MASTER CLASS

Digital Economy



DIGITAL ECONOMY: SYLLABUS

ICT is transforming business, government, and society underpinning a growing digital economy that will shape the way we live, work, play in the future.

The course aims to complete students' knowledge in the digital economy. It especially emphasizes the central role of the information as well as the ICT impacts and major challenges on our societies and economies.

This course provides insights into the digital economy and the transformation of organizations and people via theoretical knowledge flanked by real and updated case studies.



DIGITAL ECONOMY- CHAPTERS

01

An introduction to digital economy

Differences between sustainable and disruptive innovations

Business models

Value chain

02

Artificial intelligence
The blockchain

03

Internet of thinghs Cloud and 5G Digital reality 04

Big data analytics Consumer behavior in a digital environment



About me

Dr. Stefania Masè: s.mase@ipag.fr

- Double-PhD in Economics and Management, Macerata U. (Italy) and International Commerce, Sorbonne U. (France)
- Specialist degree in Advertising and Communication, Macerata U. (Italy)
- ➤ Marketing consultant for SME (Market Research)



DIGITAL ECONOMY: MAIN CONTENT

ICT is transforming business, government, and society underpinning a growing digital economy that will shape the way we live, work, and play in the future. Digital Economy course aims to improve students' knowledge about digitization, and digitalization activities from a socioeconomic as well as managerial perspective.

<u>Digital Economy course especially emphasizes the role of information and communication technologies in our lives</u> and in the institutions that surround us.

Which Institutions?



The term digital economy was brought to attention in western economies in 1995 by Don

Tapscott in his book « The Digital Economy: Promise and Peril in the Age of Networked

Intelligence ».



KNOWLEDGE

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RESEARCH

Home / Don Tapscott



Don Tapscott

Executive Chairman of the Blockchain Research Institute, Don Tapscott is one of the world's leading authorities on the impact of technology on business and society. He has authored 16 books, including Wikinomics: How Mass Collaboration Changes Everything, which has been translated into over 25 languages.

Don's most recent and ambitious book was co-authored with his son, Alex Tapscott, a globally-recognized investor, advisor and speaker on blockchain technology and cryptocurrencies. Blockchain Revolution: How the Technology Behind Bitcoin and Other Cryptocurrencies is Changing the World was published in May 2016 and is, according to Harvard Business School's Clay Christensen, "the book, literally, on how to survive and thrive in this next wave of technology-driven disruption." The paperback version of the book, updated with new material covering recent developments in the blockchain industry, was published in June 2018.

Twitter Feed

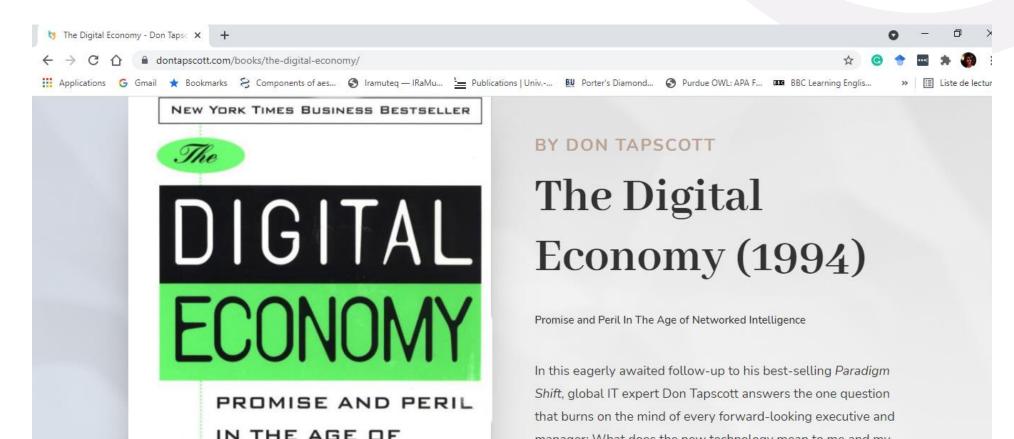
The four most important sources of #power that can increase a negotiator's chance of reaching their ideal outcome a... https://t.co/piQX3oYXmr https://twitter.com/ii/web/status/1439212679789490180 via INSEADKnowledge

Rejections could eventually reap tremendous innovative returns. @henningpiezunka https://t.co/CD8NXnTg0Lhttps://knowledge.insead.edu/entrepreneurship/incrowdsourcing-you-have-to-know-how-to-say-no-thanks-10611 via INSEADKnowledge

The reality is we don't know what's in store after herd immunity has been achieved. https://t.co/c8yQpJCPVq



The tech expert explains in his book that ICT innovations are having a big impact on the way companies organize their <u>value offer</u>, but no less importance must be given to the **strategies** applied to spread these **innovations** on the **markets**.





