

Deine Zukunft ist längst digital – Gestalte sie mit!

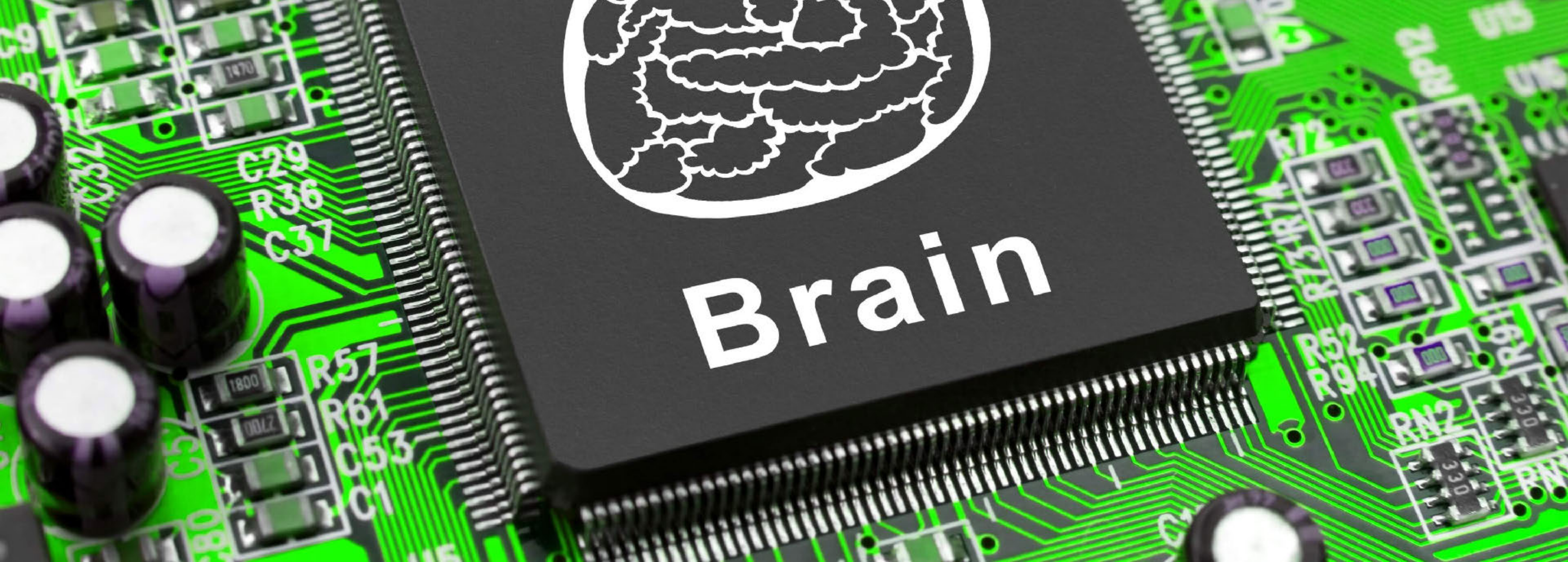
Forschung und Entwicklung zwischen lokaler Wirtschaft und globaler Herausforderung

1. Technische Entwicklung:
Künstliche Intelligenz, Robotik, Internet Of Things
2. Ökonomischer Kontext
3. Digitalisierung als nachhaltiges Instrument?

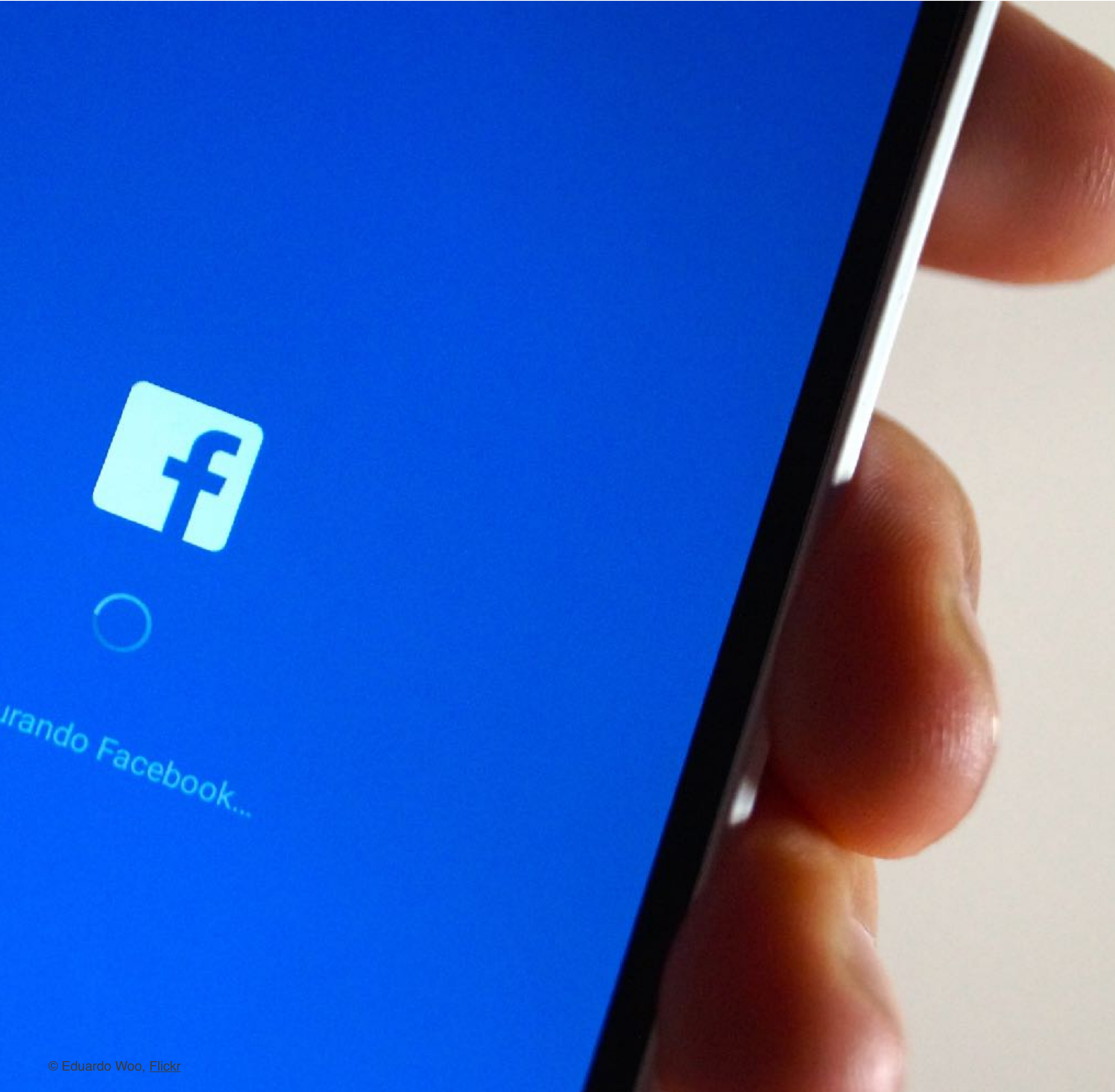
1

Technische Entwicklung

- ▶ Künstliche Intelligenz
- ▶ Robotik
- ▶ Internet of Things



Artificial Intelligence,
Big Data, Neural Networks,
Machine Learning, Deep Learning



»Unser Smartphone ist ein riesiger psychologischer Fragebogen, den wir beständig ausfüllen, wissentlich und unbewusst.«

»Wer Lady Gaga folgt ist höchstwahrscheinlich extrovertiert, während diejenigen, die philosophischen Themen folgen, eher zu Introvertiertheit neigen«

(Michael Kosinski, Stanford University)

»Fast jede Nachricht, die Trump im Wahlkampf 2016 getwittert hat, war datengetrieben.«

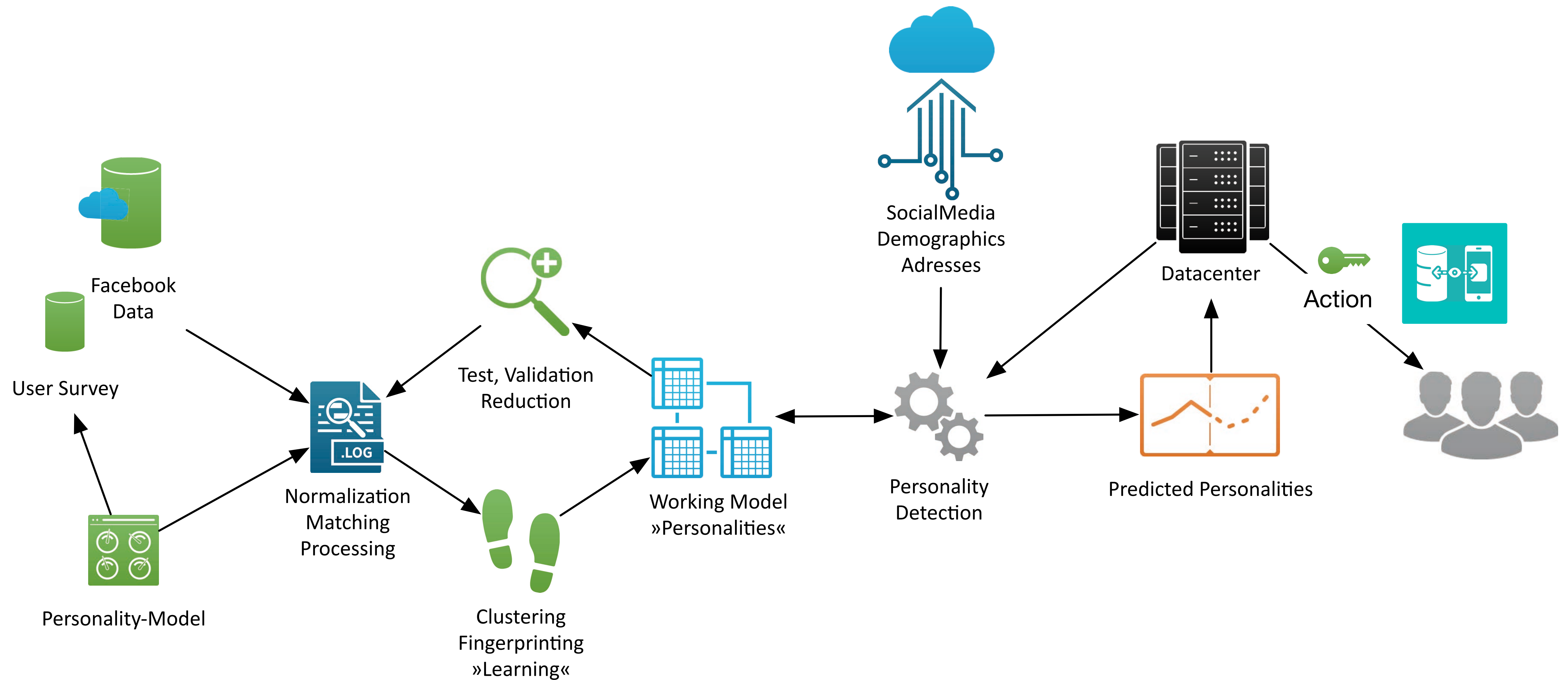
(Cambridge Analytica CEO Alexander Nix)

© Eduardo Woo, Flickr

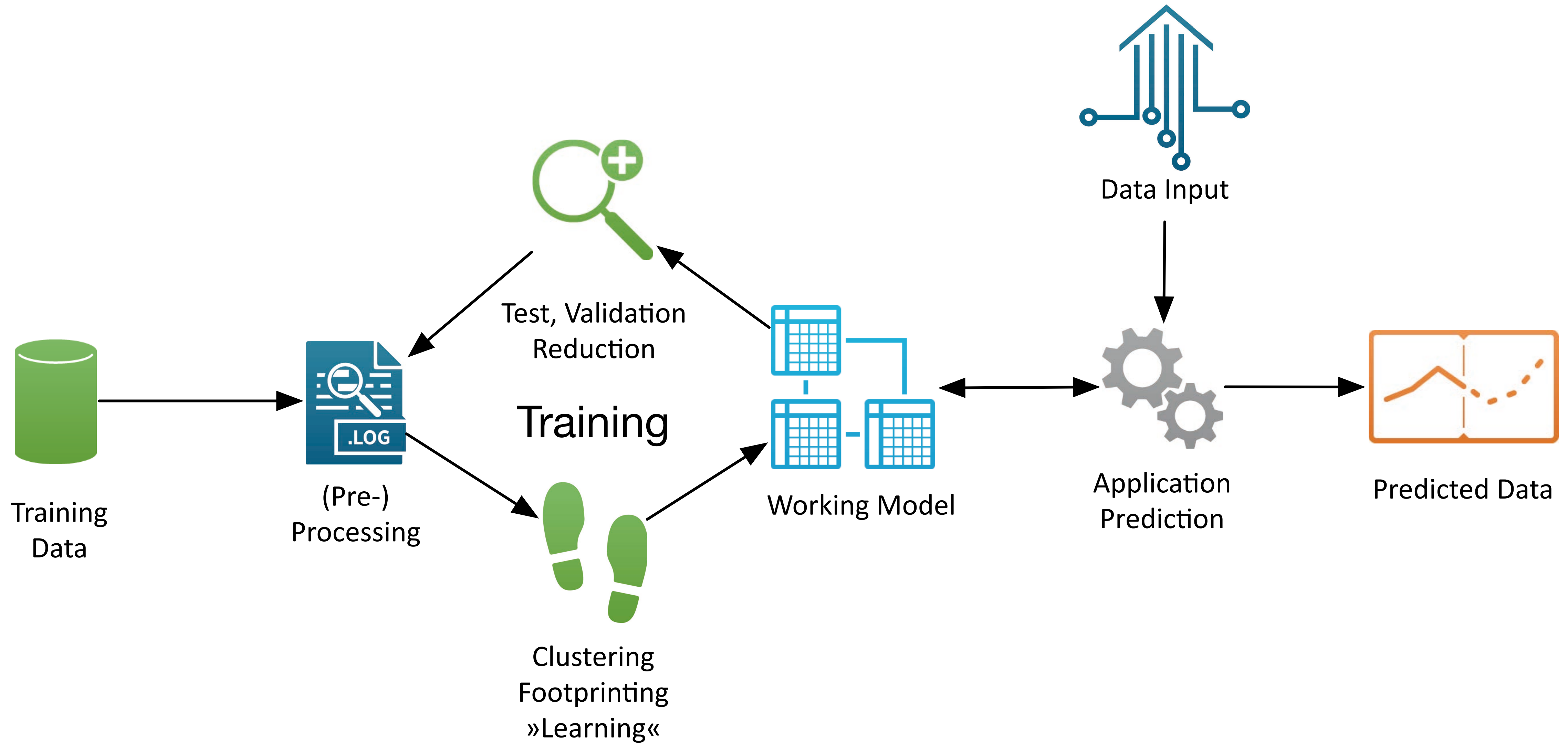


Groundgame, an app for election canvassing that integrates voter data with "geospatial visualization technology," was used by campaigners for Trump and Brexit.
 Image: L2, https://motherboard.vice.com/en_us/article/how-our-likes-helped-trump-win

