

TECHNOLOGY &
INNOVATION IN THE

AGE OF INFORMATION

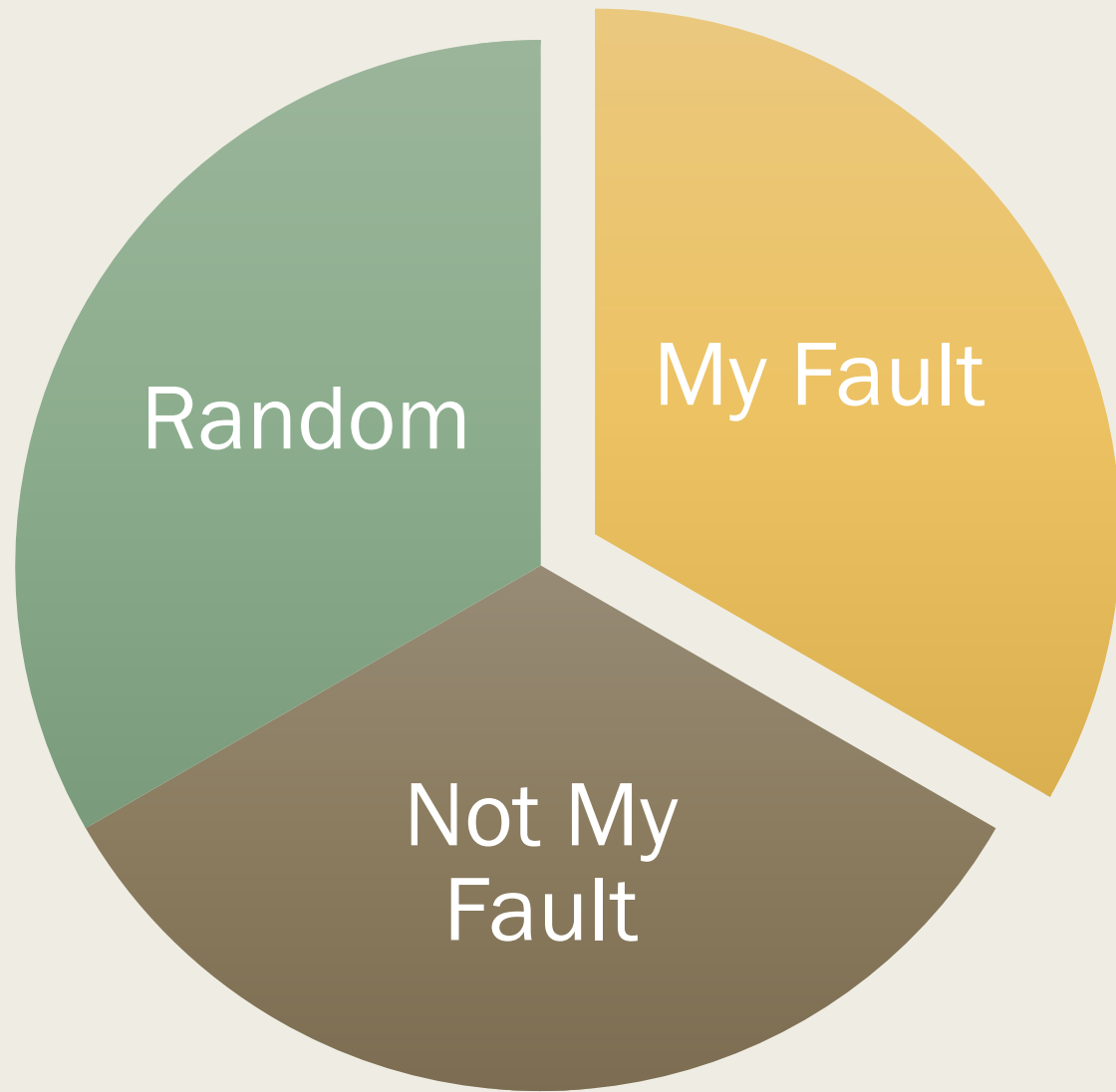


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May 15, 2017

About this Course







Ice Breaker

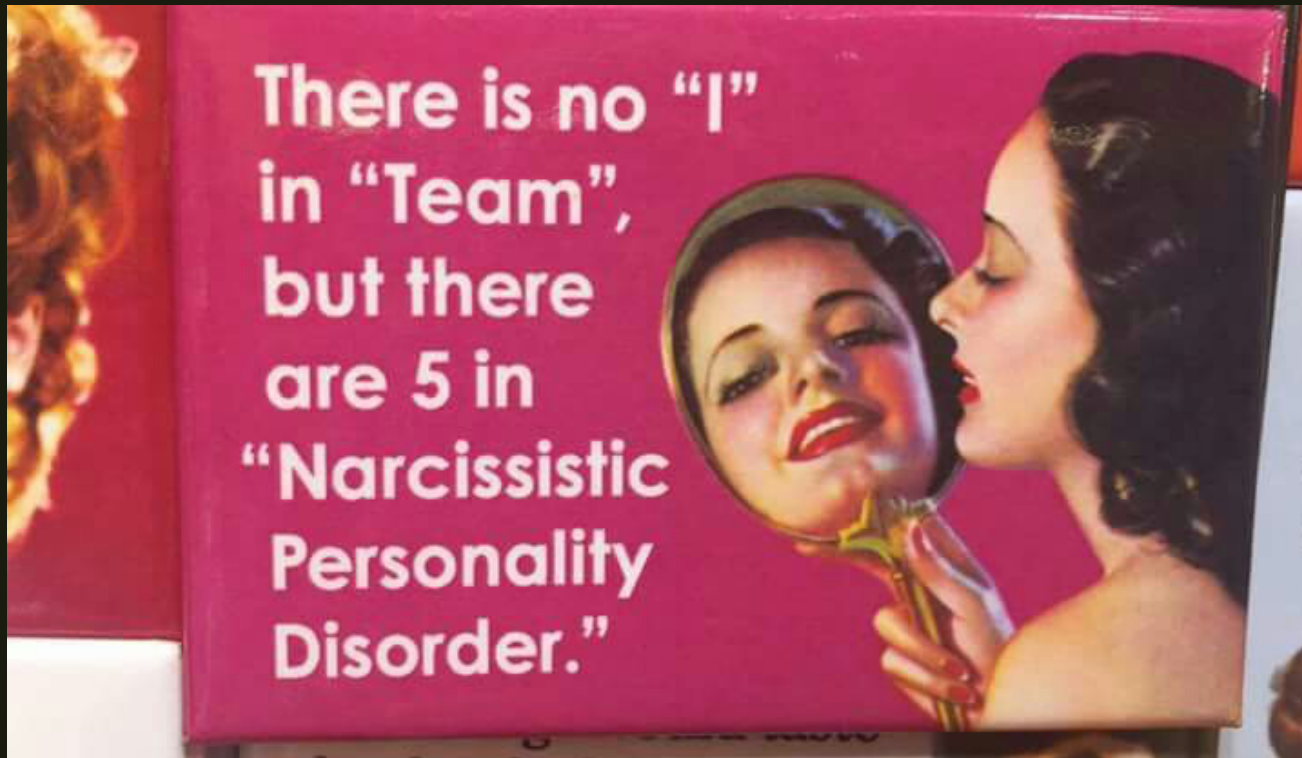
Tell us a little bit about yourself

- Your name
- What you do
- For work
- For fun
- Something you're excited about in life
- A technology that has recently grabbed your attention
- A technology you brought with you today

Setting Intentions

- In a private note to yourself, write down what you intend to get out of this class.
- I will not ask to see your private note to yourself.
- You may do with this note as you wish.