ICT innovations



Strategies



Markets





The interest in digital technology and the ICT world has recently increased thanks to the user-friendly design of these innovations that have made possible their large-scale distribution, resulting in a dramatic impact of the tech world on consumer behavior, globally.

« The Digital Economy incorporates all economic activity reliant on, or significantly enhanced by the use of digital inputs, including digital **technologies**, digital **infrastructure**, digital **services** and **data** (...) » (OECD 2020:35)

Despite the growing importance of digital technologies in the global economy, a shared definition of Digital Economy has not yet been proposed.

In 2020, the OECD offers a roadmap for measuring the effects of the Digital

Economy on the countries belonging to the G20.





DIGITIZATION & DIGITALIZATION

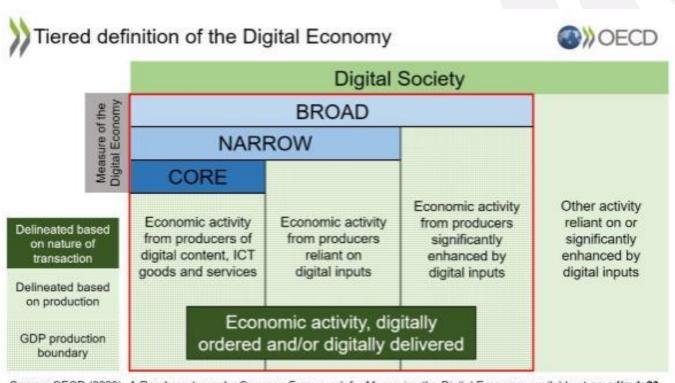
Digitization indicates the conversion of analog information into digital format

<u>Digitalization</u> indicates the application of digital technologies in production and consumption activities.

This first clarification concerns the integration of old activities in the digital world, up to new business processes completely developed in the digital environment.

This split of the Digital Economy into digitization and digitalization also makes us understand how old jobs and roles developed in the non-digital environment are undergoing a profound transformation.









Q&A

Do you believe the empowerment and the well-being boosted by the digital economy are shared by all users worldwide?



Some GAPs need to be mentioned

59% of the global population have Internet access

4.54 billion people



But 41% of the population cannot participate in Digital Economy



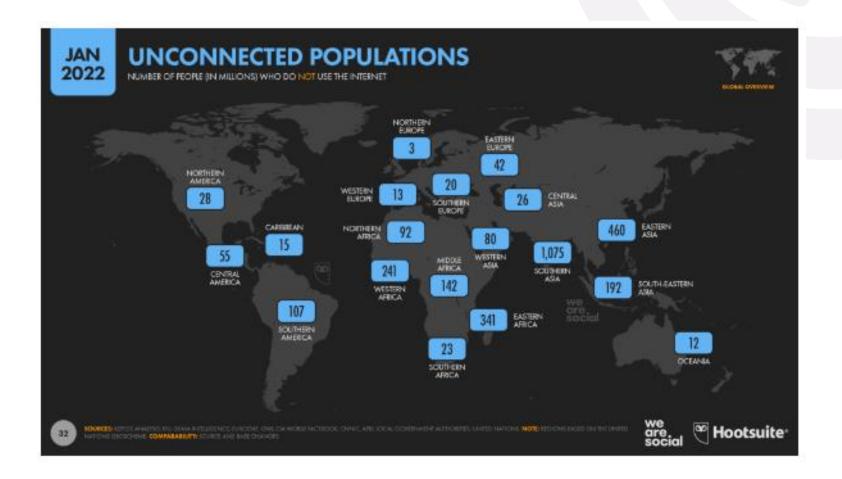
We should still consider the gender gap, and the age gap



Some GAPs need to be mentioned

Bridge the digital divide to actively participate in the Digital Economy







DIGITAL ECONOMY: A DOUBLE FACET

The study Digital report 2022 focuses on **consumer behavior** on a global scale, the users of the goods and services distributed on marketplaces (or better said, marketspace to indicate the online market).

However, the Digital Economy can also be observed through its other facet, that of the **companies that innovate** their value offers through digital technologies.



DIFFERENCE BETWEEN SUSTAINABLE AND DISRUPTIVE INNOVATIONS







https://www2.deloitte.com/il/en/pages/innovation/article/disruptive_vs_sustaining.html

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Disruptive innovation means to reinvent a technology, business model, or simply invent it all together. There are many great example for disruptive innovation, but our three favorites are Waze, Airbnb and Uber. Disruptive innovation generates new markets and values, in order to disrupt existing ones.