Cambridge Analytica Case (US Election, Brexit, 2016)

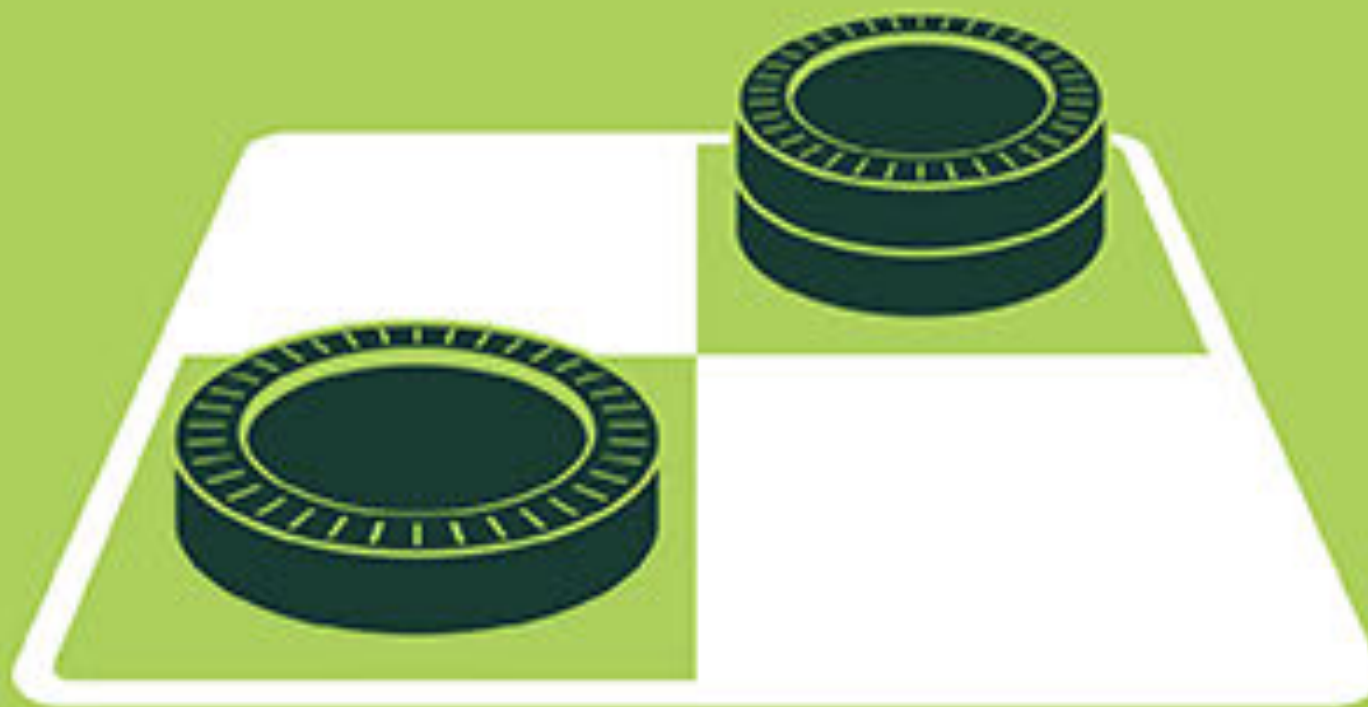


Machine Learning Principle



ARTIFICIAL INTELLIGENCE

Early artificial intelligence stirs excitement.



MACHINE LEARNING

Machine learning begins to flourish.



DEEP LEARNING

Deep learning breakthroughs drive AI boom.



1950's

1960's

1970's

1980's

1990's

2000's

2010's



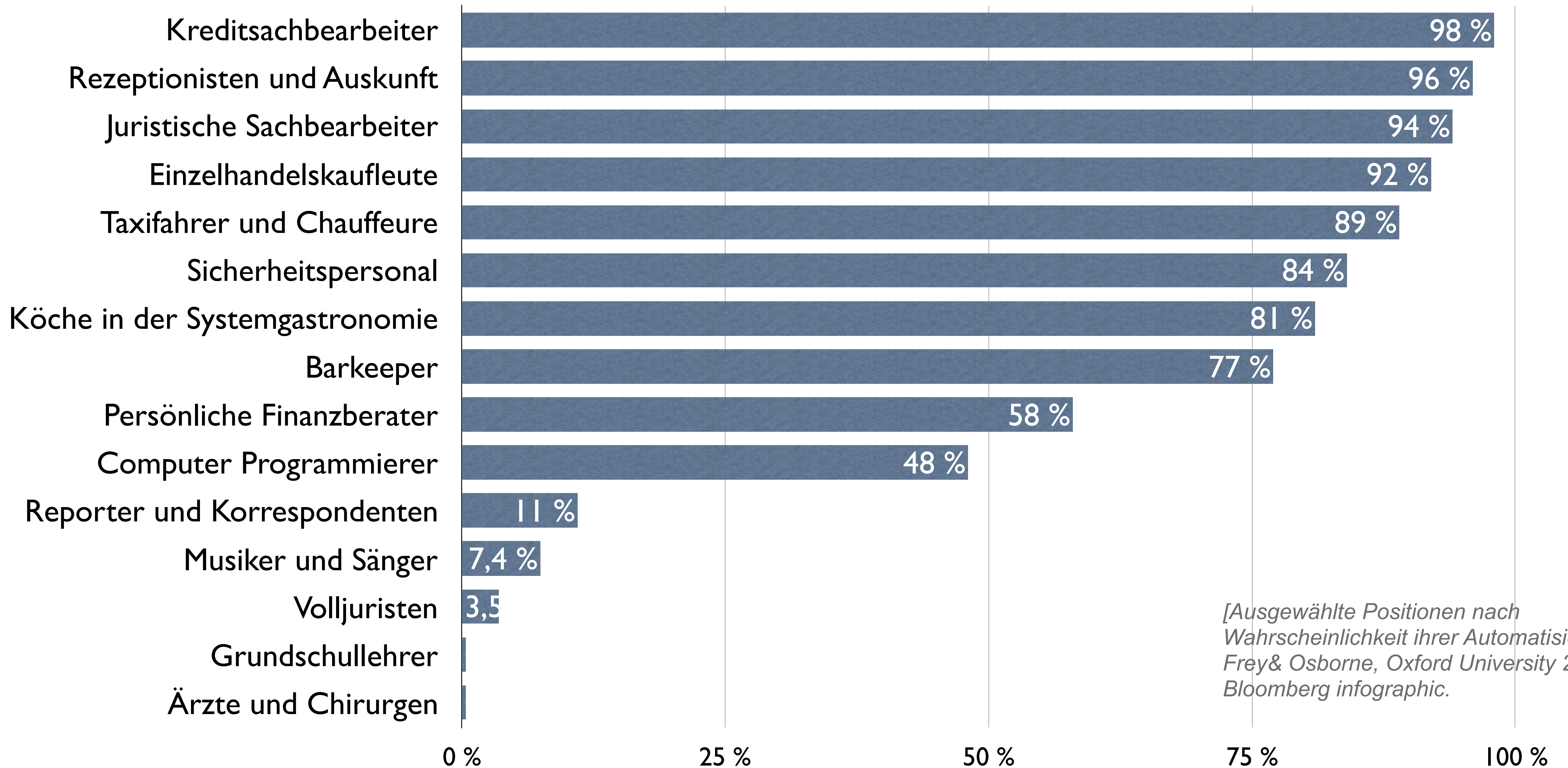
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Robotics

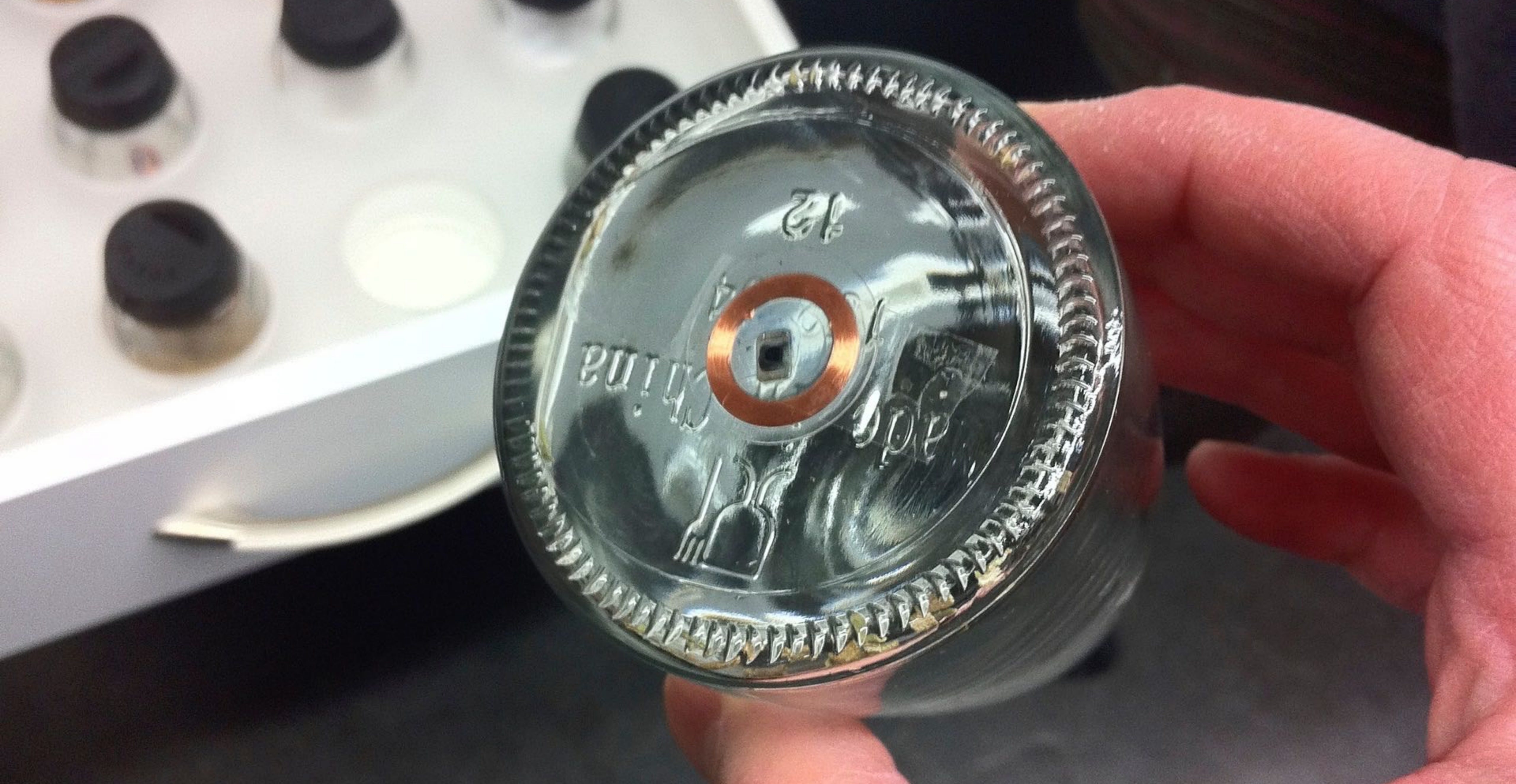


<https://youtu.be/XrtI9wNPdr0>

Was wird aus unseren Jobs !?