Form Teams

- 5 (ish) students per team
- Choose a team name
- Create a team logo

ΤΕΧΝΟΛΟΓΙΑ

- Anyone speak a foreign language?
- From Greek

From two words: **Τέχνη** meaning

Art

Craft

Work

And a seminal word in Greek, **λογία** meaning

The study of

Explanation

Logic

Words

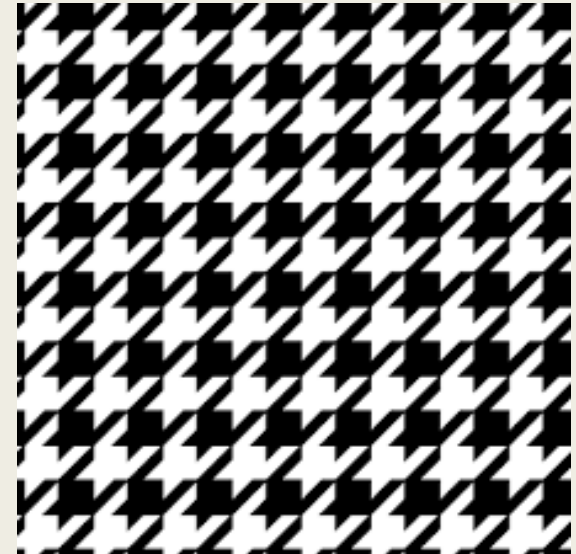


Λόγος

- Word
- Symbol
- Name
- Idea
- Identity



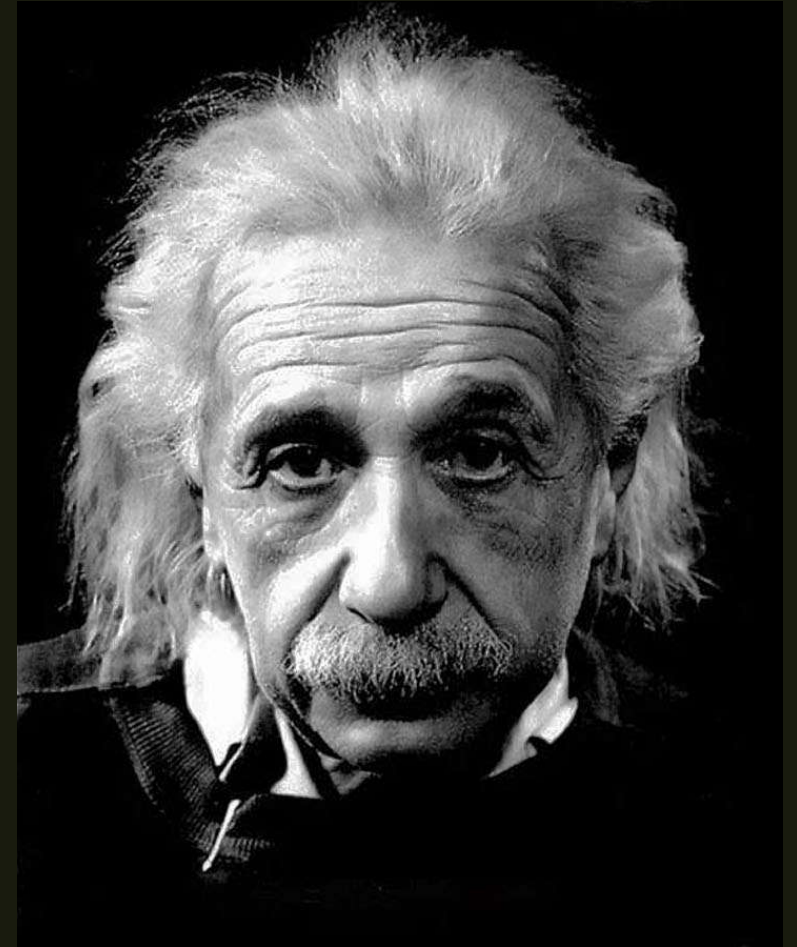
Types of Technology





STORYTELLING

Is more important than **knowledge**



IMAGINATION

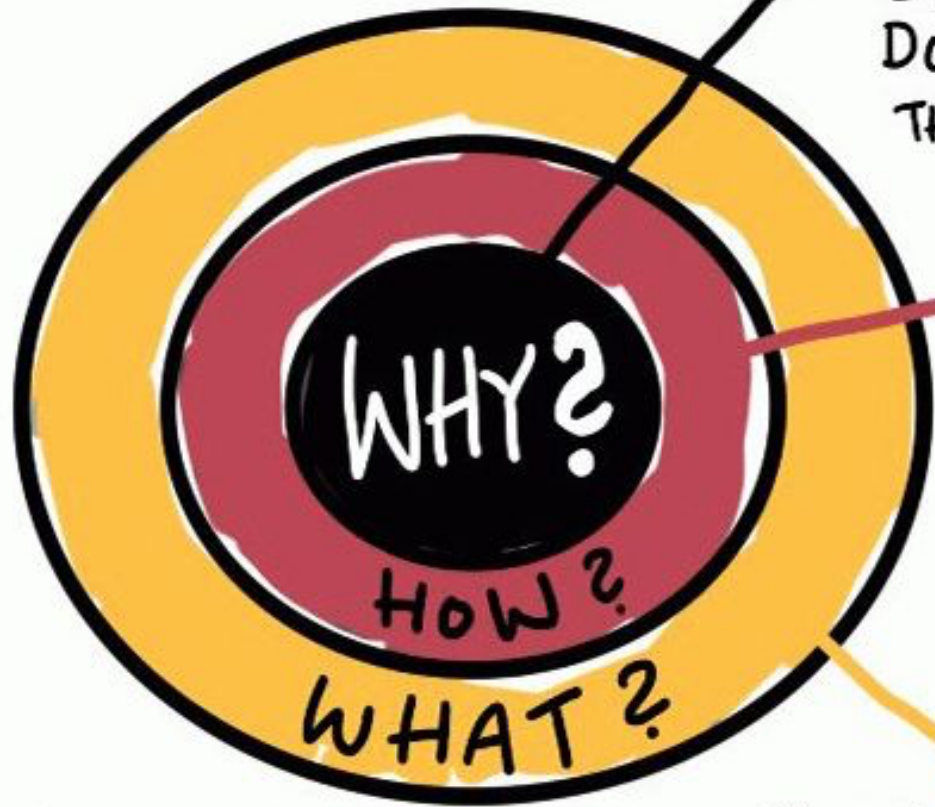


Business and Technology

- Old
- Emotional
- Qualitative
- Simple
- New
- Rational
- Quantitative
- Complex



GOLDEN CIRCLE



WHY DO YOU DO WHAT YOU DO? WHAT'S THE PURPOSE?

HOW DO YOU DO WHAT YOU DO?

WHAT DO YOU DO?

IDEA: SIMON SINEK

SIMON SINEK'S GOLDEN CIRCLE

How do we...

Technology

- create?
- communicate?
- preserve sacred knowledge?
- know what we know?



Business

How do we...

- monetize innovation?
- sustain ownership of an identity?
- leverage technology to create strategic advantage?



Conscience

- What is good for humanity?
- Which practices are ethical and moral?
- What are the long term consequences of our actions today?

Innovation

- What is possible today that was not possible ten years ago?
- Twenty years ago?
- Fifty years ago?





global
perspective

business
sense

ethical
conscience

influential
communication

pancultural
awareness

behavior
model

implementation
aptitude



- *The invention of the PC*
- *The fall of the Berlin Wall*
- *The IPO of Netscape*
- *The Alphabet Soup*
- *Uploading*
- *Outsourcing*
- *Offshoring*
- *Supply chaining*
- *Insourcing*
- *Informing*

The World is Flat

- Globalization 3.0
- What are the major flatteners according to Friedman?

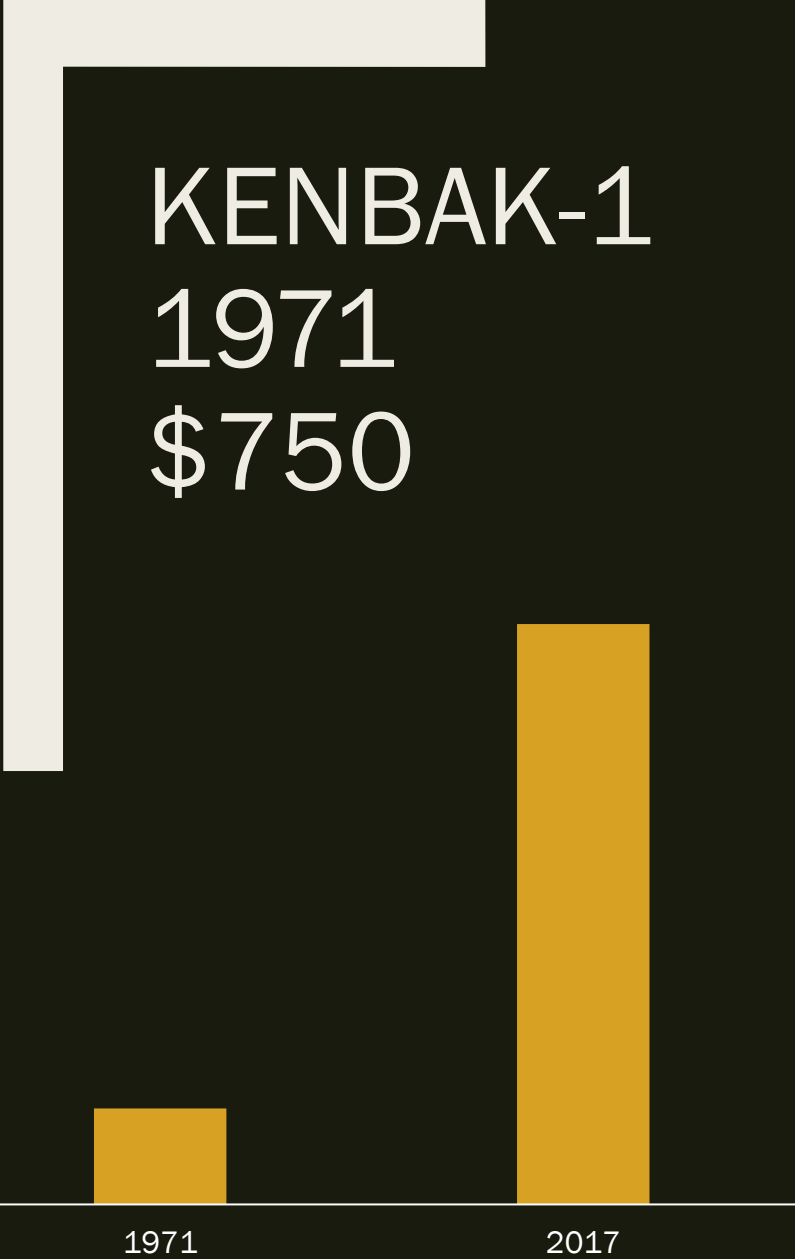
The Invention of the PC

- First PC is released in 1971
- The term “PC” is coined in 1975





Bring your own code!