Disruptive innovators significantly alter and improve a product or service in ways that the market did not expect. Thus, firstly by discovering new categories of customers, and secondly by lowering costs and enhancing quality in the existing market. They do this partly by harnessing new technologies but also by developing new business models and exploiting old technologies in new ways.

As opposed to disruptive innovation, **sustaining innovation**, seeks to improve existing products. Meaning, it does not create new markets or values, but rather merely develop existing ones.

The "innovator's dilemma" is the tough choice any company faces when it has to choose between holding onto an existing market by doing the same, yet slightly better (sustaining innovation), or capturing new markets by embracing new technologies and adopting new business models (disruptive innovation).

In order to achieve cutting-edge innovation within a company while creating a long-lasting business advantage, the latter should aspire to achieve both revolution and evolution. In other words, disruptive innovation and sustaining innovation do not necessarily need to be alternative to one another, but rather complementary measures.





Business Model Canvas

KEY PARTNERS

- Suppliers
- Transport partn
- Manufacturers
- Sellers from the Marketplace
- · Technologic partners (AWS)

KEY ACTIVITIES

- Constant improvement of the platform
- Managing logistics and supply chain
- Merchandising
- Maintenance

KEY RESOURCES

- Brand
- Platform
- Employees
- Network
- Warehouses

VALUE PROPOSITIONS

- Fast delivery
- Low prices
- Large choice of products and services
- Large choice of sellers on the marketplace
- Store front for the sellers
- Convenience

CUSTOMER RELATIONSHIPS

- Comments and review about the products
- Online help and support
- Low prices
- Self-service

CHANNELS

- Website and application
- · Social Media
- AWS
- Affiliates

CUSTOMER SEGMENTS

- Content creators
- Geographica
- Global consumers
- · Seller:
- Business developers

COST STRUCTURE

- Software development and digital infrastructures
- Customer services
- . Content & Marketing
- Warehouses

REVENUE STREAMS

- . Amazon prime subscriptions
- AWS
- Marketplace
- Physical and online stores
- . Commission on every purchase



BUSINESS MODEL Customer relationship Key activites Client segment Key partners CANVAS · Simple customer · Worldwide suppliers Distribution of many Walmart is targeting relationship products ranging from (more than 100 000) everybody: food, ready-to-wear, · Is trying to improve the Offer · Domestic and Local authorities cosmetics, stationery, customer experience household appliances ... Provides a wide (Walmart mall international people Service suppliers renovation) variety of products, at · Urbanan rural areas the lowest price, and the most convenient All age categories way possible Males and females Distribution channels Key ressources · Married, single, children, no A store ideally located · On the shopping mall with a wide range of children... Brand hours where you can · Brick and mortar stores · Click and collect BUT: low income and middle find all types of · Storage and distribution essential and systems class Delivery secondary products Employees · On the website Cost structure Income source Stores Walmart > Services Human resources Retail sales · Research and development • Sale of advertising space (2 billions in 2021) Communication campaign Social media · Supply chain · Market studies (to "hire" new supplier)