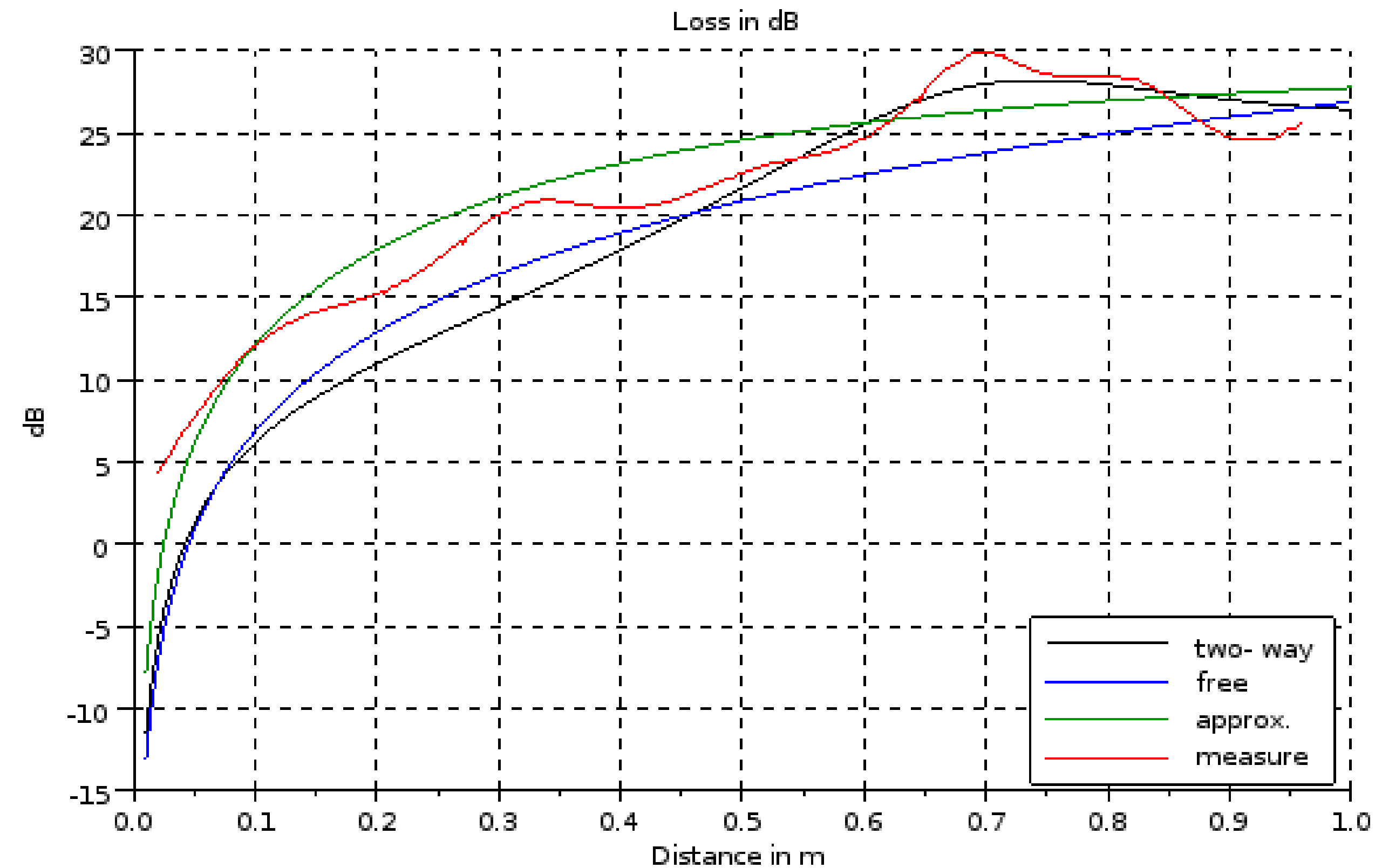
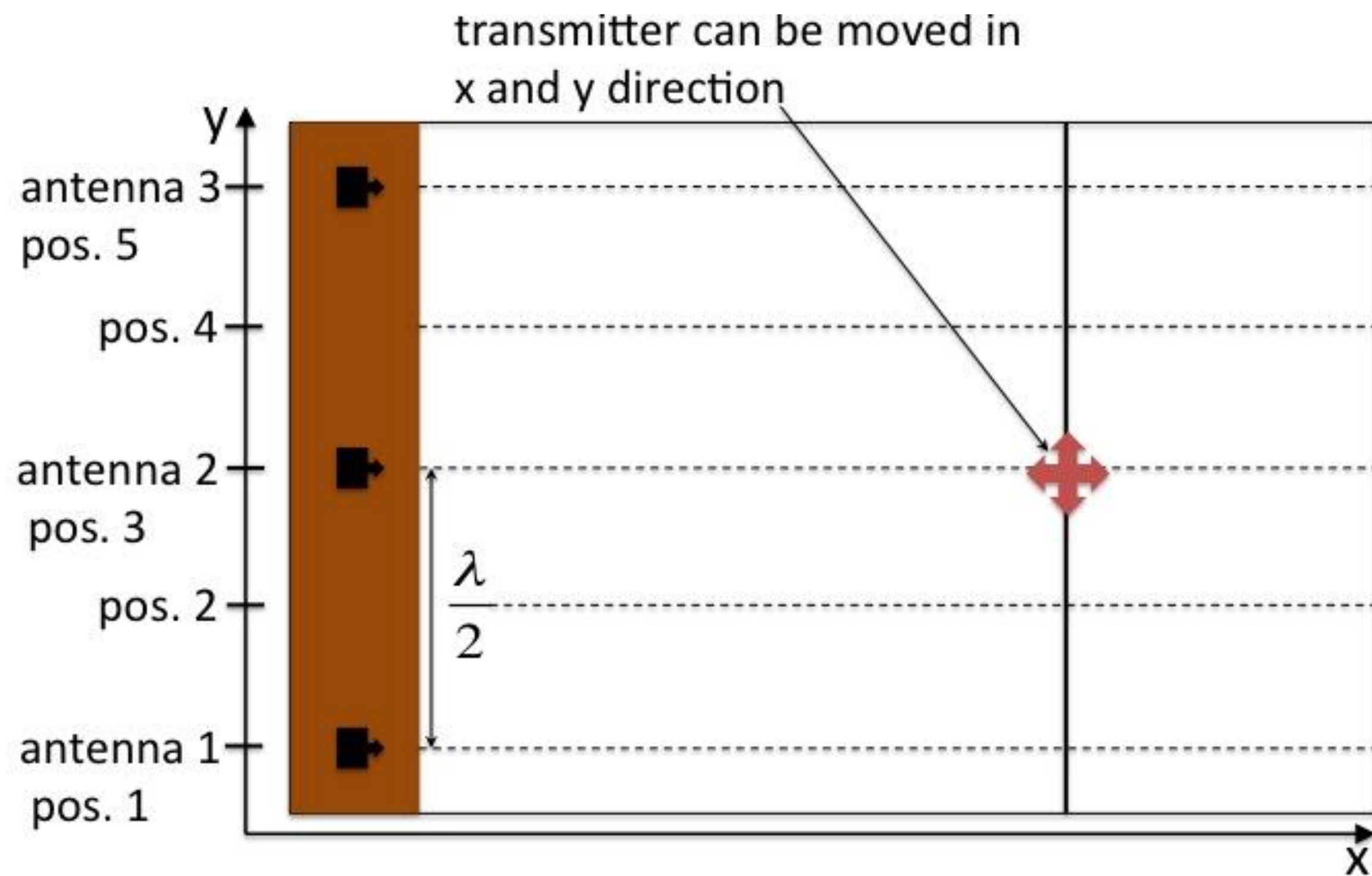
[Ausgewählte Positionen nach Wahrscheinlichkeit ihrer Automatisierung, Frey & Osborne, Oxford University 2015/ Bloomberg infographic.]



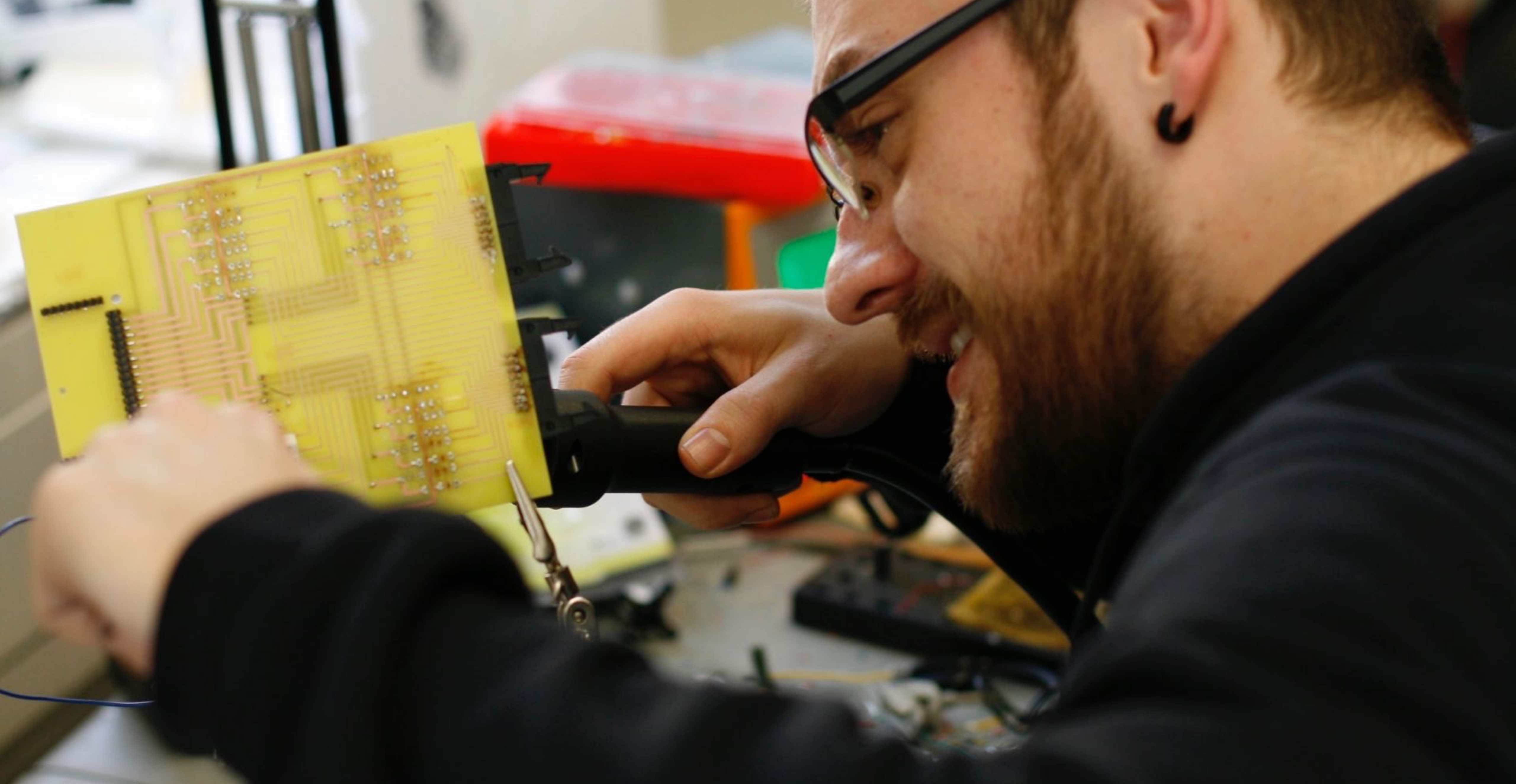


Analysis of the Radio Propagation Model at RFID Applications

$$L_{mp} = g_s g_r \left(\frac{4\pi d}{\lambda} \right)^2 \left| 1 + \sum_{n=1}^N \Gamma_n \frac{d}{d_n} e^{-jk(d_n - d)} \right|^2$$



Friedewald, O., Papenbroock, J., Herzog, M.: Analysis of the Radio Propagation Model at RFID Applications
 In: VDE ITG/IEEE European Conference on Smart Objects, Systems and Technologies, Smart Systec 2013

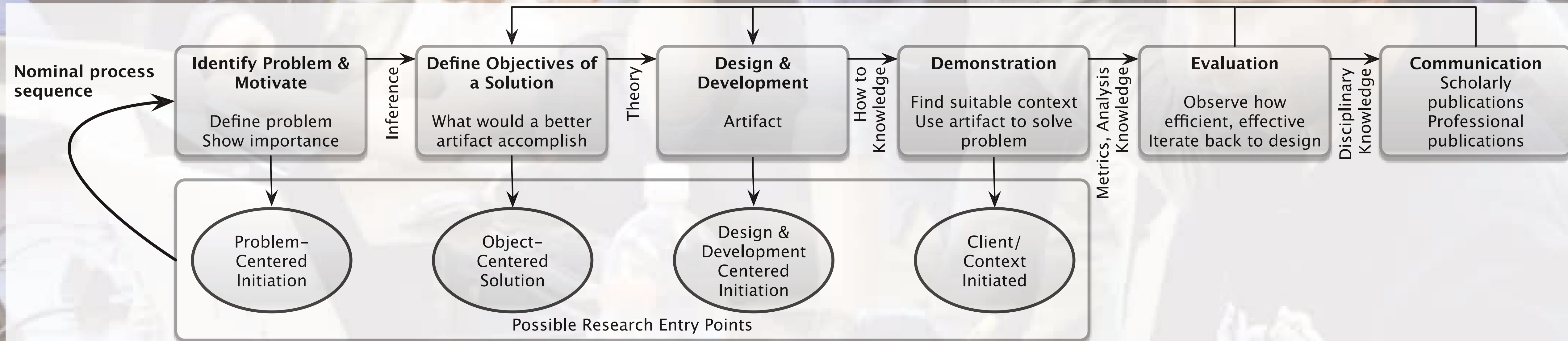




Hatscher, B., Herzog, M.: Partikel- oder Wellensimulation? Zwei Ansätze zur Indoor-Lokalisierung auf Basis passiver RFID-Technik, Von der Digitalen Fabrik zu Industrie 4.0, Multikonferenz Wirtschaftsinformatik (MKWI) 2016



Forschung und Entwicklung im Klassenzimmer (Design Science Research)



Peppers, K., Tuunanen, T., Rothenberger, M. A., & Chatterjee, S. (2007). A design science research methodology for information systems research. *Journal of management information systems*, 24(3), 45-77.