Apple

- Apple I, 1976
- Lisa, 1983
- Macintosh, 1984

GUI



MICROSOFT®

Microsoft Windows
Premiere Edition


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Windows 1.0, 1985

- MS-DOS Executive
- Calculator
- Clock
- Notepad
- Paint
- Microsoft drops support for Windows 1.0 in 2001

- “Too much emphasis on mouse input.”
- “Front-end to MS-DOS.”

Windows 2.0, 1987

- Word
- Excel
- “Looks and feels” like Macintosh 
- Minimize and maximize replace iconize and zoom

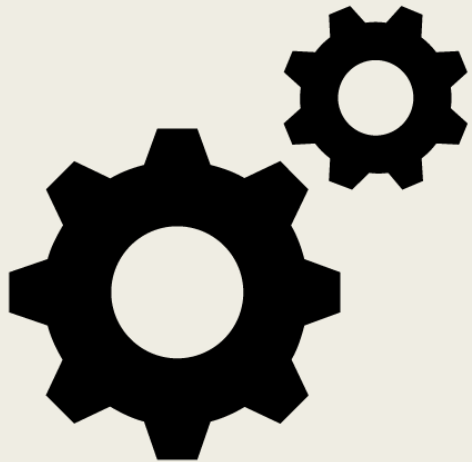
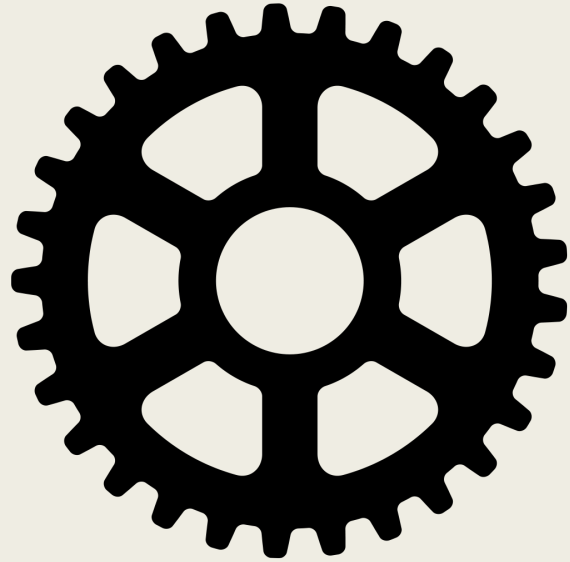
Windows 3.0

- May 22, 1990
- Breakthrough commercial success for Microsoft
- Program manager
- File manager



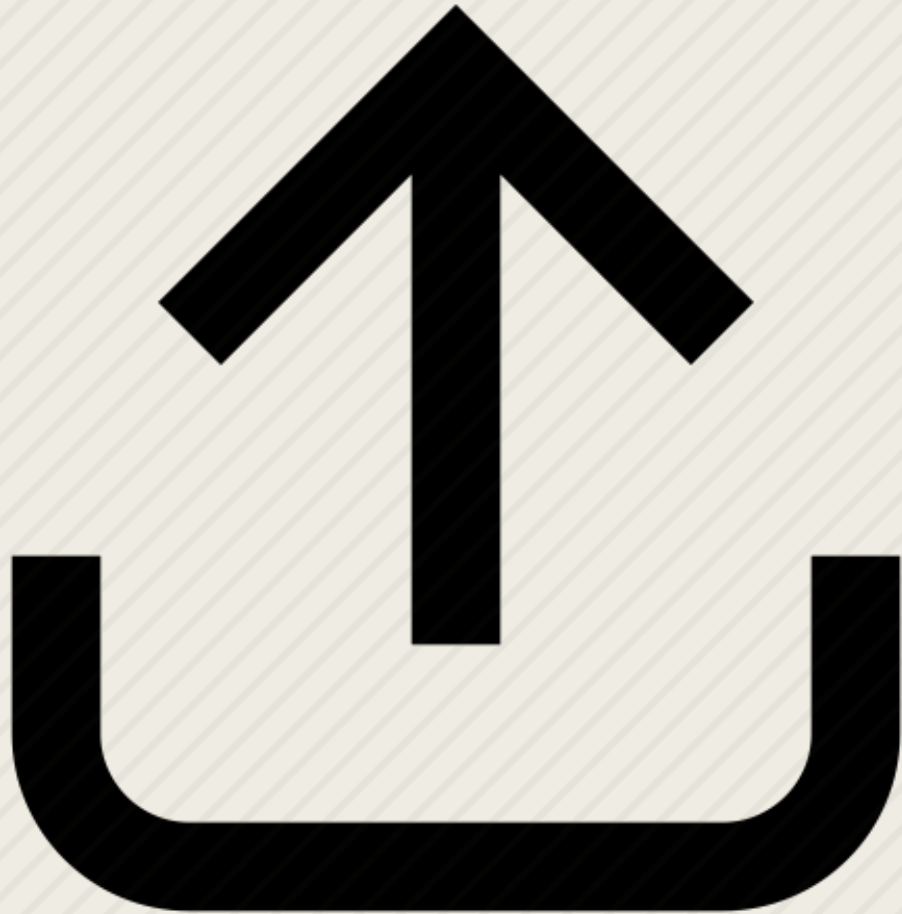
The background features a world map with a glowing network overlay of white lines and nodes, set against a dark blue background. The map is centered, and the network lines are most prominent over the Americas and Europe. The text is centered over the map.

NETSCAPE, 1995



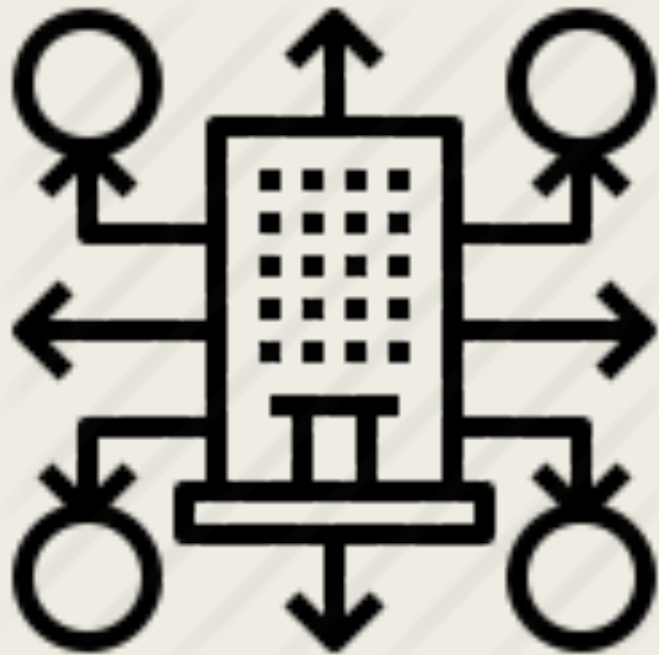
THE AGE OF COLLABORATION

- “Alphabet Soup”
- Proliferation of internet transmission protocols
- Interoperability



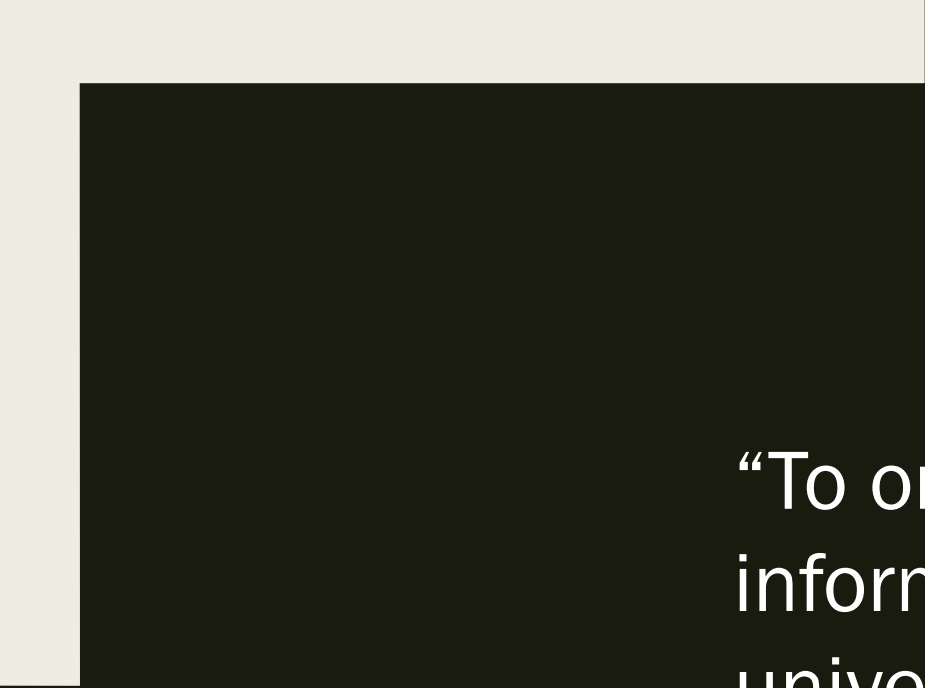
Uploading

- Me, me, me!
- Individuals competing against individuals
- “In the future the only competition will be between you and your own imagination.”