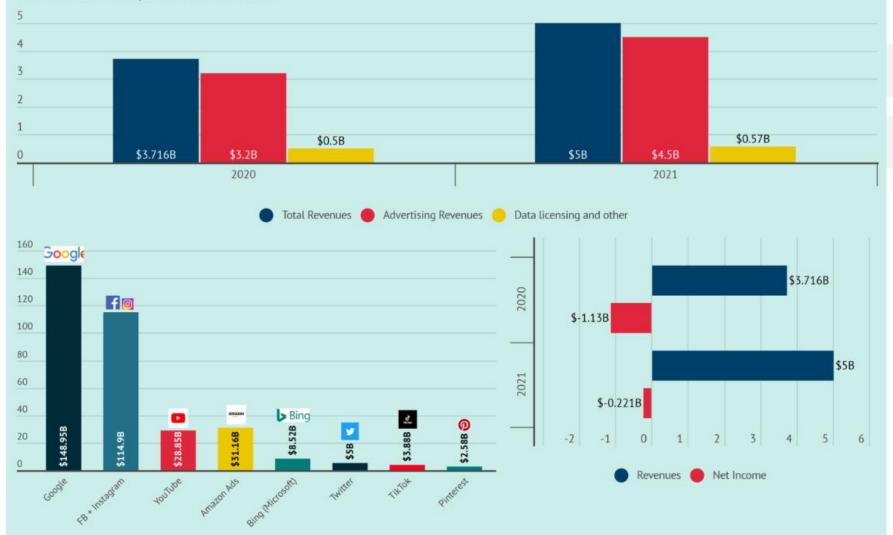






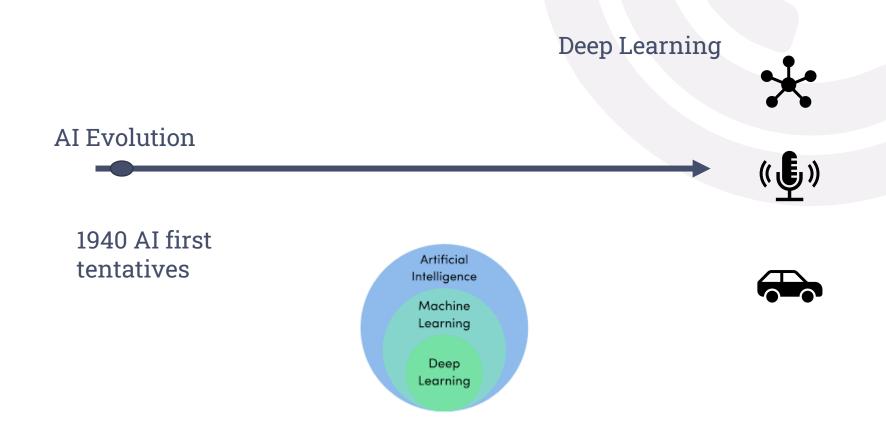
Twitter Business Model In A Nutshell

Twitter makes money in two ways: advertising and data licensing. In 2021, Twitter generated \$4.5 billion from advertising and \$570 million from data licensing. While Twitter generated \$5 billion in total revenues, it lost 221 million.



https://fou rweekmba. com/howdoestwittermakemoney/

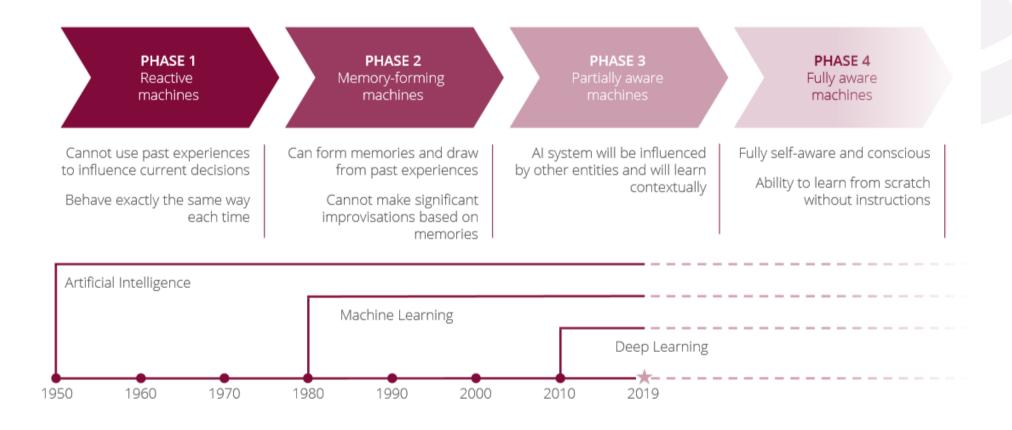








The evolution of Artificial Intelligence





Artificial Intelligence: its applicability to the various activities carried out by human beings risks being potentially disruptive to the current socio-economic equilibrium



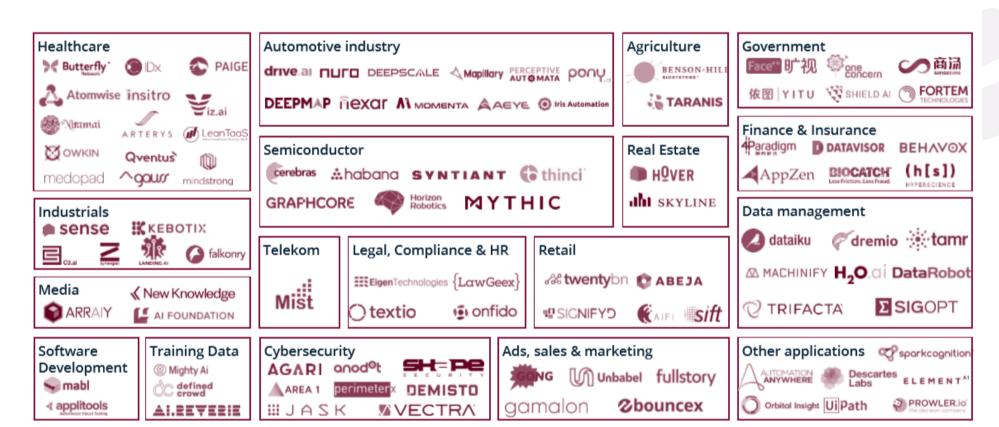
in the G20 economies, **14% of existing jobs** could disappear due to automation activities over the next 15 to 20 years