L.u.m.e.n.

L.u.m.e.N.

Project **Extended Exhibition**, Jens Wunderling, Michael Herzog et. al. 2016



<https://medium.com/extended-exhibition>

L.U.M.E.N Mareike Gabele, Robert Klank, Nicolas Pepping, Eric Schmieder



Kontextsensitivität, Kontextadaptivität

		Malerczyk, 2004 [8]	Rudametkin, et al, 2008 [7]	Zabulis, et al., 2010 [9]	Suh, et al., 2011 [6]	Rocchetti, et al., 2014 [14]	Tesoriero, et al., 2014 [5]	Bohnert, et al., 2014 [10]	Confalonieri, et al., 2015 [12]	Alletto et al., 2016 [11]	L.U.M.E.N	I.D.C.	S.I.V.E.	Connectibition
Seamless integration	use of mobile devices / BYOD		■		■	■	■				■	■		
	seamless integration of technology	■		■							■	■	■	■
	explorative access to information	■		■	■		■			■		■	■	
	navigation support						■				■			
User Experience / Personalization	influence / communicate with exhibits			■							■	■	■	■
	adjustment to needs of individual user	■		■			■	■		■		■		■
	personal configuration using locating technology		■	■			■	■		■	■	■	■	■
	addressing specific target groups		■	■							■	■		
	narration / storytelling	■		■							■		■	
Expanding exhibition space	establishing connection between subjects	■												■
	access to new kinds of exhibition formats			■			■				■		■	■
	reactive / interactive exhibition ground			■								■	■	■

Herzog, M.A., Wunderling, J., Gabele, M., Klank, R., Landenberger, M., Pepping, N.: Context Driven Content Presentation for Exhibition Places. Four Interaction Scenarios Developed for Museums. Electronic Imaging & the Visual Arts Conference EVA 2016, St. Petersburg




SACHSEN-ANHALT
Ministerium für Wirtschaft,
Wissenschaft und Digitalisierung



HUGO
JUNKERS
PREIS

RECHEN
FABRIK
DEER

Jes
anw

M

ANMELDU

»PRODUKT«

Machbarkeit
Implementierung



Form +
Funktion
Interaktion
Attraktivität



Märkte
Prozesse
Wirtschaftlichkeit
Gesellschaftliche Entwicklungen

2

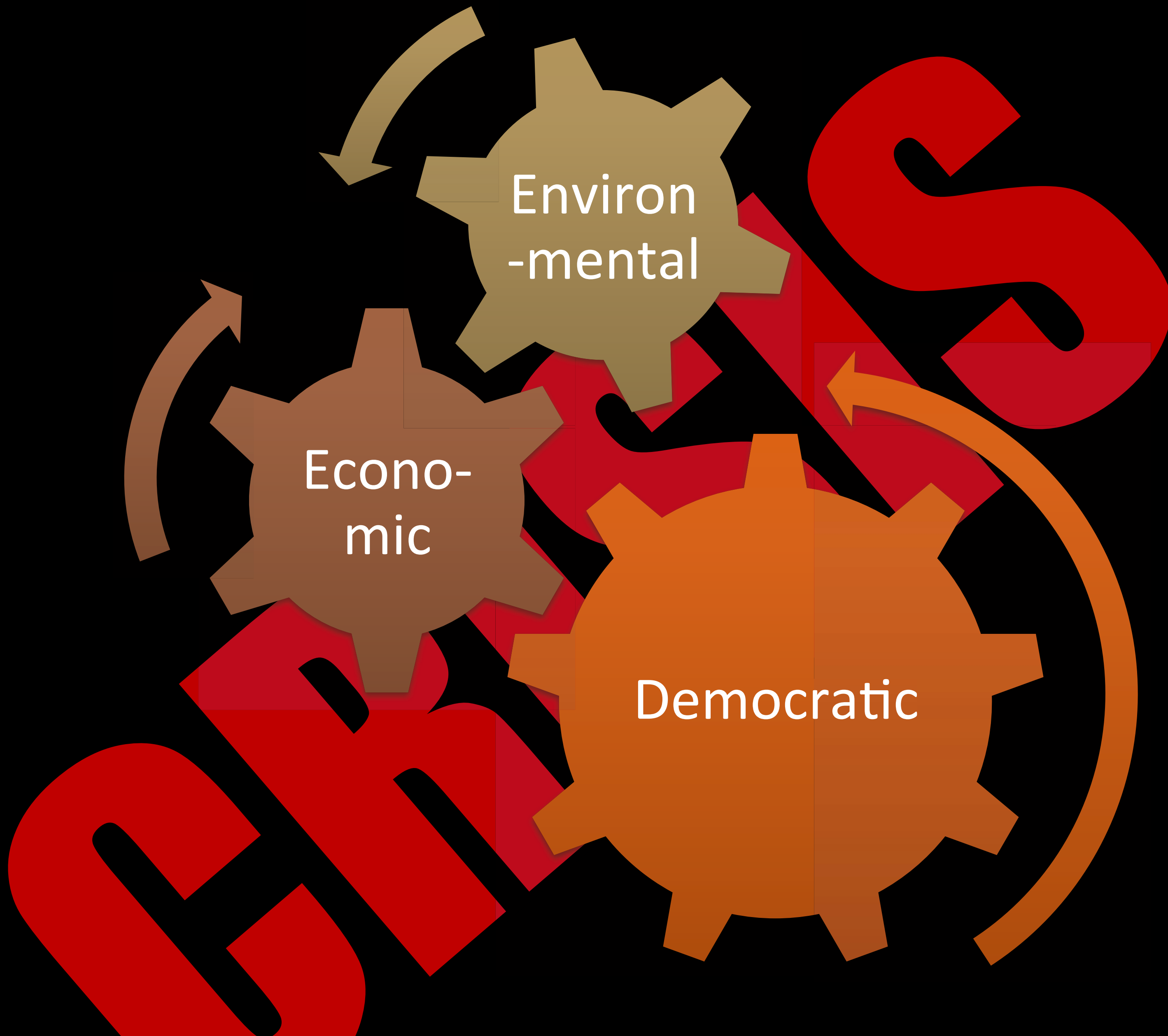
Ökonomischer Kontext



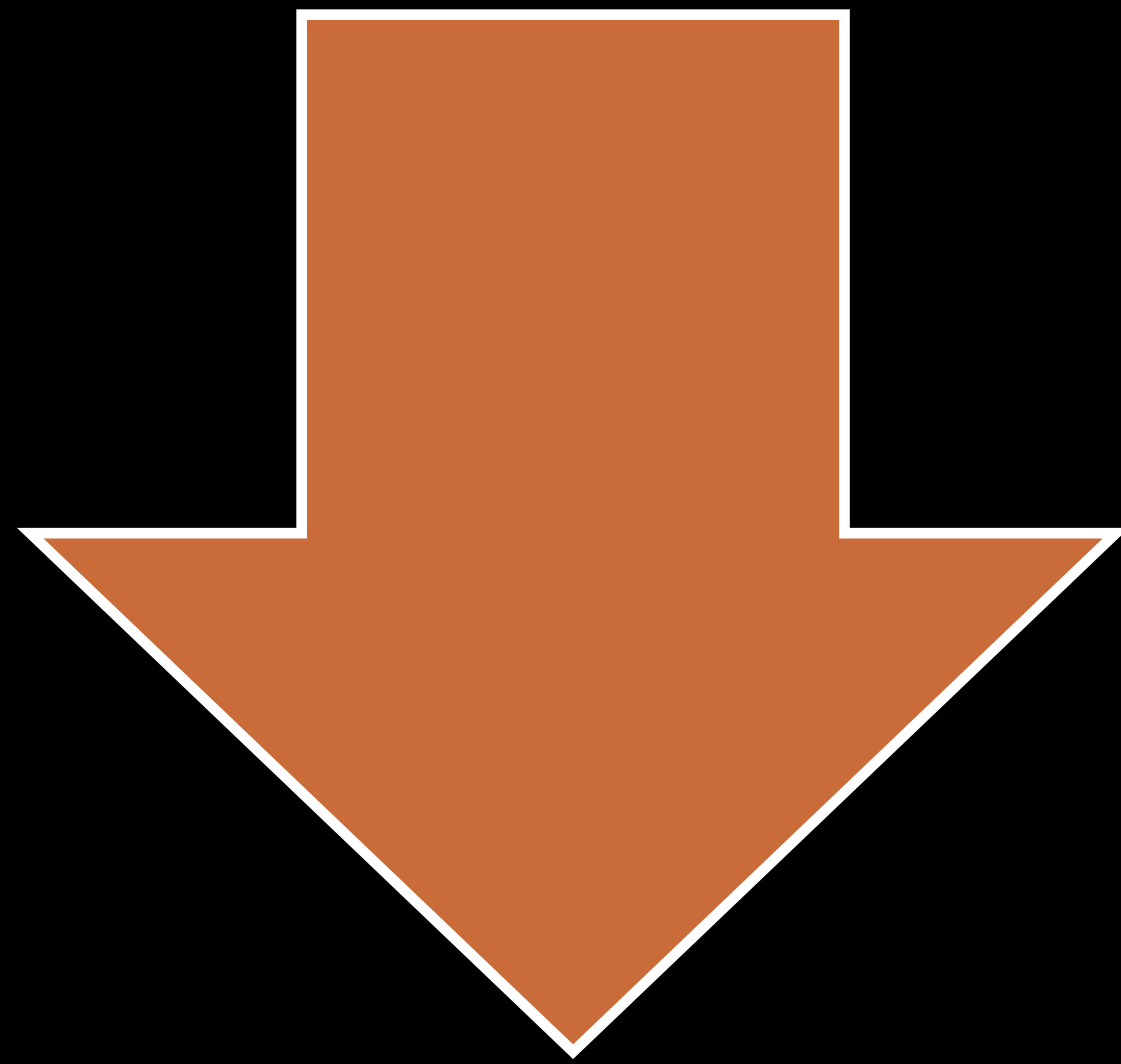
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Zukunft Digital – Lokal & Global

Michael A. Herzog | Wirtschaftsinformatik | Hochschule Magdeburg-Stendal

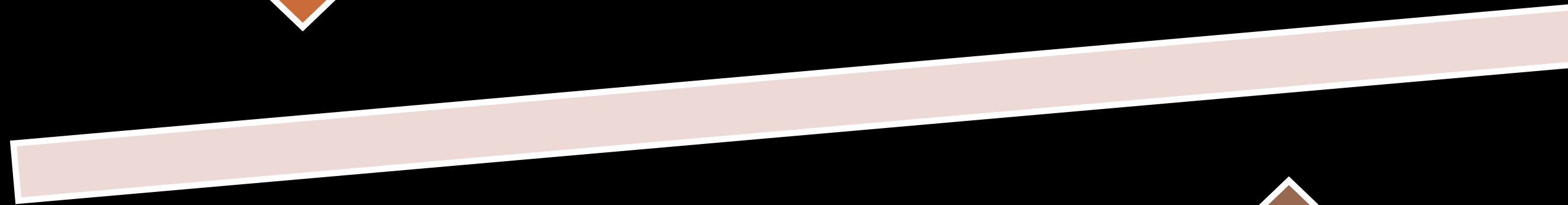


[Jesse Marsh: think virtually local ecologies of new economic models. EcoCom, 08/11/2013, Berlin, Germany]