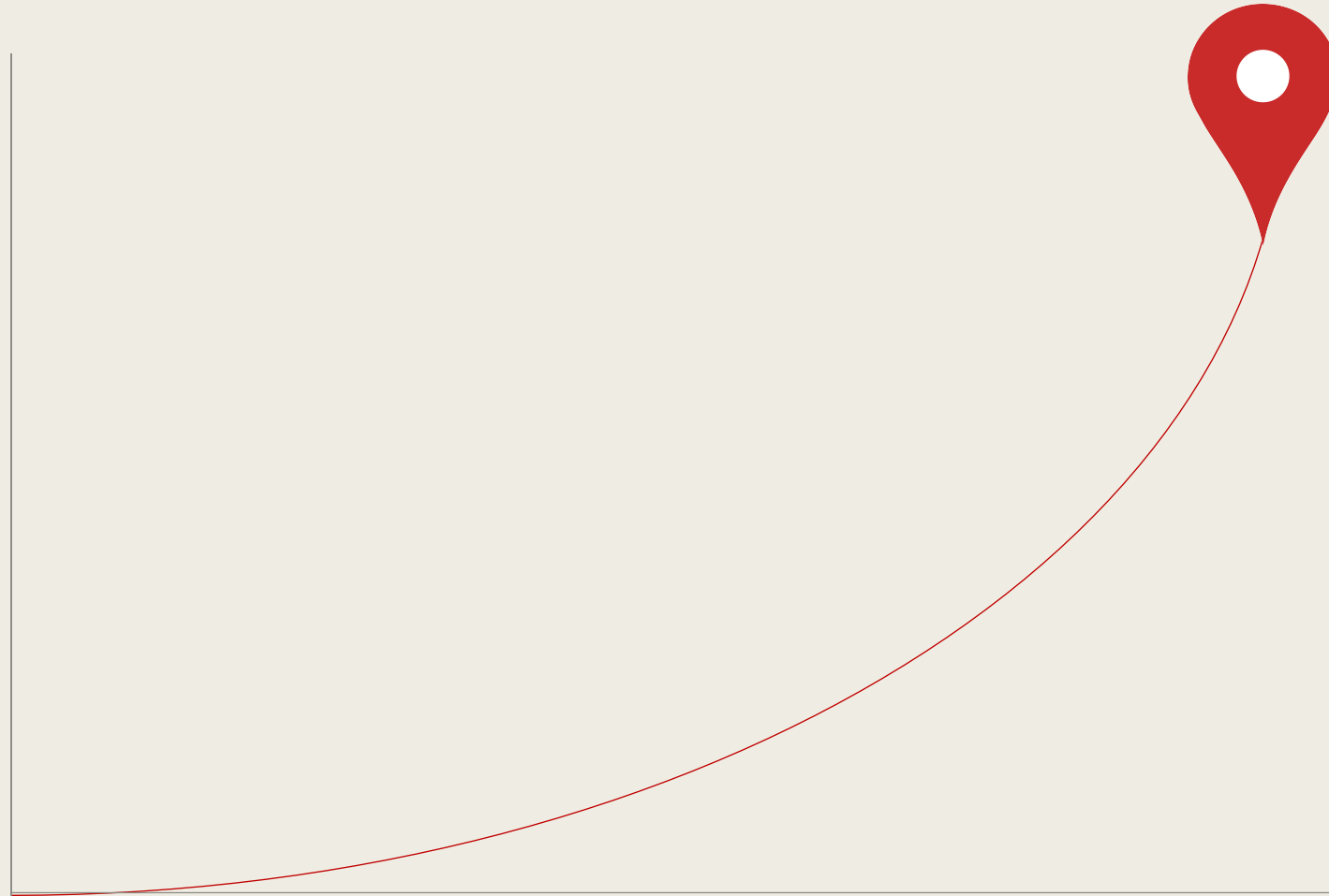
OUTSOURCING OFFSHORING SUPPLY CHAINING INSOURCING

- Core competency
- Streamline processes
- Best practices



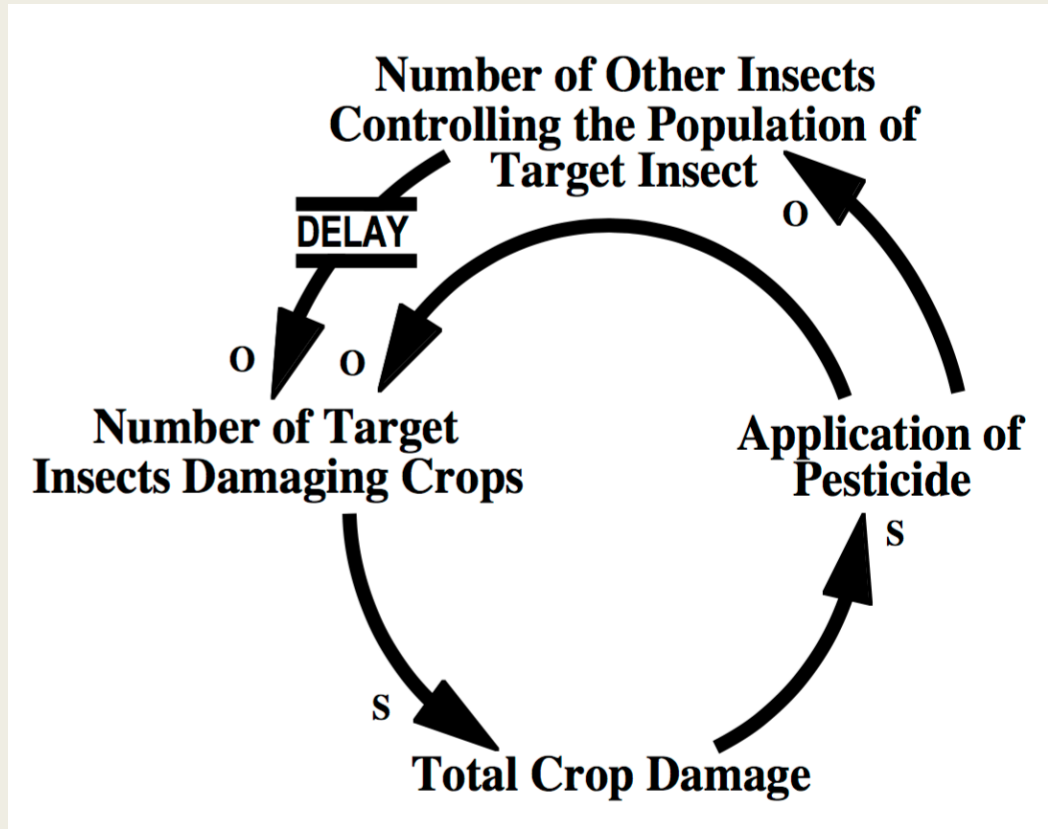
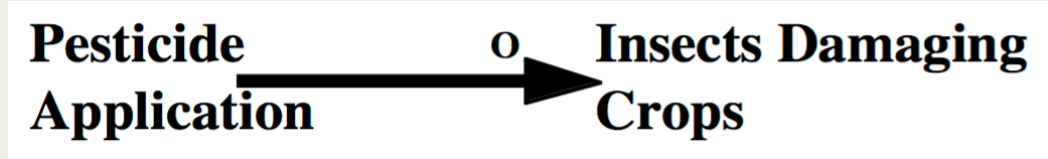
“To organize the world’s
information and make it
universally accessible
and useful.”