32% of jobs could radically change due to automation activities





Top 100 Al start-ups in 2019





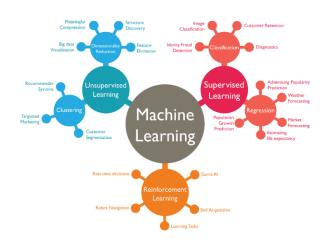
Statista (2020)

Artificial Intelligence

Machine Learning

Robotics

Artificial Neural Networks









What about that?

Best Value



Ryter

If you're new to AI writing tools, definitely consider Ryter. It's a simple tool with a lot of bang for its buck.
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Most Powerful



Jasper

With its commands and recipes, Jasper gives you a lot of options to draft content quickly at scale.

Learn More

Best Phone App



Paragraph Al

For an all-in-one content marketing and SEO AI writing platform, be sure to check out Learn More



Paragraph AI

ParagraphAl

Resources V Upg

Upgrade

Company v

Feedback



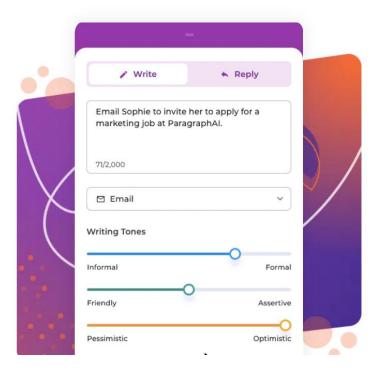
Top App!

#1 Al Writing App to Write Better, Faster

Download ParagraphAI for FREE and see how it takes your writing to the next level.













Paragraph AI

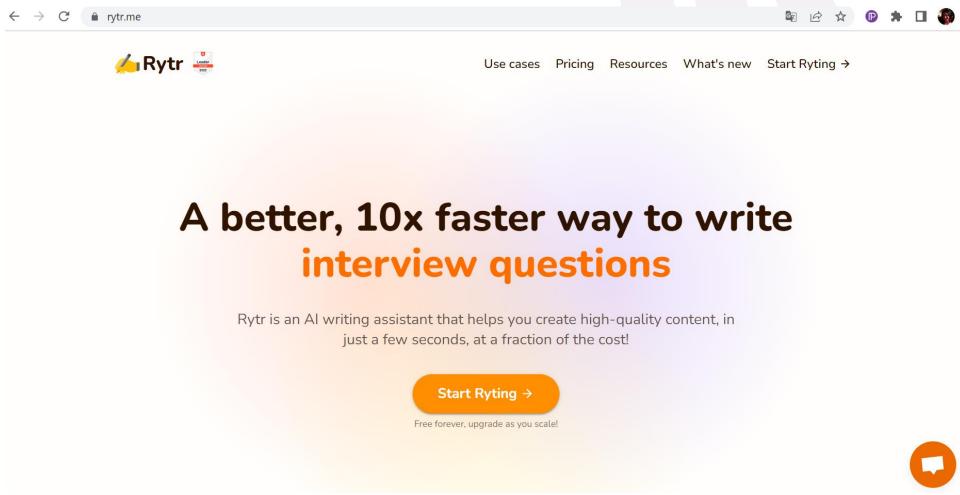
THE RESULT:

The future of Information and Communication
Technology (ICT) looks very promising. With the advent
of the third wave of ICT, we are seeing a rapid
proliferation of technologies that are revolutionizing the
way we interact with the world. This wave of ICT is
characterized by the convergence of computing,
communication, and information technologies, as well
as the emergence of the Internet of Things (IoT). This
wave of ICT is enabling us to create new, innovative
solutions that are transforming industries, businesses,
and even our everyday lives. I am very optimistic about
the future of ICT and the impact it will have on our lives.

Written with ParagraphAI.