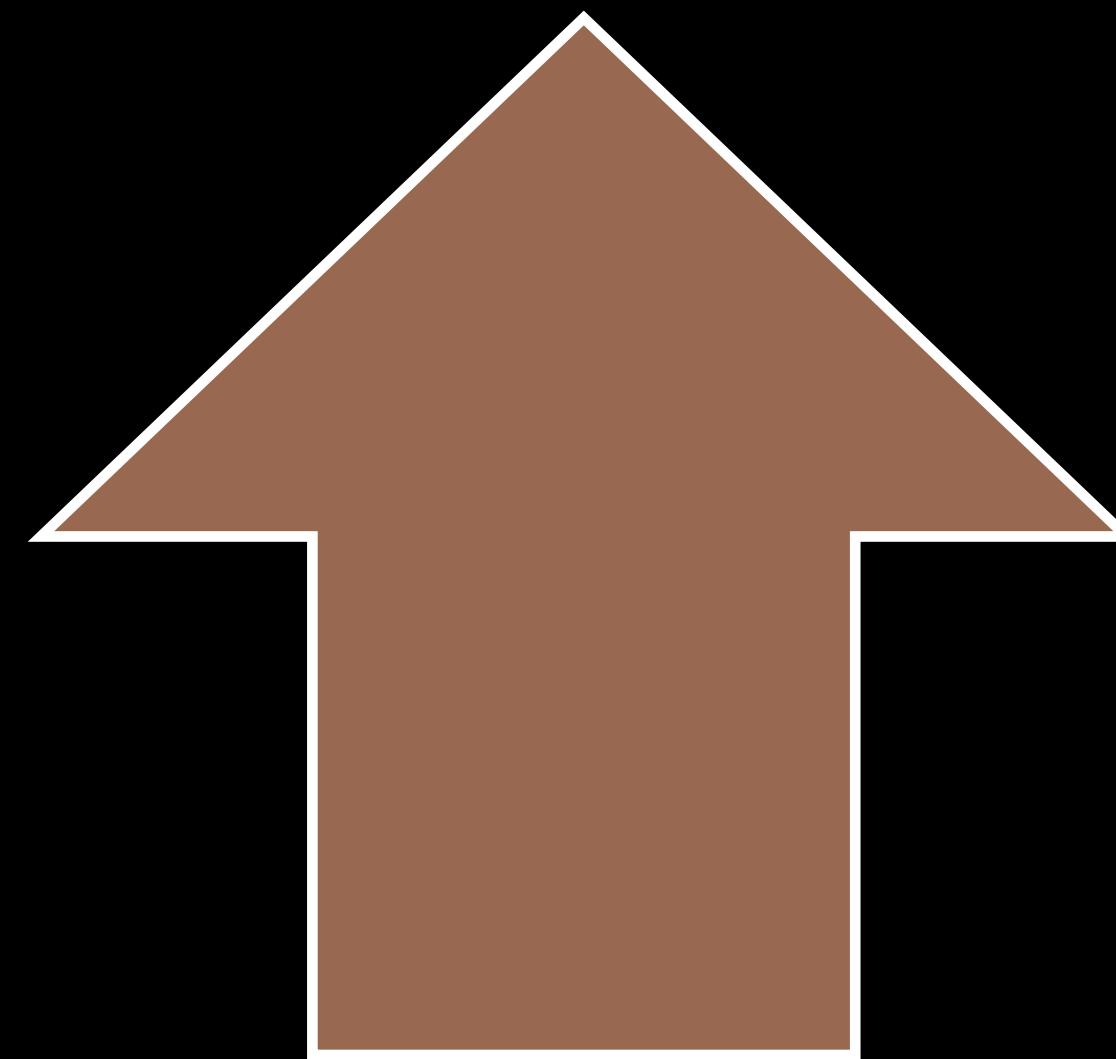
Macro

- Globalisation
- Financialisation
- Growth imperative



Micro

- Local economies
- De-monetisation
- Survival



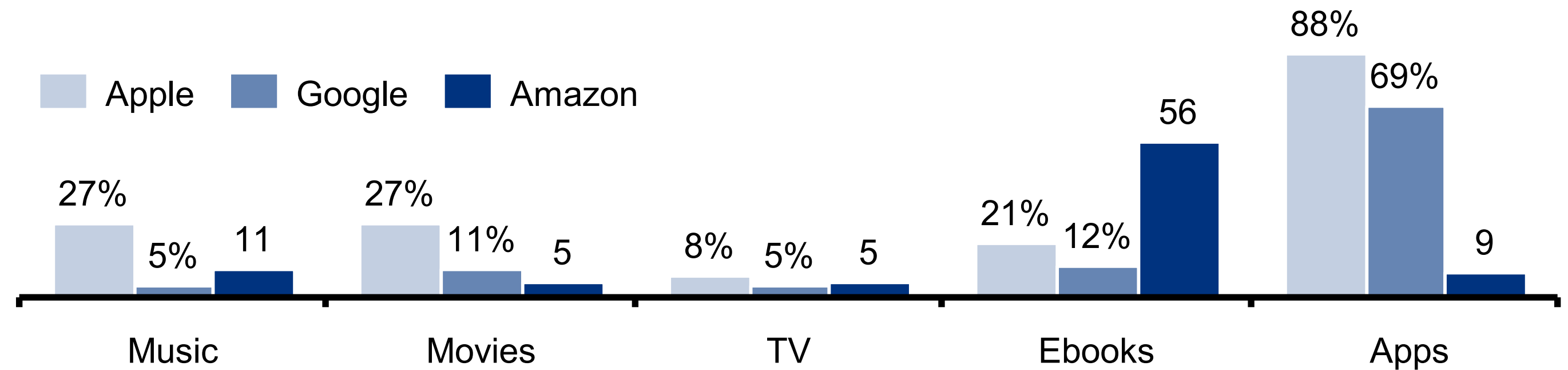
[Jesse Marsh: think virtually local ecologies of new economic models. EcoCom, 08/11/2013, Berlin, Germany]


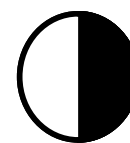
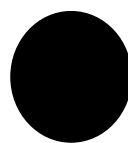
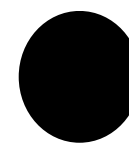
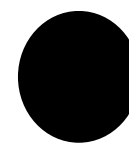
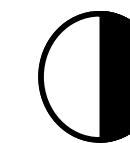
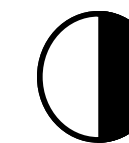

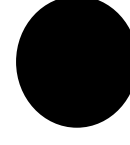
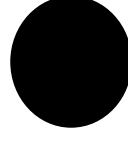
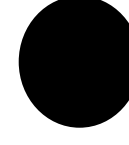
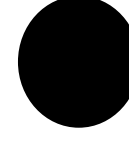




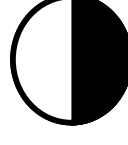

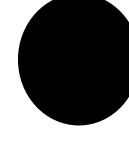
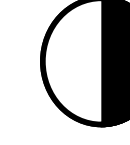

Access to World Population
(% of World Population)



Source: Macstories 2012

Access to World Population by Type of Service
(% of World Population)



Player	Cloud Services	Connected Devices	Sales Channels and Billing	On-demand content	Value-add Services	Targeted Advertising
						
						
						

Source: Detecon Analysis (2012)



Traditional business

- We are competing
- Market regulations

Emergent ecosystems

- We are collaborating
- Ethical principles

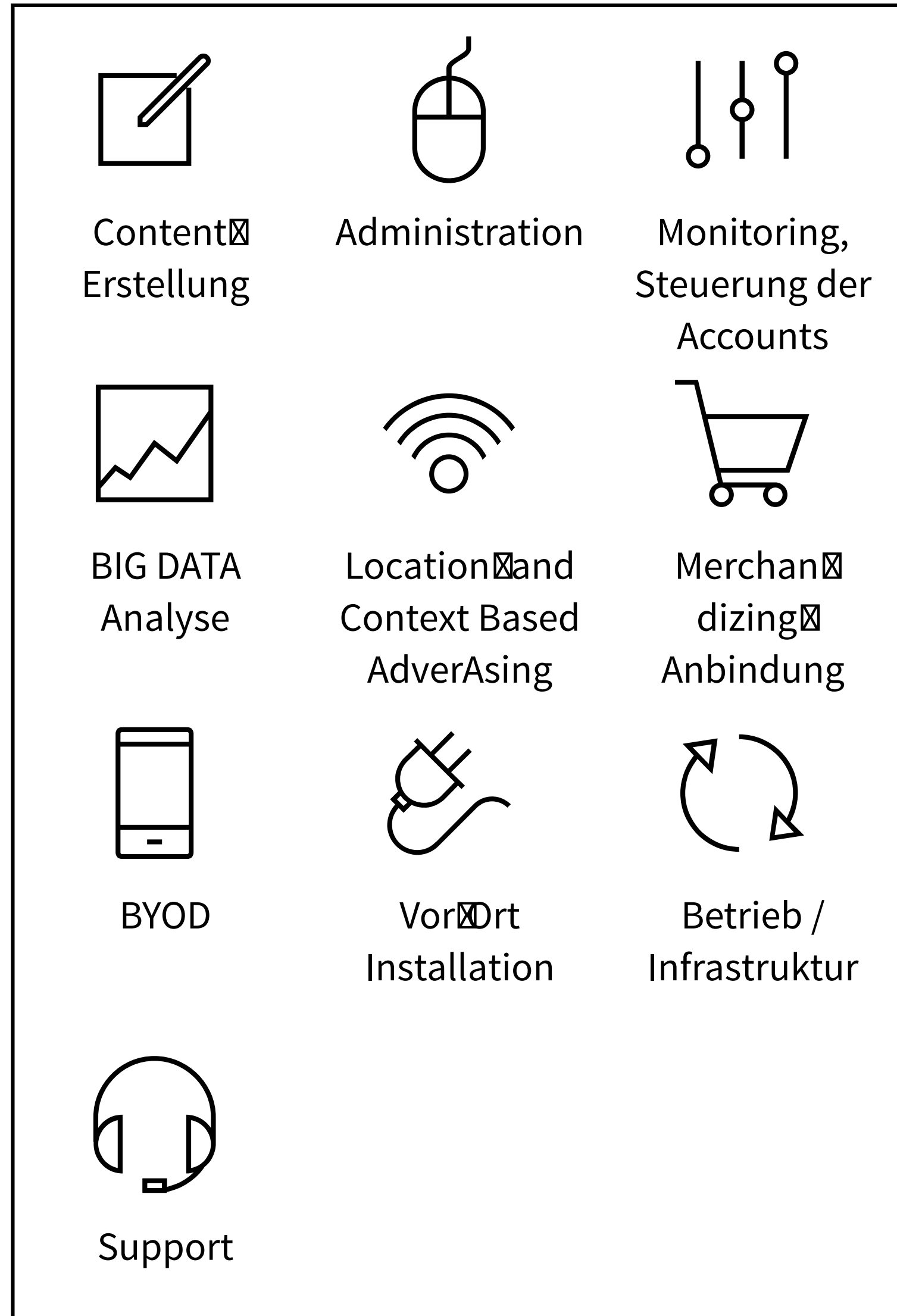
[Jesse Marsh: think virtually local ecologies of new economic models. EcoCom, 08/11/2013, Berlin, Germany]

Device Convergence Timeline

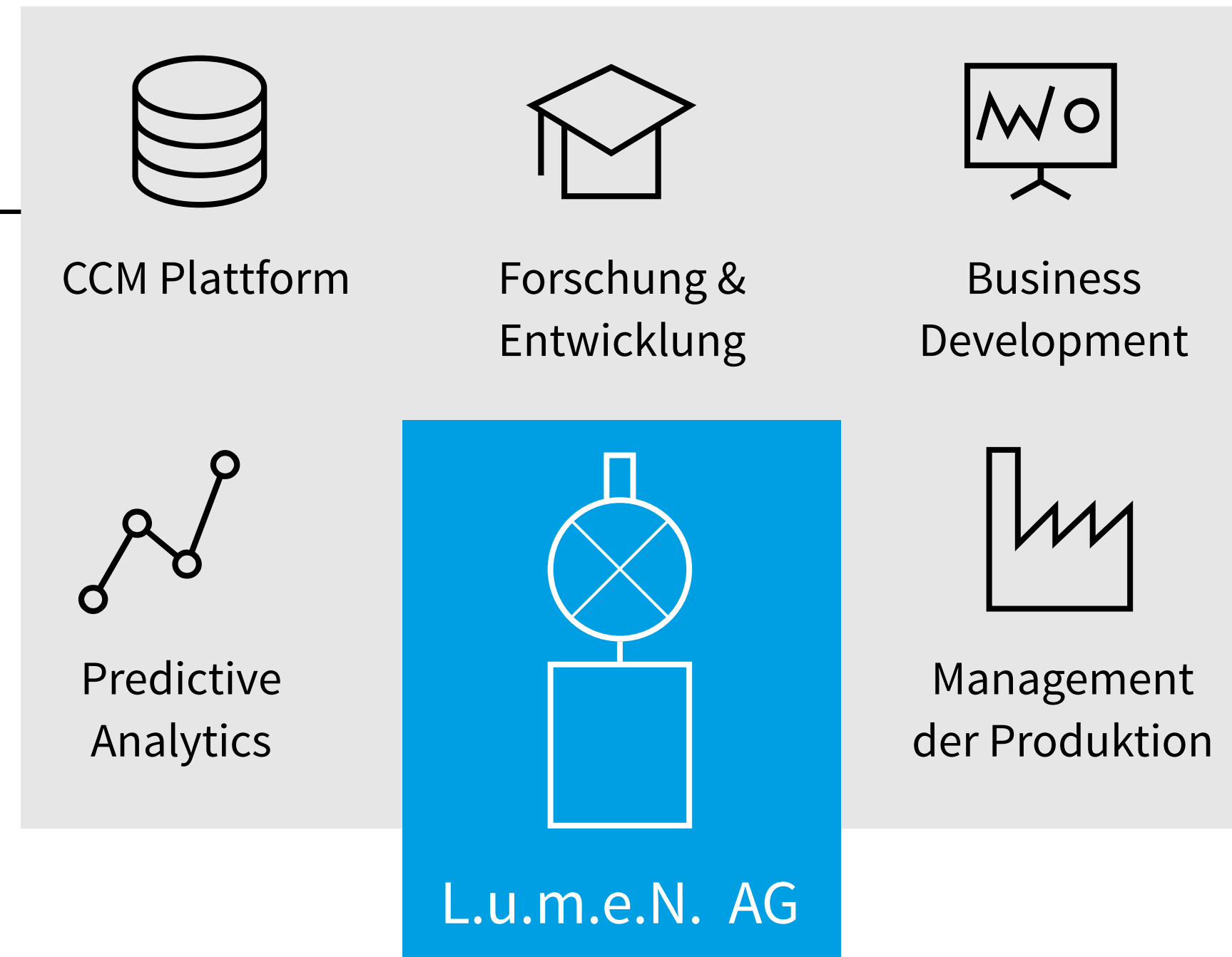
	2005	2010	2015
Vision	<p>One Bill, Triple Play</p> 	<p>One Device, 1000s of Apps</p> 	<p>One Ecosystem, 10s of Screens</p> 
Focal Point	Network	Device	Ecosystems
Compete Based On	Price of Service	Number of Apps	Experience Roaming