INFORMING



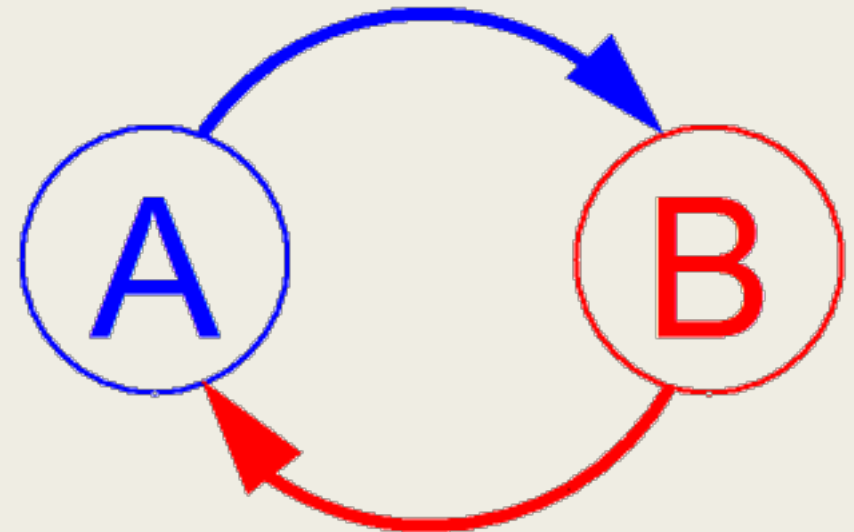
TARGETED INNOVATION

Systems Thinking



Feedback

- Positive feedback leads to expansion or decay via compounded movement in one direction
- Negative feedback reverses the movement of system components towards equilibrium





The Penny Gap

- “...zero is one market and any other price is another.”
- “If you’re not paying, you are the product.”

FREE! \$0.00

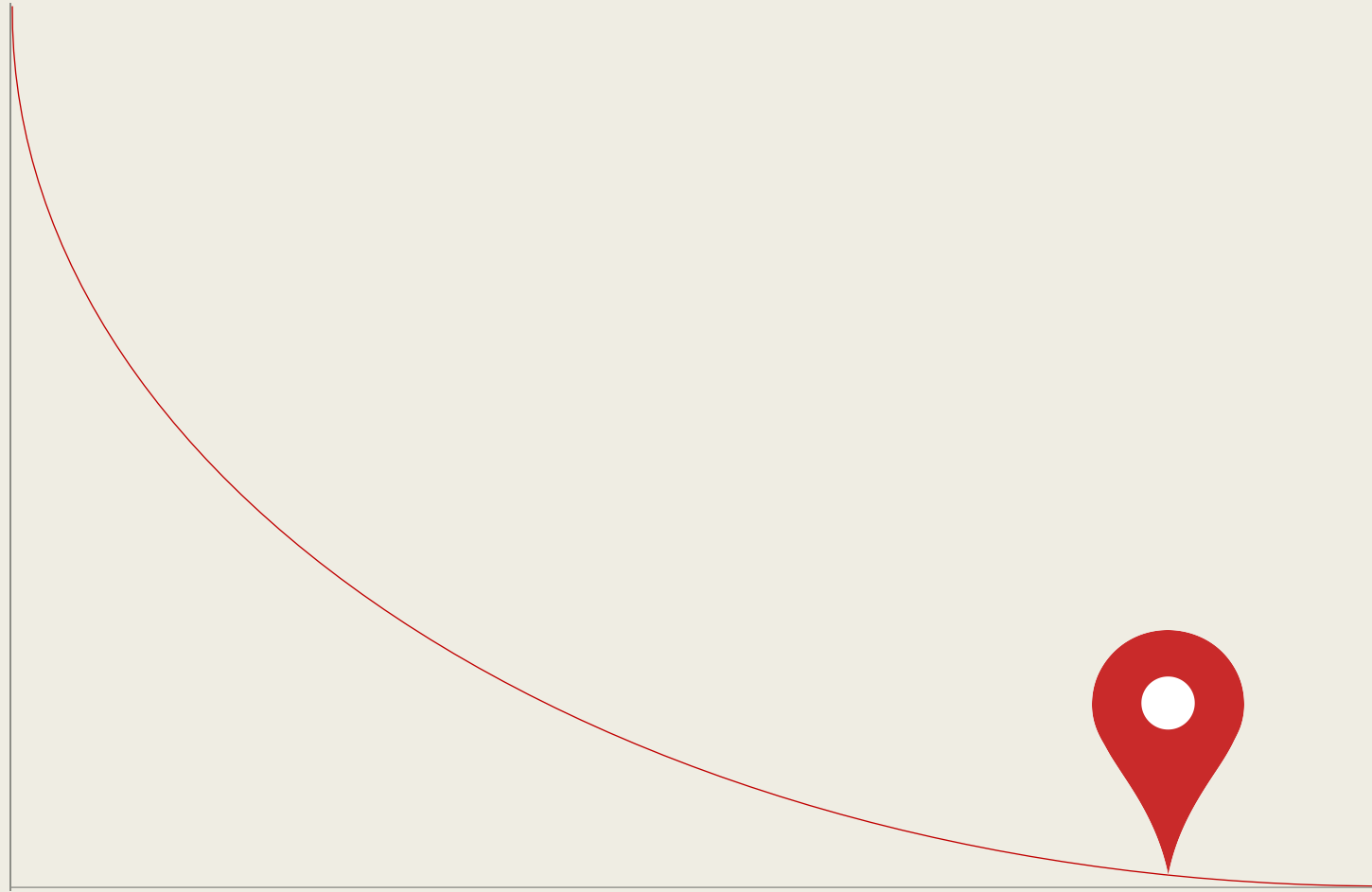




Taxonomy of Free

- Advertising
- Freemium
- Cross-subsidizing
- Zero marginal cost
- Labor exchange
- Gift economy





Externalities

- Time
- Respect
- Health
- Freedom



Interview with Matt Mullenweg

- [Listen](#) from 52:08 to 56:18
- What does he say about...
 - *Advertising*
 - *Micropayments*
 - *Antibodies*



Creepiness

Convenience



Homework:

Privacy Policies Affecting Your Data

- Go to <http://www.google.co.uk/policies/privacy/>
- Read the privacy policy.
- What strikes you the most?
- What is one thing you did not know?
- Does this change your attitude toward the company?
- Go to <https://www.facebook.com/policy.php>
- What looks and feels the same?
- Are there any major differences between the two companies' approach to privacy?

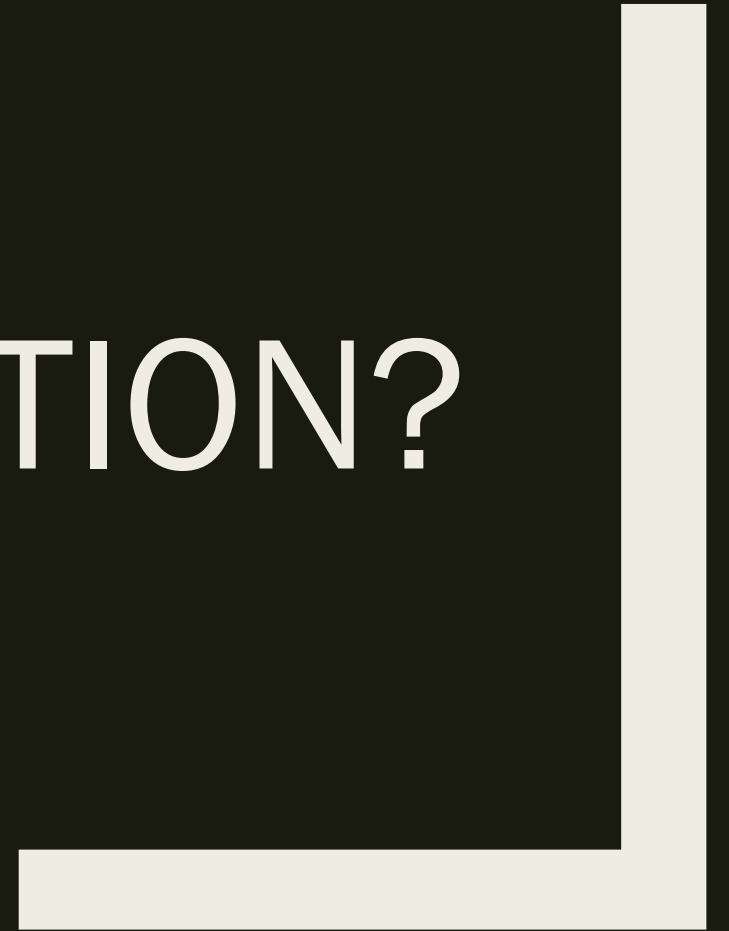


Actually, the World Isn't Flat

“It may seem that we're living in a borderless world where ideas, goods and people flow freely from nation to nation. We're not even close, says Pankaj Ghemawat. With great data (and an eye-opening survey), he argues that there's a delta between perception and reality in a world that's maybe not so hyperconnected after all.” [TED](#)