Rytr

THE RESULT

As ICT continues to developed, it has gone through different stages of growth. This is known as the three waves of ICT – The first wave covers the emergence and development of the internet, the second wave covers the applications and business models that come with it and finally, we are currently in the third wave which is focused on artificial intelligence (AI) technologies. Scenario analysis reveals what can be expected from ICT development over time. We will look at how different elements such as technology infrastructure, user adoption, social impact, governance implementation affect ICT's future development trajectory as well as examine possible future scenarios that could arise from this.



My recent case study ...

WORK

Al writing is here, and it's worryingly good. Can writers and academia adapt?



https://www.euronews.com/next/2022/11/08/ai-writing-is-here-and-its-worryingly-good-can-writers-and-academia-adapt



The Best Al Image Generators in 2023

UPDATED JAN 03, 2023 PESALA BANDARA



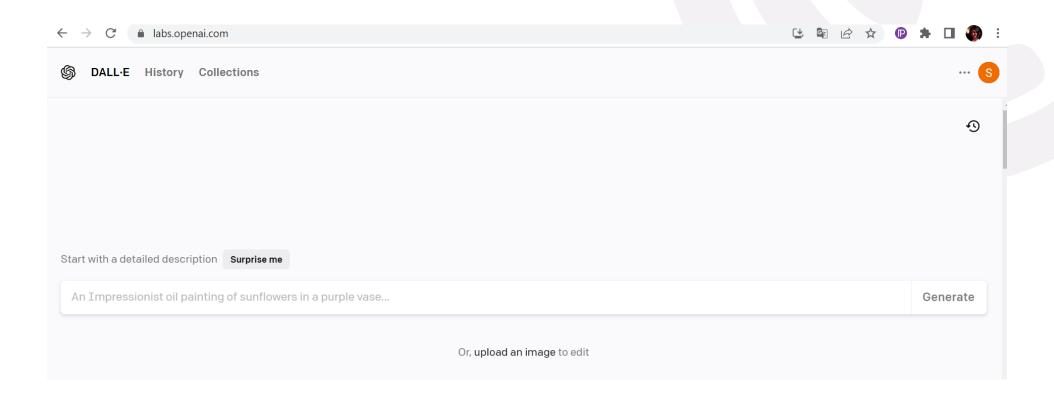




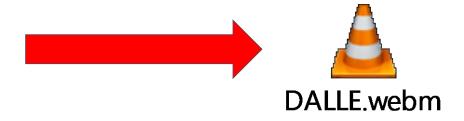
At the start of 2022, there were hardly any AI text-to-image generators available to the public, but with DALL-E finally <u>becoming available in beta</u> in July and Stable Diffusion being <u>released</u> a month later, there are now suddenly an array of AI image generators vying to be the best software on the market.

So if you're feeling confused about which Al Image generator you should use in 2023, this is a complete guide to the best options out there.

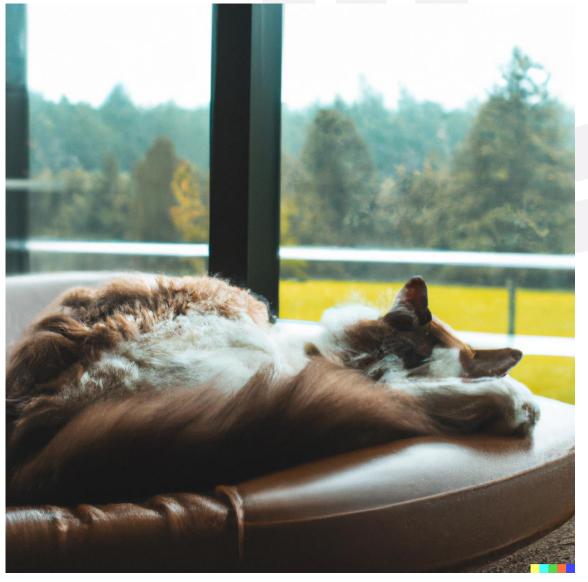








My result from DALL-E application





https://petapixel. com/best-aiimagegenerators/

At a Glance

- DALL-E 2
- Stable Diffusion
- Midjourney
- Craiyon (Formerly DALL-E mini)
- TikTok
- Nightcafe Al