[Grafik: Detecon, Daniel Kellmerit, 2014]

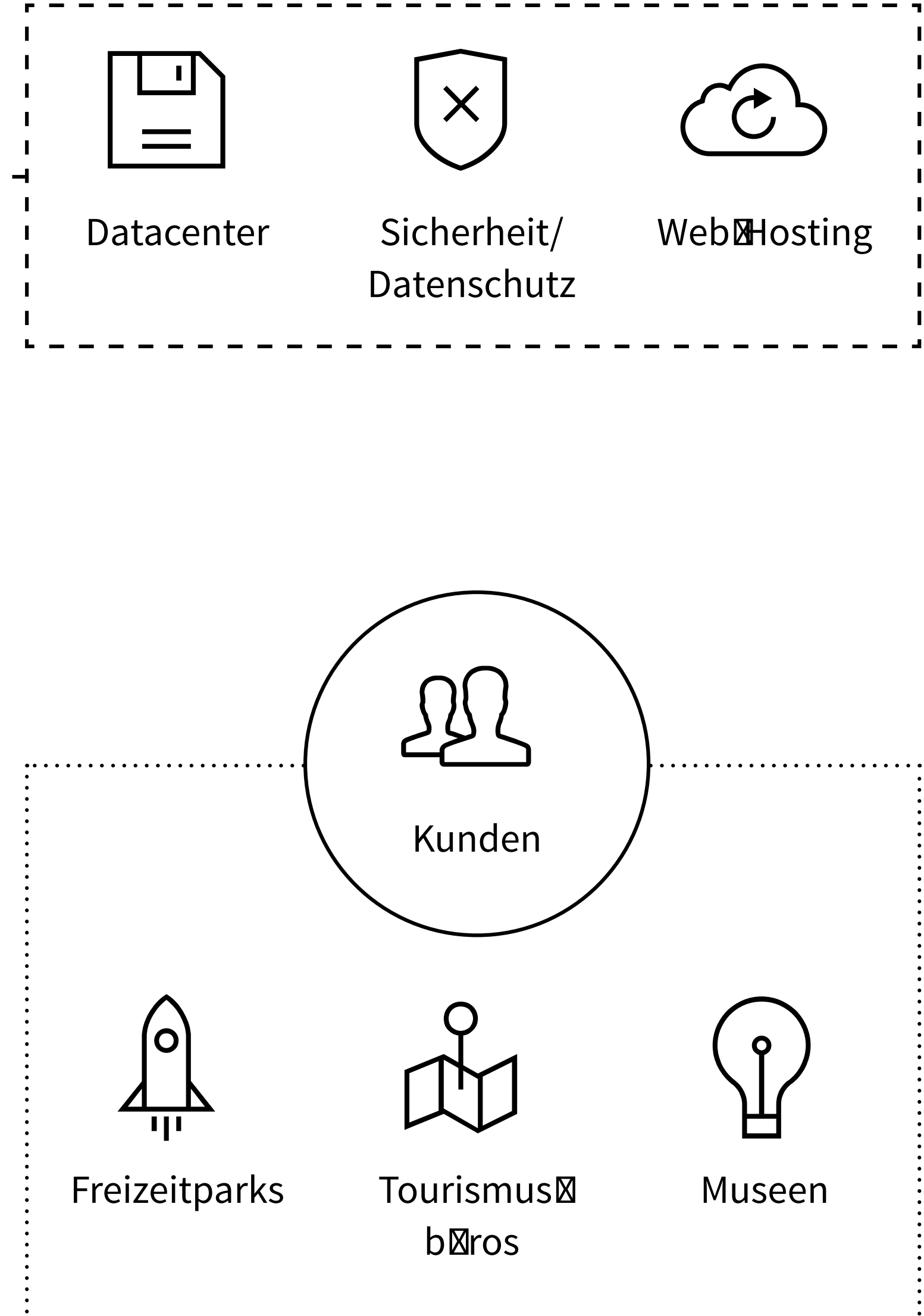
Dienstleistungssystem



Kernkompetenzen



Basisleistungen Outsourcing



Vor 10 Jahren:
Vorstellung des iPhone 1

What Makes the iPhone so Smart?

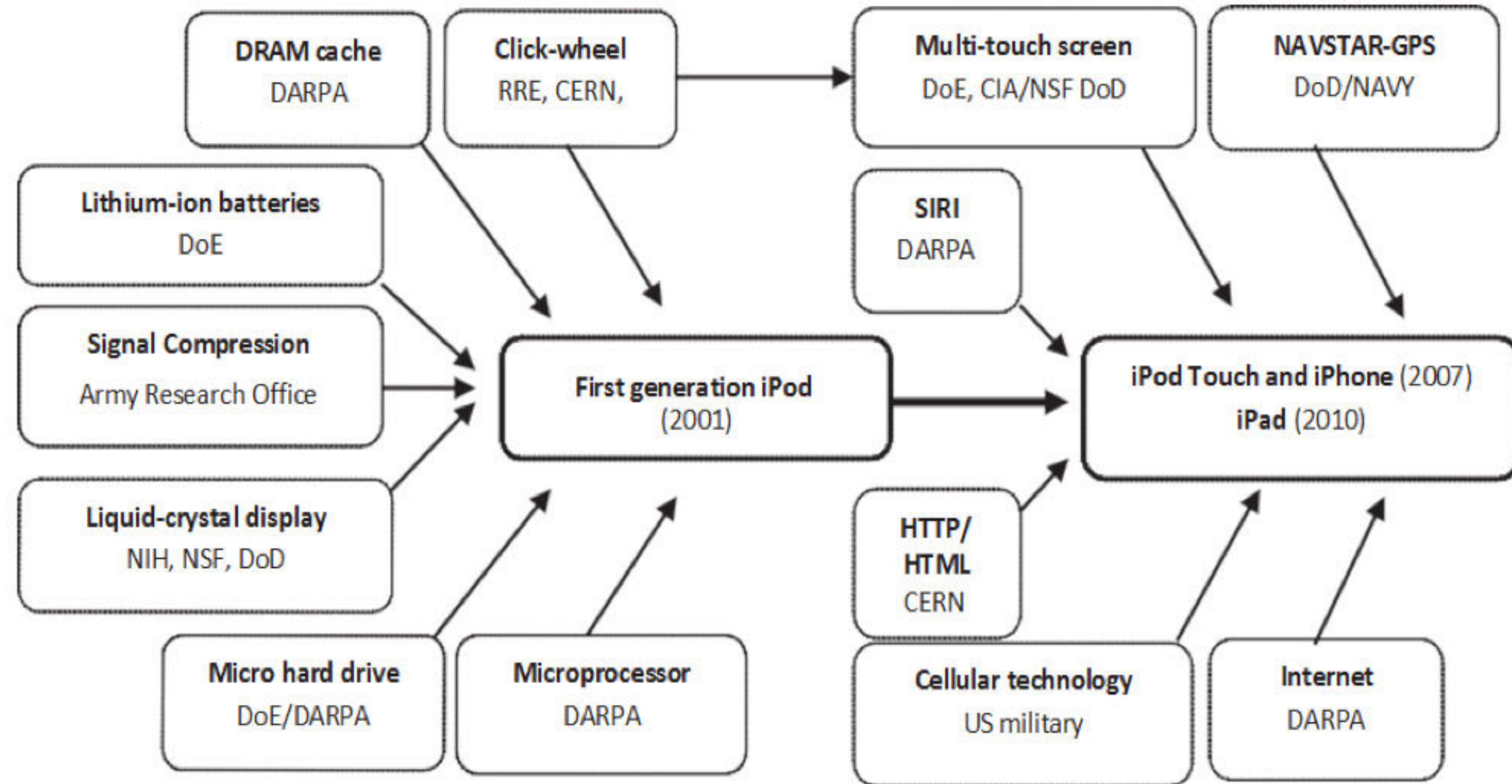
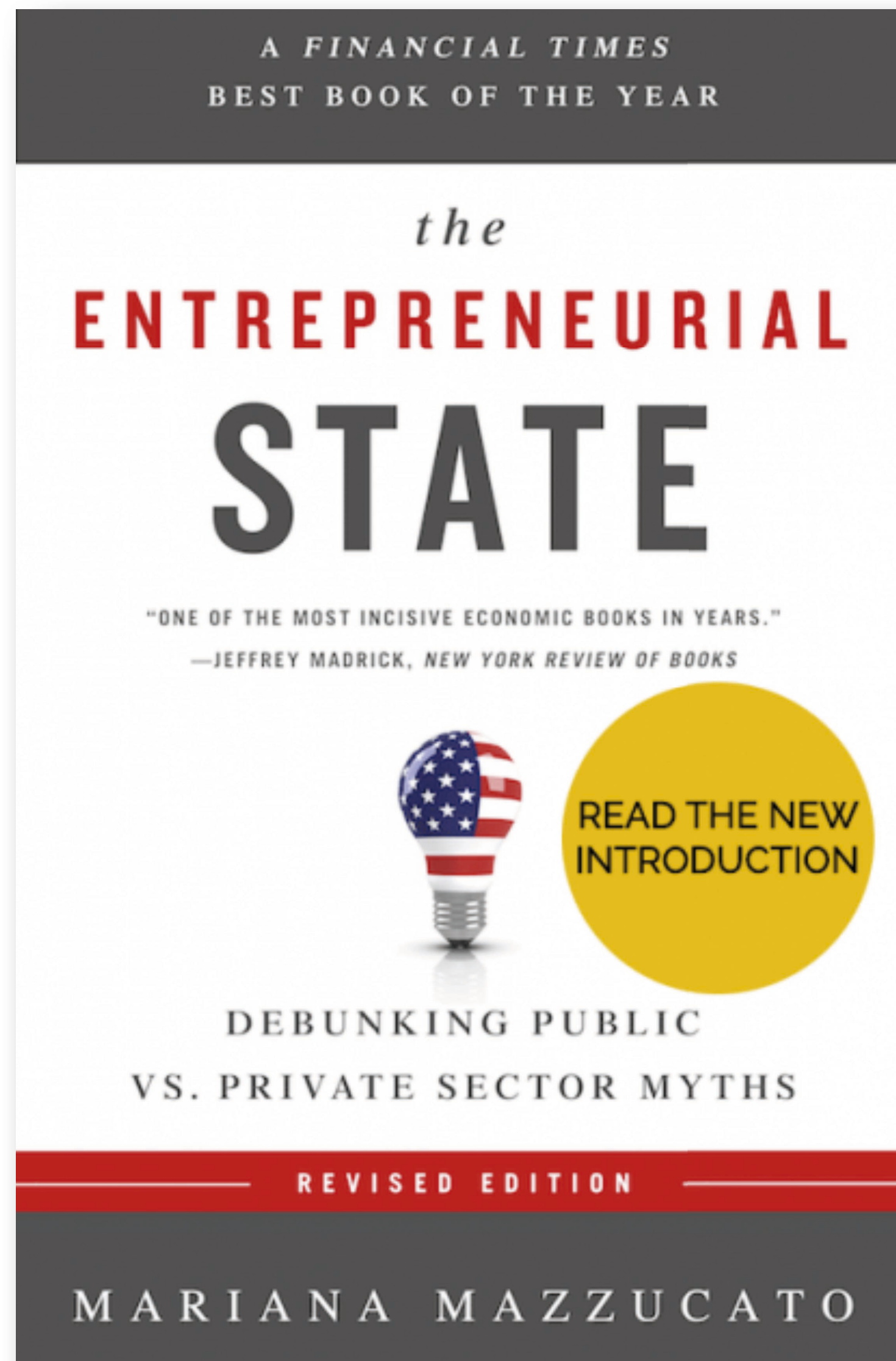
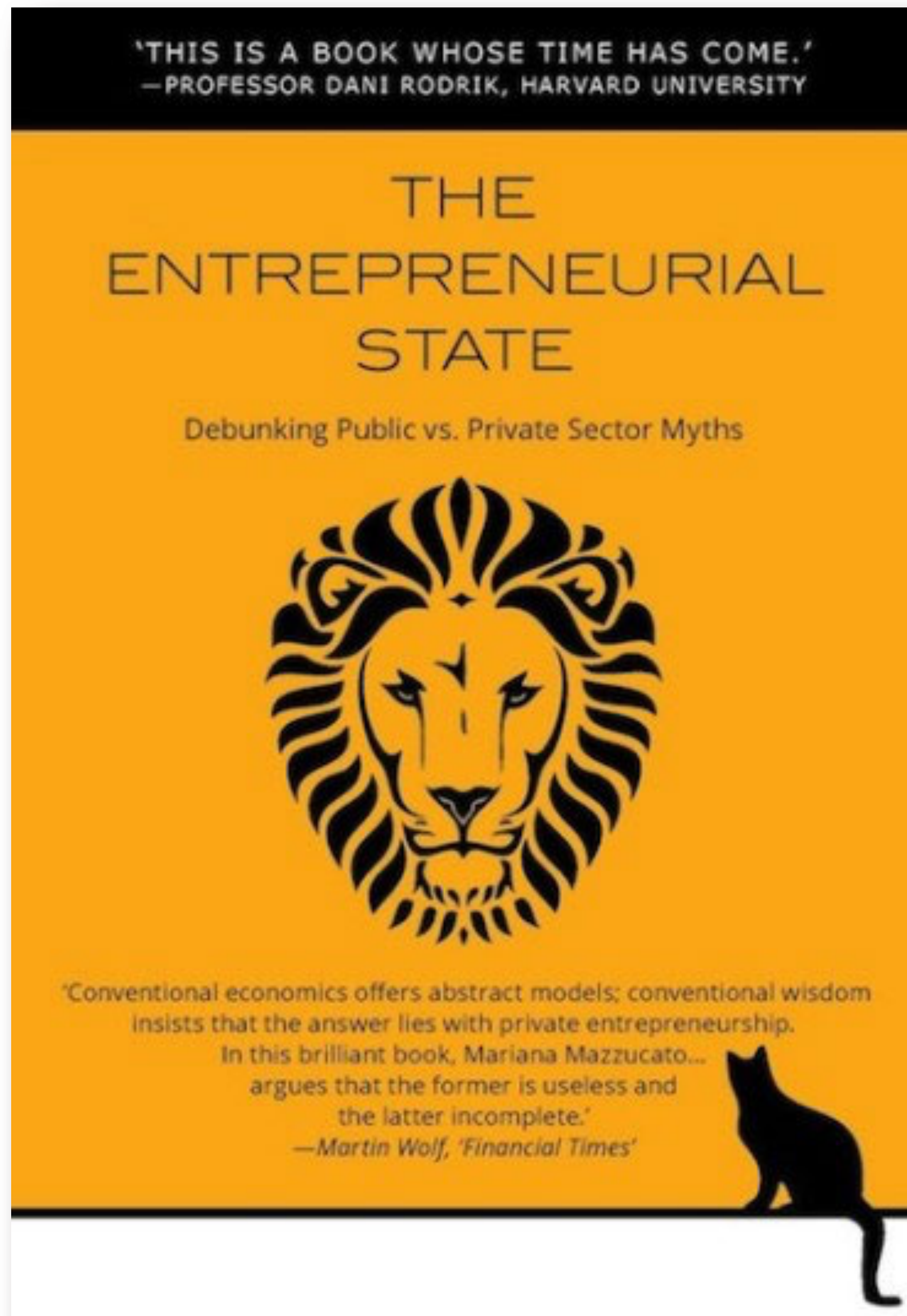