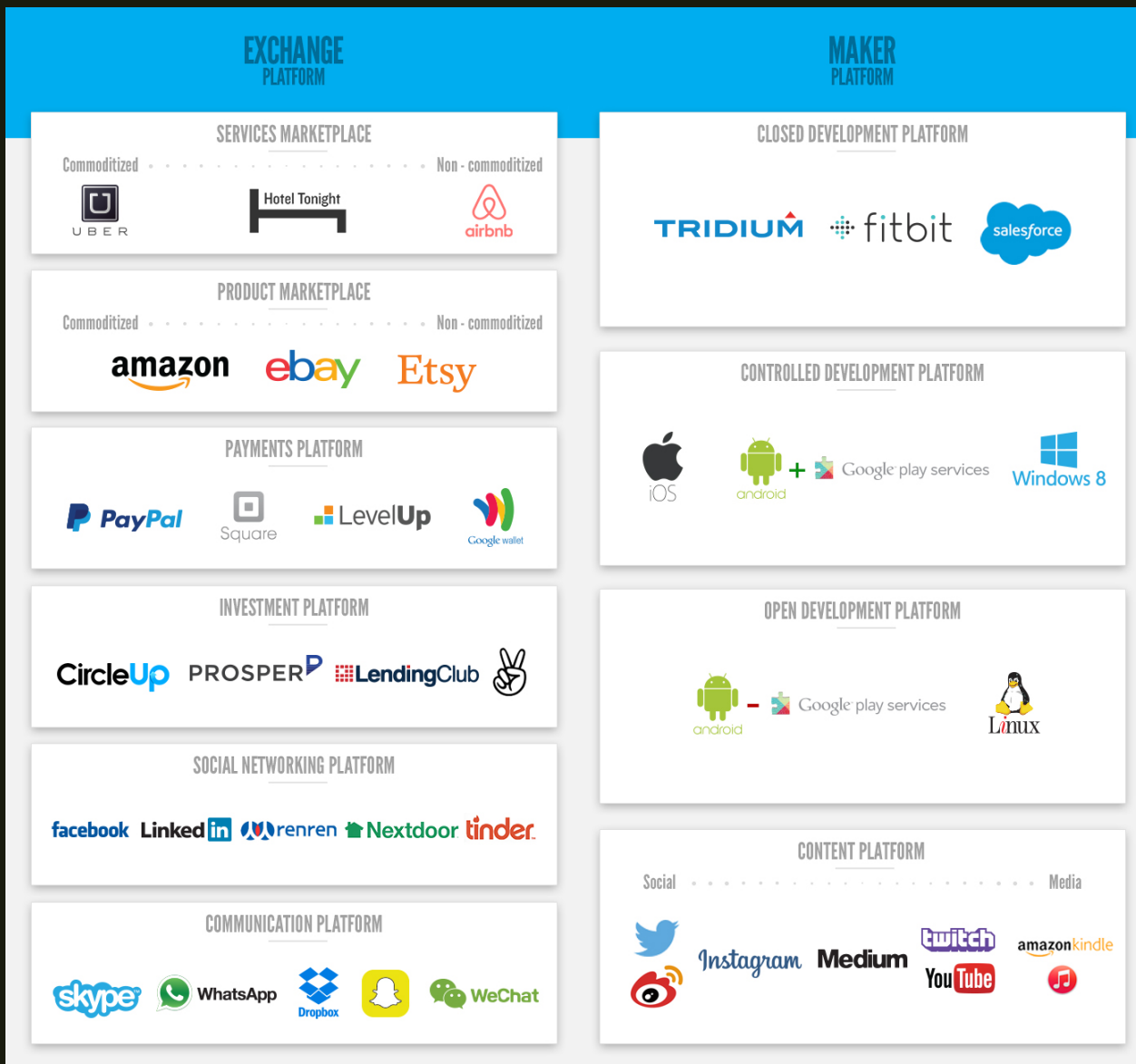


WHAT IS INFORMATION?



PLATFORMS





PLATFORM TYPES



**CLOUD
COMPUTING**

A high-altitude mountain landscape. The foreground is dominated by a vast, undulating sea of white clouds, illuminated by a bright sun in the upper left. The sun's rays create a golden glow across the clouds. In the background, rugged, snow-capped mountain peaks rise above the cloud layer. The sky is a mix of blue and white, with some wispy clouds. The overall scene is majestic and serene.

THE CLOUD

Definition

- The delivery of computing resources via remote servers in a manner that abstracts the user from actual ownership, management, and deployment of physical infrastructure required to support them.
- A utility model for the consumption of computing power.



Evolution of Interactivity

Web
1.0

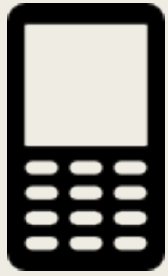
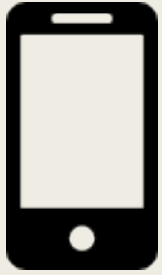
Non interactive
One-way flow

Web
2.0

Interactive
User generated

Web
3.0

Semantic
Contextual



User generated content

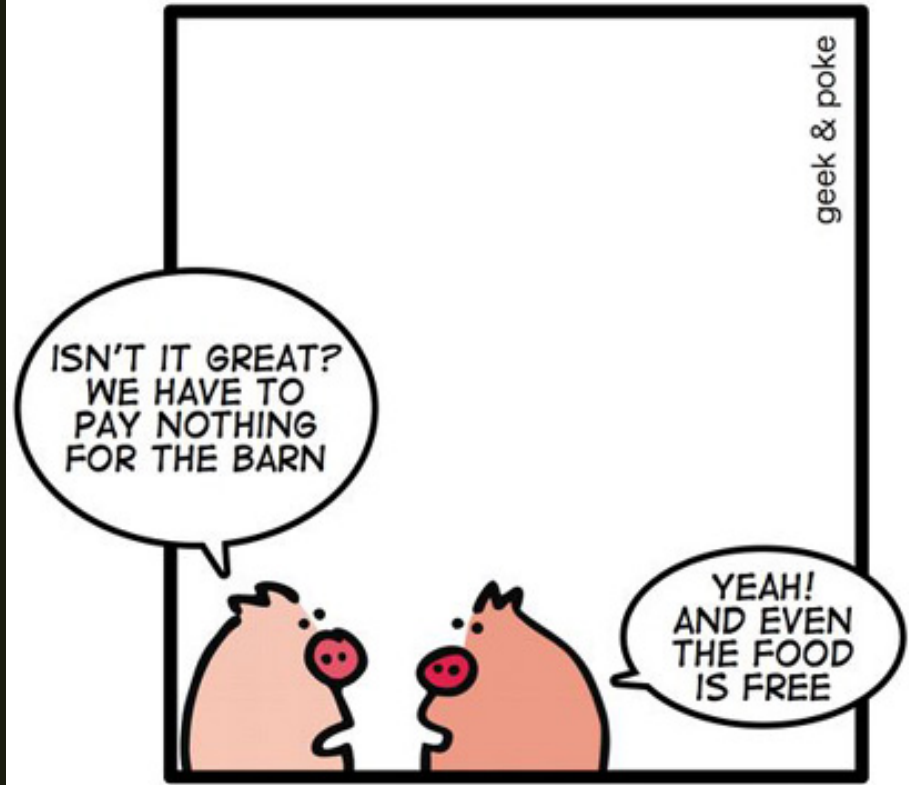
Decentralized control

Networks of users

“Free”