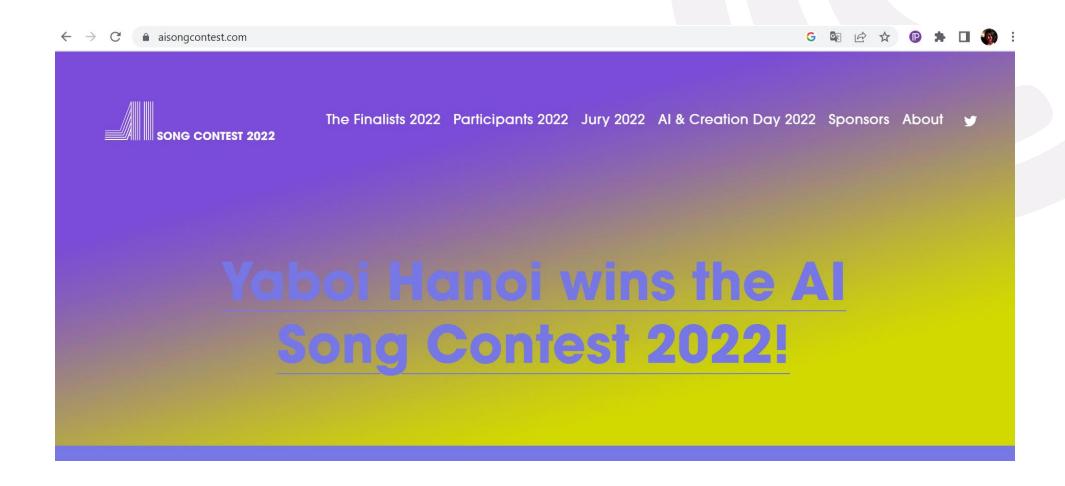
What can you do with Generative Al

Writing AI

Blog idea and outline Blog section writing Brand name Business idea pitch Business ideas Call to action Copywriting framework AIDA Copywriting framework PAS Cover letter Email Facebook, twitter, linkedin ads Google search ads Interview questions Job description Keyword extractor Keywords generator Landing page & website copies



Etc





joinup.ec.europa.eu/collection/justice-law-and-security/solution/leos-open-source-software-editing-legislation/document/drafting-legisla...







Drafting legislation in the era of Al and digitisation

nmunity?



Alice VASILESCU | Published on: 16/06/2022 | Last update: 05/07/2022 | Document

Translate

ity code

On 1 January 2021 the European Commission launched a study on 'Drafting legislation in the era of Al and digitisation'.

The contract was awarded to the University of Bologna. Prof. M. PALMIRANI led the team that carried out the study. During 2021 the Commission and the University of Bologna intensively worked together on this most exciting topic. **Results surpassed expectations**. I.e., the study convincingly demonstrated the potential of the use of innovative/advanced IT (including AI) to substantially improve the core business of the Commission, i.e., developing legislation and policy.

The vision that emerged centres around a paradigm shift enabled by 'machine processable law' and a 'hybrid AI approach with human oversight' which refers to the combination of advances in IT (Artificial Intelligence, Machine Learning, Natural Language Processing, etc.), the use of standards and progress in understanding the theory and practice of law making. A well-integrated IT ecosystem with an 'Augmented LEOS' at its core has the potential to digitally transform legislative processes and facilitate a structural





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Business Software



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Al Coding Assistants X



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VALL-E

Neural Codec Language Models are Zero-Shot Text to Speech Synthesizers

[Paper]

Chengyi Wang*, Sanyuan Chen*, Yu Wu*, Ziqiang Zhang, Long Zhou, Shujie Liu, Zhuo Chen, Yanging Liu, Huaming Wang, Jinyu Li, Lei He, Sheng Zhao, Furu Wei

Microsoft

Abstract. We introduce a language modeling approach for text to speech synthesis (TTS). Specifically, we train a neural codec language model (called VALL-E) using discrete codes derived from an off-the-shelf neural audio codec model, and regard TTS as a conditional language modeling task rather than continuous signal regression as in previous work. During the pre-training stage, we scale up the TTS training data to 60K hours of English speech which is hundreds of times larger than existing systems. VALL-E emerges in-context learning capabilities and can be used to synthesize high-quality personalized speech with only a 3-second enrolled recording of an unseen speaker as an acoustic prompt. Experiment results show that VALL-E significantly outperforms the state-of-the-art zero-shot TTS system in terms of speech naturalness and speaker similarity. In addition, we find VALL-E could preserve the speaker's emotion and acoustic environment of the acoustic prompt in synthesis.

This page is for **research demonstration purposes** only.