Figure 13 from *The Entrepreneurial State: debunking public vs. private sector myths* (2015, p. 116)

<http://marianamazucato.com/the-entrepreneurial-state/>



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2017



The myth of a lumbering, bureaucratic state versus a dynamic, innovative private sector.



<http://marianamazucato.com/the-entrepreneurial-state/>

Wenn Geld die Währung des Geldmarkts ist,
was ist die Währung der »Social Markets«?

▶ **VERTRAUEN**

[Matthias Trier: Sociality of Online
Market Interaction: Challenges and
Implications. EcoCom, 08/11/2013,
Berlin, Germany]

3

Digitalisierung als Instrument für mehr Nachhaltigkeit?

- ▶ Warum das nicht so einfach ist



Welche Nachhaltigkeitseffekte können mit der Informations- und Kommunikationstechnik erzeugt werden?

Seit Beginn der industriellen Revolution wuchs der weltweite CO₂-Austoß auf 32.000 Mio. Tonnen im Jahr 2012

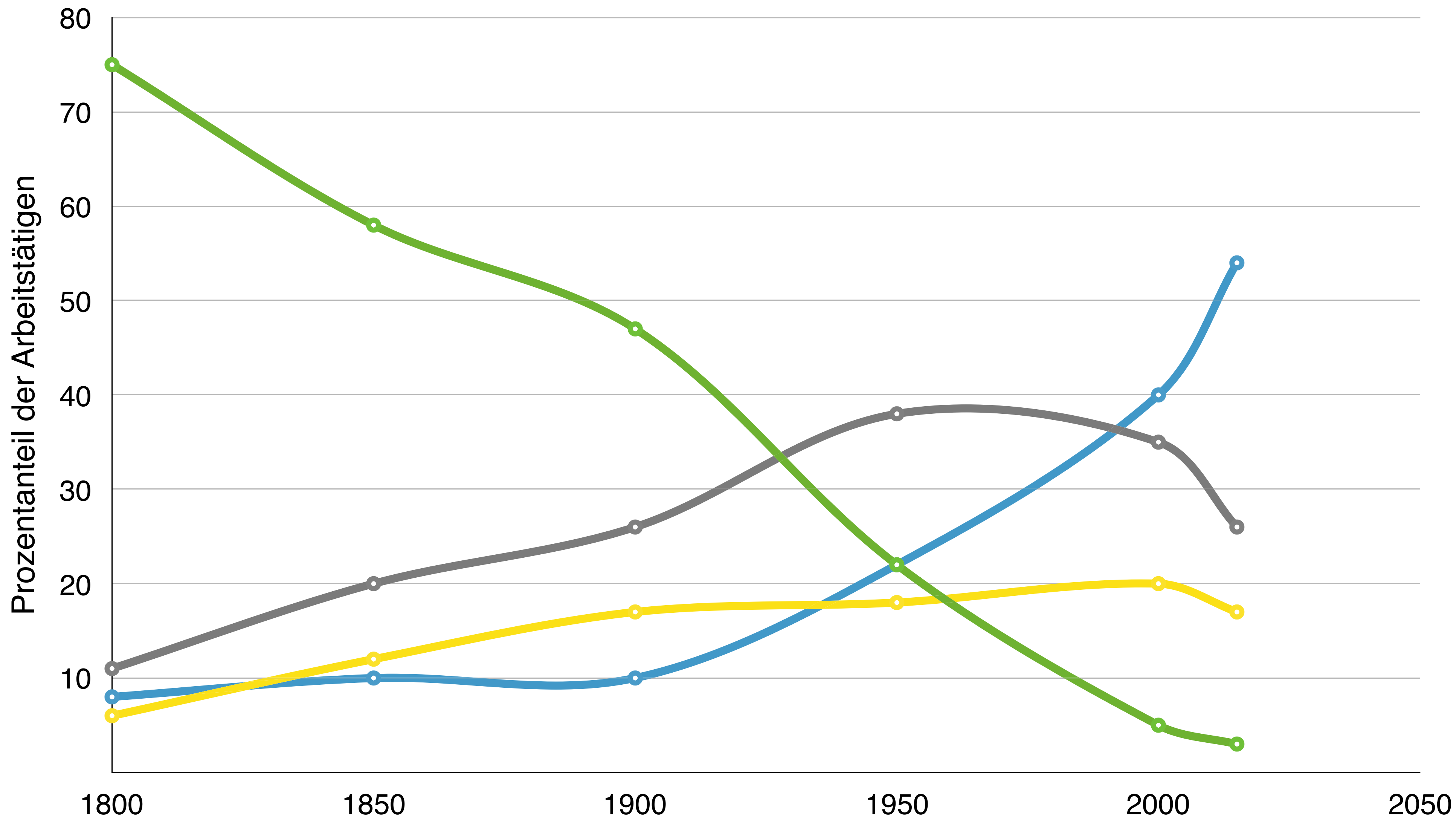
**Weltweite CO₂ Emissionen
(in Mio. Tonnen)**



[Arnold Picot, Stefan Hopf: ICT as an Instrument for More Sustainability: Why It Is Not That Simple. In Herzog, M.A.: Economics of Communication. ICT Driven Fairness and Sustainability for Global and Local Marketplaces, GITO 2015] GeSI (2012)



Arbeitsmarkt (Langfristiger Strukturwandel nach Gries)



- Landwirtschaft
- Produktion
- Klassische Dienstleistung
- Informationsdienstleistung

[Gries, W.: Dienstleistungen für das 21. Jh – Chancen nutzen, Risiken bewältigen. In: Bullinger, H-J. (Hrsg.): Dienstleistungen der Zukunft – Märkte, Unternehmen und Infrastrukturen im Wandel, S. 3-23, Gabler 1995]
Ergänzt durch akkumulierte Daten des statistischen Bundesamtes vom September 2000 und September 2015

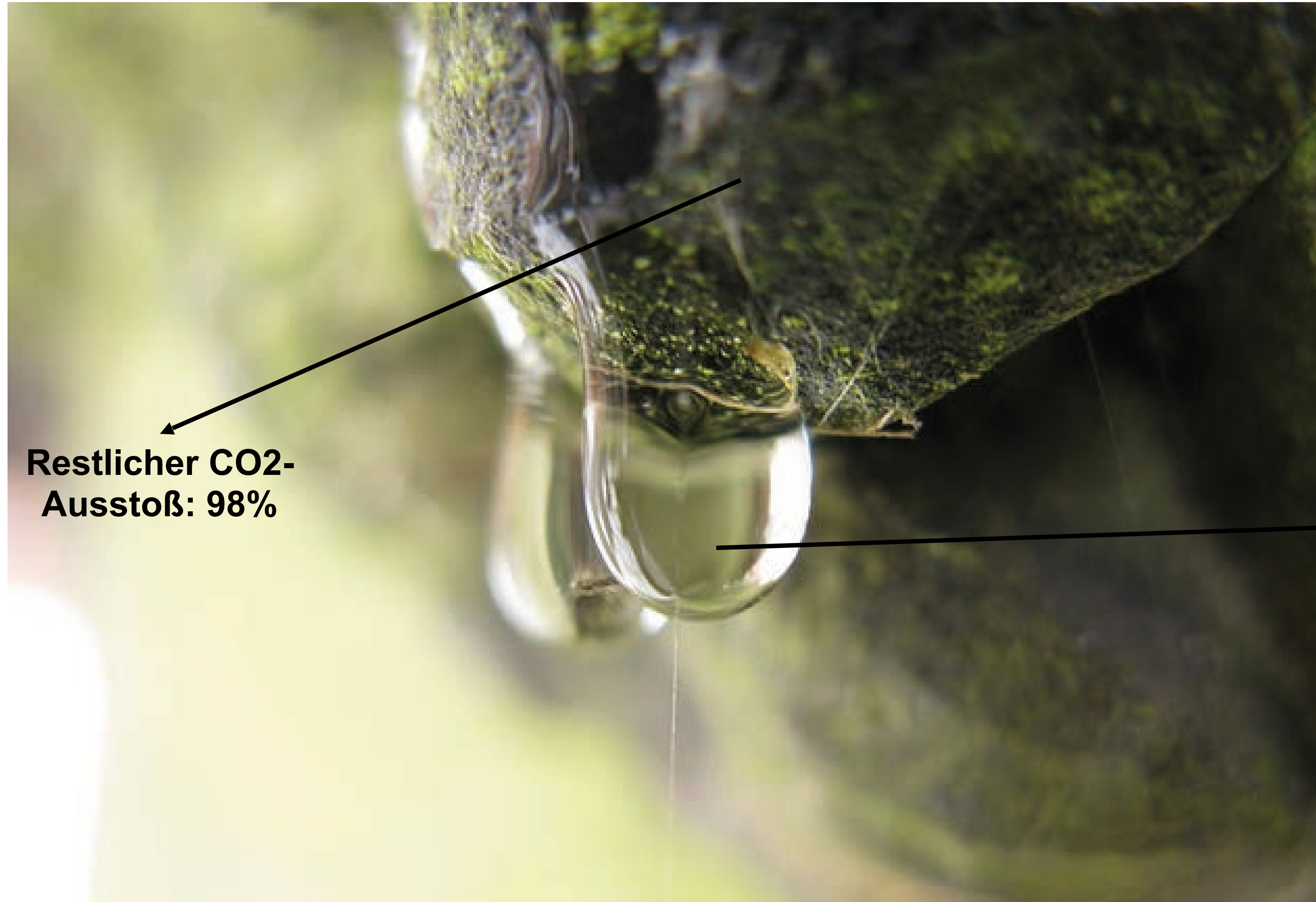
Wertewandel



(nach: Fritjof Capra, Wendezeit, München 1991, S. XI-XII)

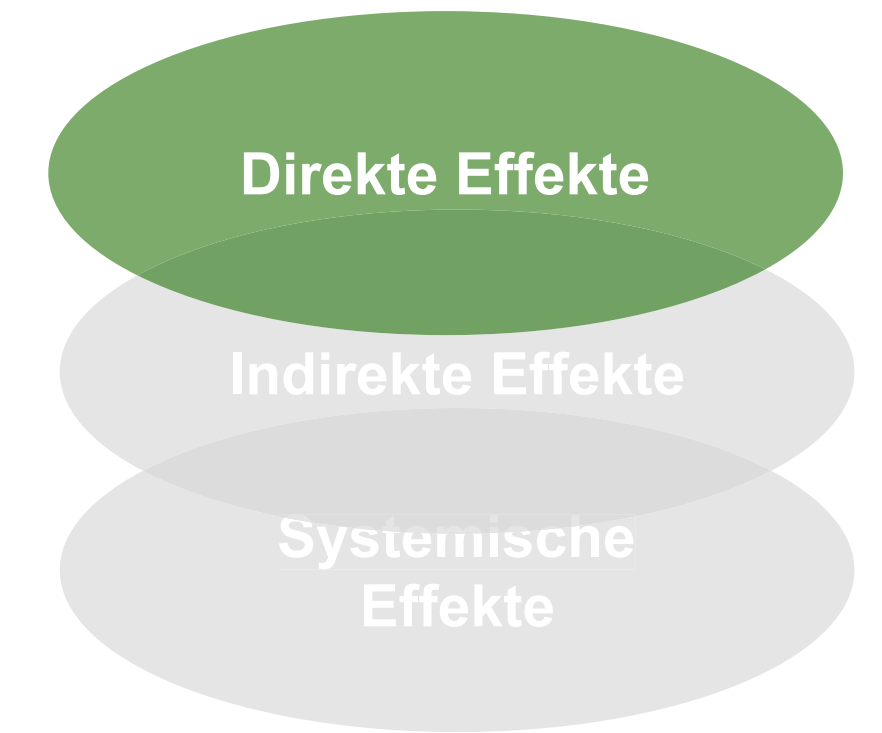
[Michael Rost 2015
Folien Ringvorlesung:
Mit Wachstum in die
Katastrophe, S. 98]