Collaborative information sharing

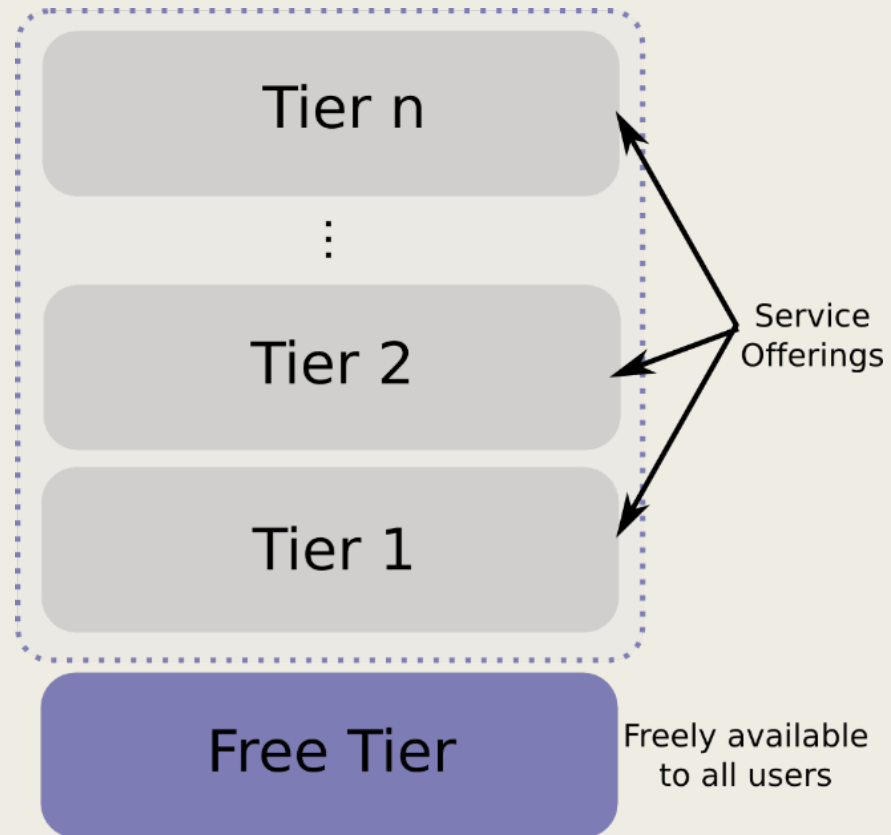




PIGS TALKING ABOUT THE "FREE" MODEL

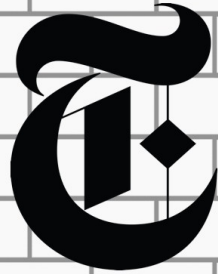
FREE

Freemium





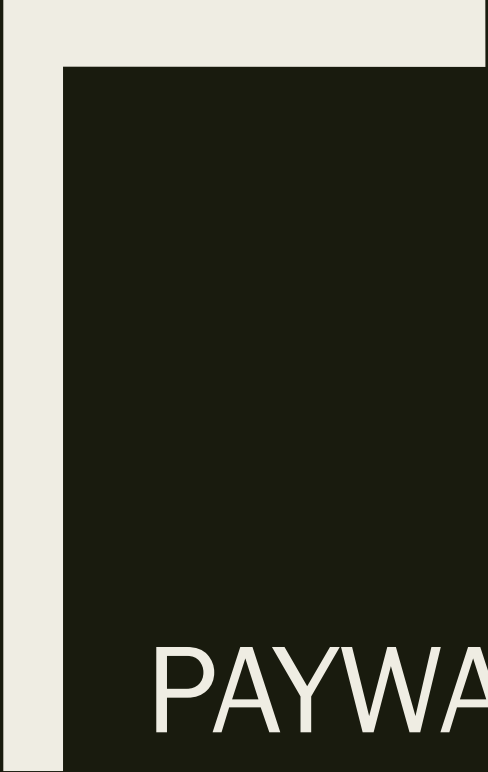
THE TIMES



The New York Times



WSJ



PAYWALL



SOFTWARE
AS A
SERVICE

What Web 2.0 means



For
individuals

- New ways to communicate socially
 - Narrowcasting
- New ways to communicate professionally
 - Self-promotion and networking



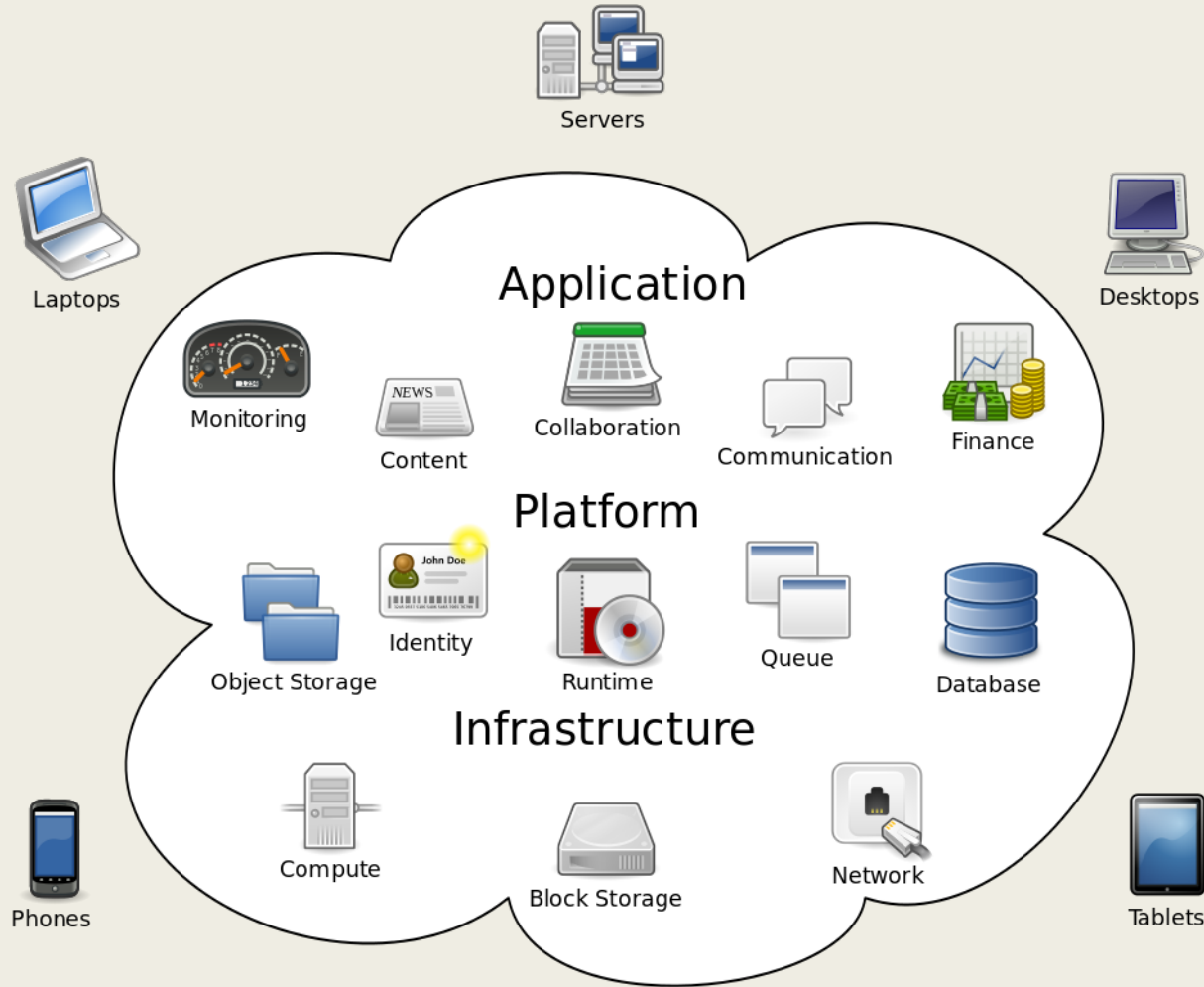
For
organizations

- New ways to communicate internally
 - Locate expertise and knowledge sharing
- New ways to communicate externally
 - Public relations, product promotion

SaaS

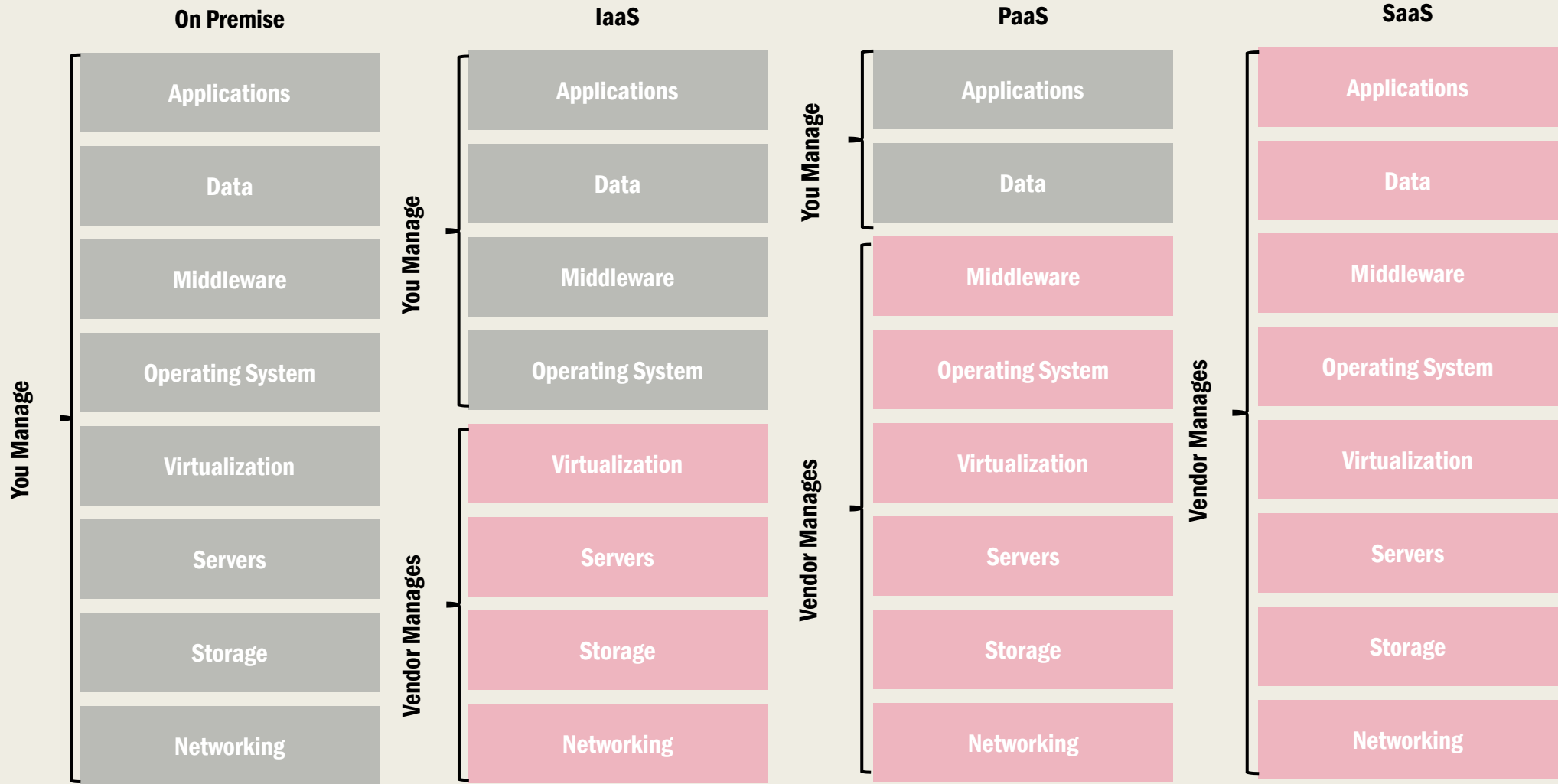
PaaS

IaaS



Cloud Computing







BREAKOUT SESSION + DISCUSSION

ADOBE



ADOBE

How has Adobe reinvented itself throughout its history?