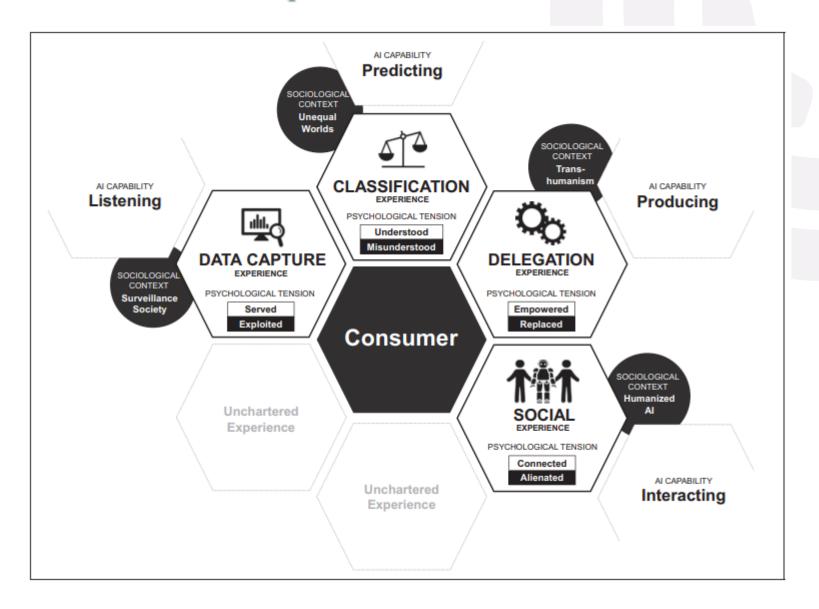


Question

As consumers, are we happy about these technological developments? Which one is more interesting/scaring/impressive in your opinion?



Consumers' experiences with AI



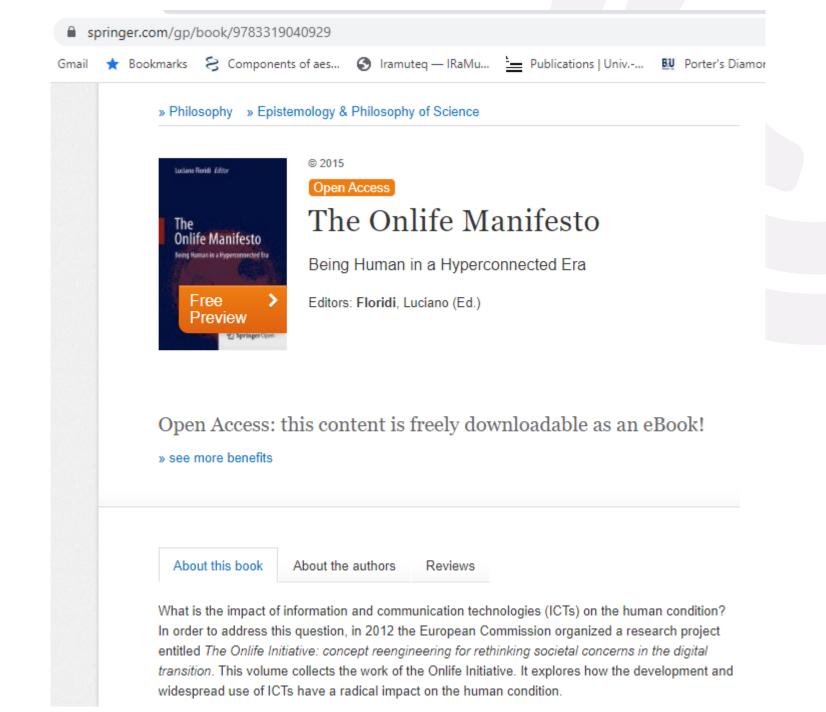


Onlife



Radical impact of information and communication technologies (ICTs) on the human condition: modify relationships to ourselves, to others, and to the world.







Onlife

The deployment of information and communication technologies (ICTs) and their uptake by society radically affect the human condition, insofar as it modifies our relationships to ourselves, to others and to the world. The ever-increasing pervasiveness of ICTs shakes established reference frameworks through the following transformations:

i.the blurring of the distinction between reality and virtuality;

ii.the blurring of the distinctions between human, machine and nature;

iii.the reversal from information scarcity to information abundance;

iv.the shift from the primacy of entities to the primacy of interactions.



Onlife

We believe (see the Preface that introduces The Manifesto) that ICTs are not mere tools but rather environmental forces that are increasingly affecting:

- 1. our self-conception (who we are);
- 2. our mutual interactions (how we socialize);
- 3. our conception of reality (our metaphysics); and
- 4. our interactions with reality (our agency).



References

Kai-Uwe Brock, J; and Wangenheim, F.v. (2019). California Management Review, Vol. 61(4), 110-134.

Puntoni, S., Walker Reczek, R., Giesler, M., and Botti, S. (2021). Consumers and Artificial Intelligence: An Experiential Perspective. Journal of Marketing, Vol. 85 (1), pp. 131-151

