IPTS-IT STAR Conference on ICT Research and Innovation Challenges in EEMS

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EITO overview of ICT activities and R&D challenges in EEMS

BRUNO LAMBORGHINI, EITO Chairman and Vice-president AICA

THE WORLD ECONOMY SCENARIO

(GNP ANNUAL % GROWTH)

	2010	2011	2012	2013	2014
WORLD	5.1	3.6	3.4	3.7	4.1
USA	3	1.5	1.8	1.7	2.2
EMU	1.7	1.5	0.2	1	1.2
RUSSIA-CSI	3.7	4	4	4.8	4.9
EEC	1.6	2.1	1.3	2.5	2.2
CHINA	10.4	9.3	8.3	8.1	8.1
INDIA	10.4	7.7	7.2	7.4	7.8
LATIN AM.	6.6	4.5	3.8	3.9	4.2

(Source: Prometeia, oct. 2011)

DIGITAL ECONOMY VS ECONOMIC GROWTH

• Role of ICT on GDP EU 1.9% US 2.5% Jap 2.5% China 1.7%,

Digital economy in EU 7% of GDP

• 142 million BB users in EU (61% of EU people with BB)

THE DIGITAL SCENARIO

MAIN DRIVERS:

• SOCIAL WEB

MOBILE ECONOMY

• NEW MOBILE ACCES DEVICES

CLOUD COMPUTING

THE SOCIAL WEB

• TWO BILLION OF WEB PEOPLE WORLDWIDE

• FACEBOOK: 750 MILLION OF "FRIENDS" CONNECTED

TWITTER: 150 MILLION TWITTING QUITE EVERY DAY

YOUTUBE: 600 MILLION VIDEO EXCHANGED EVERY DAY

THE MOBILE ECONOMY

NO. OF MOBILE CONNECTIONS

	2010	2016
WORLD of which broadb.	5 BILLION 1 BILLION	8 BILLION 4 BILLION
USA + CANADA WEST EUROPE RUSSIA &EEC	470 MILLION 530 MILLION 430 MILLION	525 MILLION 574 MILLION 550 MILLION
ASIA of which China AFRICA LAT.AMERICA	2.6 BILLION 1.5 BILLION 500 MILLION 400 MILLION	4.2 BILLION 3 BILLION 1 BILLION 750 MILLION

(Source: OVUM, 2011)

NEW MOBILE ACCESS DEVICES

- SMART PHONES: 1 BILLION WORLDWIDE in 2011 SP >
 PC in 2016 close to 4 billion
- TABLETS ARE DISPLACING PC AND TV AND BECOMING THE MOST POPULAR ACCESS DEVICE
- APPS FOR MOBILE DEVICES HAVE BECOME THE CORE ELEMENTS OF NEW ICT BOTH FOR CONSUMER AND BUSINESS USE APPS ARE PREVAILING ON OPERATING SYSTEMS AND ARE MAINLY GENERATED BY USERS
- NEW MOBILE ACCESS DEVICES ARE CLOSELY CONNECTED TO CLOUD COMPUTING

CLOUD COMPUTING

 INCREASING STOCK OF COMPUTER POWER BASED ON LARGE SERVER FARMS OF IT COMPANIES, TELCOS, INTERNET OPERATORS

FROM OUTSURCING TO CLOUD

FROM SaaS TO INFRASTRUCTURE as a SERVICE

DRIVING ROLE OF NEW MOBILE ACESS DEVICES

MAIN PLAYERS OF THE DIGITAL SCENARIO

DEFENSIVE PLAYERS	ACTIVE PLAYERS	NEW PLAYERS/INNOVATORS
TELCOS INCUMBENTS	NEW ENTRY TELCOS (VODAFONE) MOBILE TELEPHONY (NOKIA,SAMSUNG, MOTORO	APPLE DLA)
TV BROADCASTERS	SATELLITE TV (SKY)	GOOGLE
IT INDUSTRY (hw & sw)	MICROSOFT, IBM, ORACLE	≣
PUBLISHING	E-BOOK PLAYERS	FACEBOOK & SOC. NET
DISCOGRAPHY	SONY	
CINEMA (MAYORS)	DISNEY	
GAMING	NINTENDO	AMAZON
PHOTOGRAPHY (KODAK)	FLICKR	

R&D AND INNOVATION CHALLENGES IN THE DIGITAL SCENARIO

- OPEN INNOVATION R&D/innovation in digital economy services is sometimes not visible, but embedded into the web services - INTERDISCIPLINARY/ INTERSECTORAL APPROACHES
- ROLE OF USERS USER GENERATED INNOVATION ROLE OF SOCIAL FORUM/NETWORKS CONVERGENCE BETWEEN CONSUMER AND BUSINESS APPLICATIONS
- BASIC RESEARCH VS APPLIED RESEARCH VS INNOVATION – BOTTOM UP VS TOP DOWN - Low ICT expenditures in R&D (specially public R&D), increase in ICT manufacturing in low value added products

NEW PROFESSIONALITIES FOR THE DIGITAL SCENARIO

- ICT EXPERTISE CLOSELY INTEGRATED INTO THE ORGANISATION (CIO AS CHIEF INTEGRATOR OFFICER); MORE INTEGRATION REQUIREMENTS THAN SPECIALISATION
- MOBILE ECONOMY PROFESSIONALS
- FROM BUSINESS INTELLIGENCE TO SMART KNOWLEDGE MANAGEMENT
- FROM EDP/OUTSOURCING TO CLOUD COMPUTING MANAGEMENT (ICT ADMINISTRATOR)
- SECURITY, PRIVACY PROTECTION AND IPR (LAW/REGULATIONS REQUIREMENTS OF THE NEW PROFESSIONAL)

THE DIGITAL SCENARIO CHALLENGES FOR THE EEMS

- STRONGER EXPECTED ECONOMIC GROWTH THAN OTHER EU MEMBERS
- WIDE OPPORTUNITIES FROM ICT MARKETS STILL FAR FROM SATURATION
- NATURAL SCIENTIFIC/TECHNICAL APPROACH
- NEW OPPORTUNITIES FOR INNOVATING IN MOBILE APPLICATIONS

THE DIGITAL SCENARIO CHALLENGES FOR THE EEMS

• INVESTING IN NEW PROFESSIONALITIES FOR THE DIGITAL SCENARIO

• OPEN INNOVATION OPPORTUNITIES FOR COLLABORATION WITHIN THE EEMS AREA AND AT WORLD LEVEL

• IT STAR AS AN INTEGRATOR AND INNOVATION PROMOTER