATTER

Bruce Hohne
ROLE OF IT

Source: Gartner (2012)
Does IT fit the classic Infrastructure Technology mold?

Similarities

Differences

Has IT become a commodity?
Can IT provide strategic value?

At what cost?
Which new technology will make or break your business?
Emerging Technologies Hype Cycle 2012

- **Technology Trigger**: Technology that triggers the hype cycle.
- **Peak of Inflated Expectations**: The peak of hype and enthusiasm.
- **Trough of Disillusionment**: Reality sets in and disillusionment follows.
- **Slope of Enlightenment**: Learning from experience and gaining knowledge.
- **Plateau of Productivity**: Technologies stabilize and gain productivity.

**Plateau will be reached in**:
- ○ less than 2 years
- ○ 2 to 5 years
- ● 5 to 10 years
- △ more than 10 years
- ✗ before plateau

**Examples of Technologies**:
- 3D Printing
- BYOD
- Complex-Event Processing
- Social Analytics
- Private Cloud Computing
- Application Stores
- Augmented Reality
- In-Memory Database Management Systems
- Activity Streams
- NFC Payment
- Audio Mining/Speech Analytics
- Cloud Computing
- Machine-to-Machine Communication Services
- Mesh Networks: Sensor
- Gesture Control
- Predictive Analytics
- Speech Recognition
- Consumer Telematics
- Idea Management
- Biometric Authentication Methods
- Consumerization
- Mobile Tablets
- Mobile OTA Payment
- Home Health Monitoring
- Hosted Virtual Desktops
- Virtual Worlds
- In-Memory Analytics
- Text Analytics
- Volumetric and Holographic Displays
- 3D Bioprinting
- Quantum Computing
- Human Augmentation
- Natural-Language Question Answering
- Internet of Things
- Mobile Robots
- Autonomous Vehicles
- Automatic Content Recognition
- Speech-to-Speech Translation
- Silicon Anode Batteries
- Big Data
- Crowdsourcing
- HTML5
- Wireless Power
- Hybrid Cloud Computing

**As of July 2012**