What changes did it implement to its revenue and distribution models?

Do you think Adobe is a good example of a *digital innovator*?

Is differentiation important? How does it manifest?

How would you describe the evolution of the Adobe offering?



The Fundamentals

Graphic Design

Desktop Publishing

PDF

Web

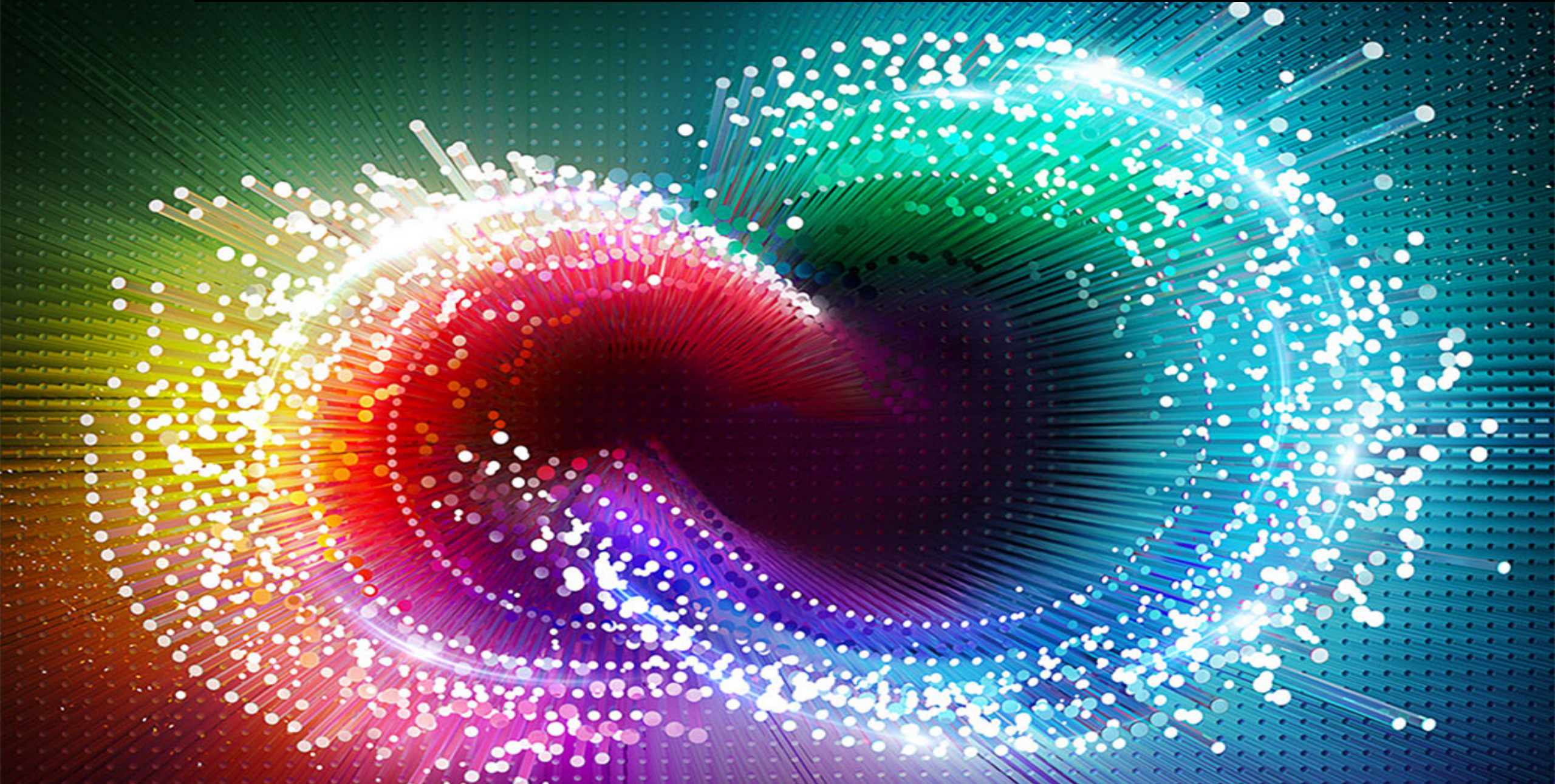
Flash

Analytics





“...to produce the world’s content and maximize the impact of that content.”



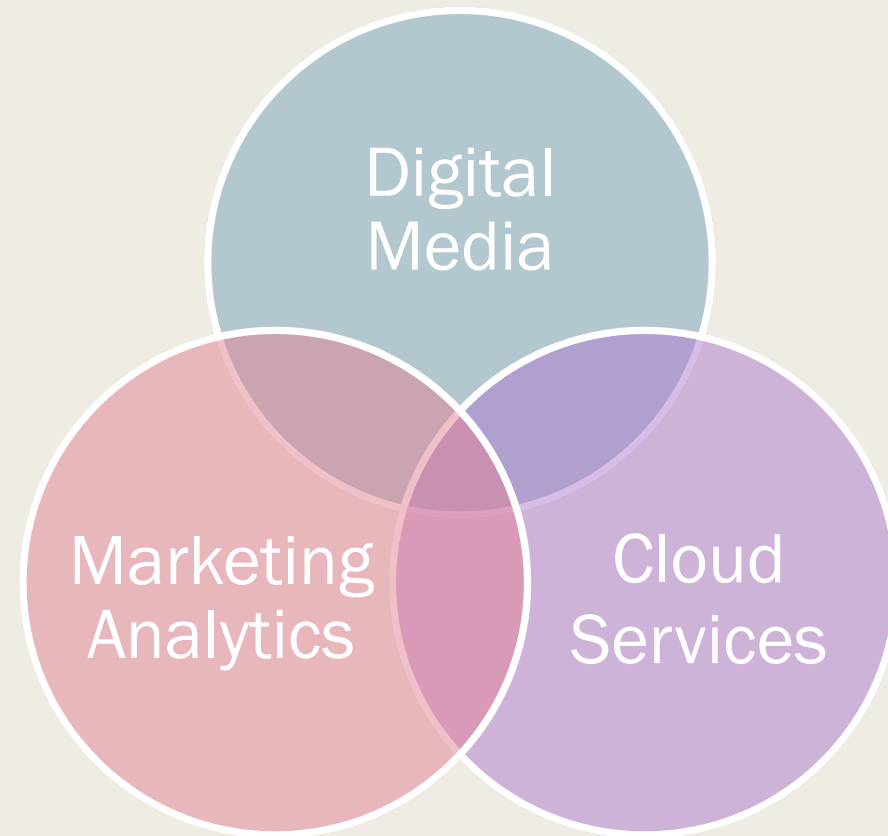
Revenue Model





DISTRIBUTION MODEL

Adobe Reinvented



Updates Across the Family of CC Desktop Apps



EVOLVING ON THE CLOUD

Differentiation

- How is the software market differentiated?
- How does Adobe differentiate?
- Is Adobe a particularly accessible product?
 - *Price*
 - *Learning curve*
 - *Community of practice*



Discussion Questions

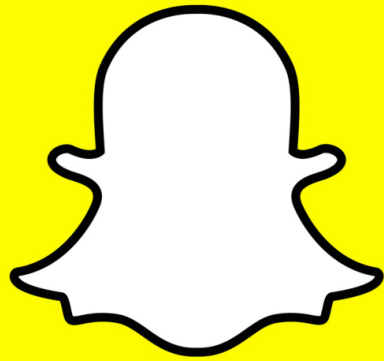
- What should Adobe do in response to customer complaints?
- Why did Adobe launch Creative Cloud?
- What is the impact on revenue?
- What will Adobe need to do to keep CC successful?
- Why the move to digital marketing, and what were the risks?



The Netflix logo is centered within a red rectangular box. The word "NETFLIX" is written in a bold, white, sans-serif font with a slight 3D effect. The entire logo is framed by a thick black L-shaped border that starts at the top-left and ends at the bottom-right.

NETFLIX

CASE
STUDY:
IAAS



CASE
STUDY:
PAAS

Feature Bloat