Der Anteil von Informations- und Kommunikationstechnologien am gesamten CO₂-Ausstoß beträgt ca. 2%



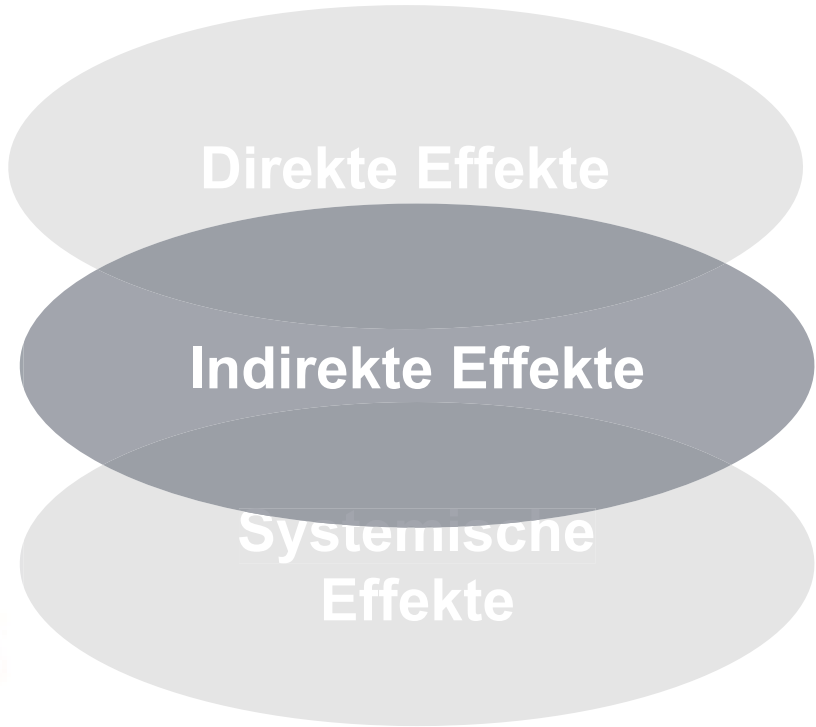
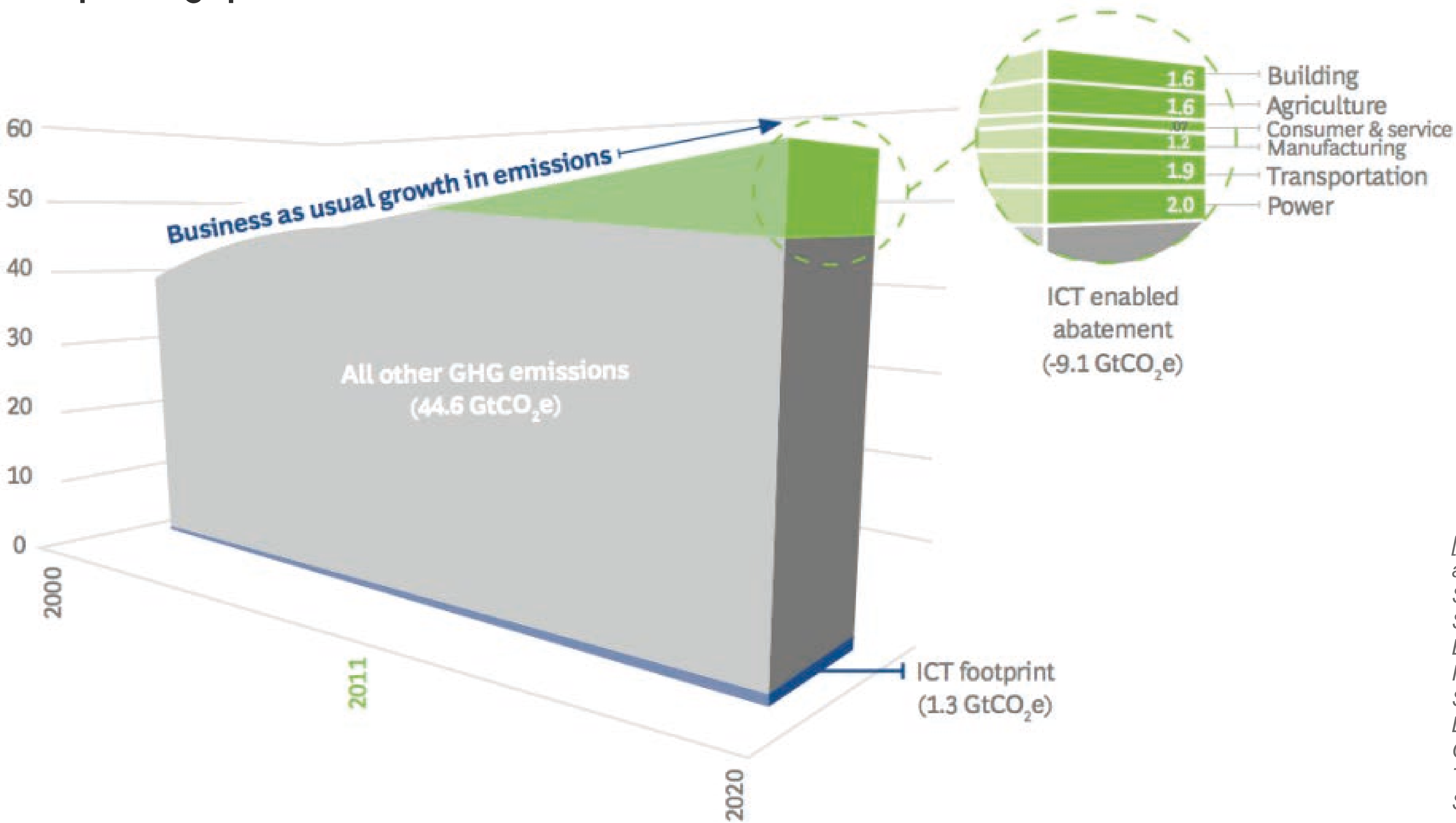
**Restlicher CO₂-
Ausstoß: 98%**

**CO₂-
Ausstoß
IKT: 2%**



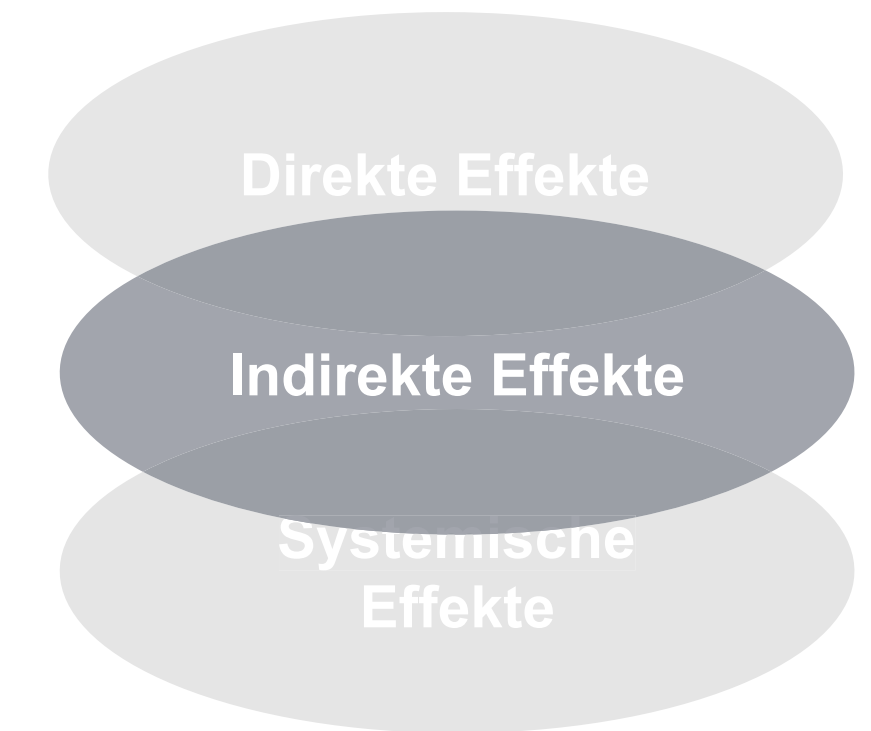
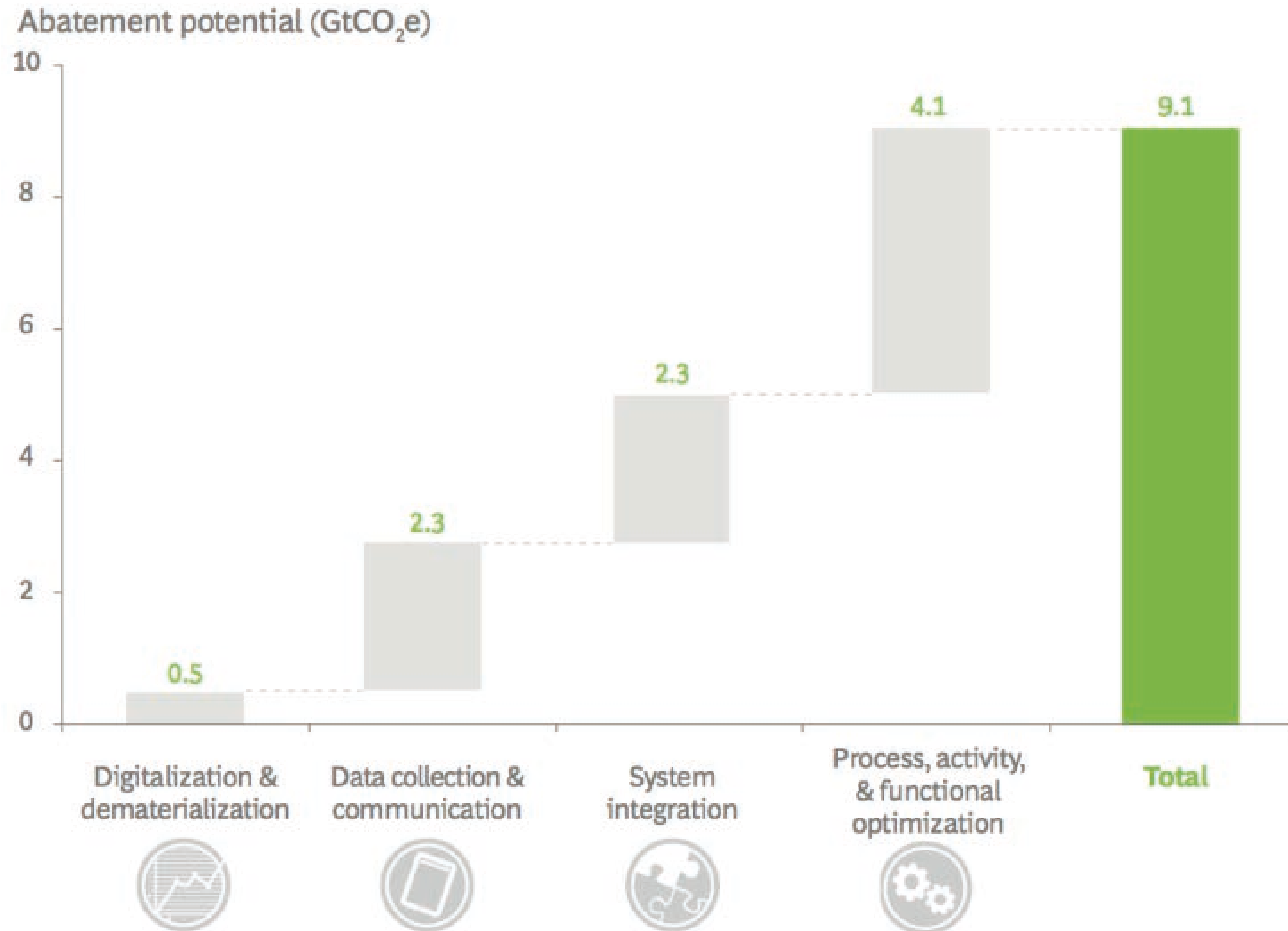
[Arnold Picot, Stefan Hopf: ICT as an Instrument for More Sustainability: Why It Is Not That Simple. In Herzog, M.A.: Economics of Communication. ICT Driven Fairness and Sustainability for Global and Local Marketplaces, GITO 2015]; GeSI (2012)

Experten erwarten durch IKT insgesamt ein erhebliches CO₂-Einsparungspotential von ca. 16,5% (9,1 GtCO₂) in anderen Sektoren



[Arnold Picot, Stefan Hopf: *ICT as an Instrument for More Sustainability: Why It Is Not That Simple*. In Herzog, M.A.: *Economics of Communication. ICT Driven Fairness and Sustainability for Global and Local Marketplaces*, GITO 2015]; GeSI SMARTer2020: *The Role of ICT in Driving a Sustainable Future*, 2012, online

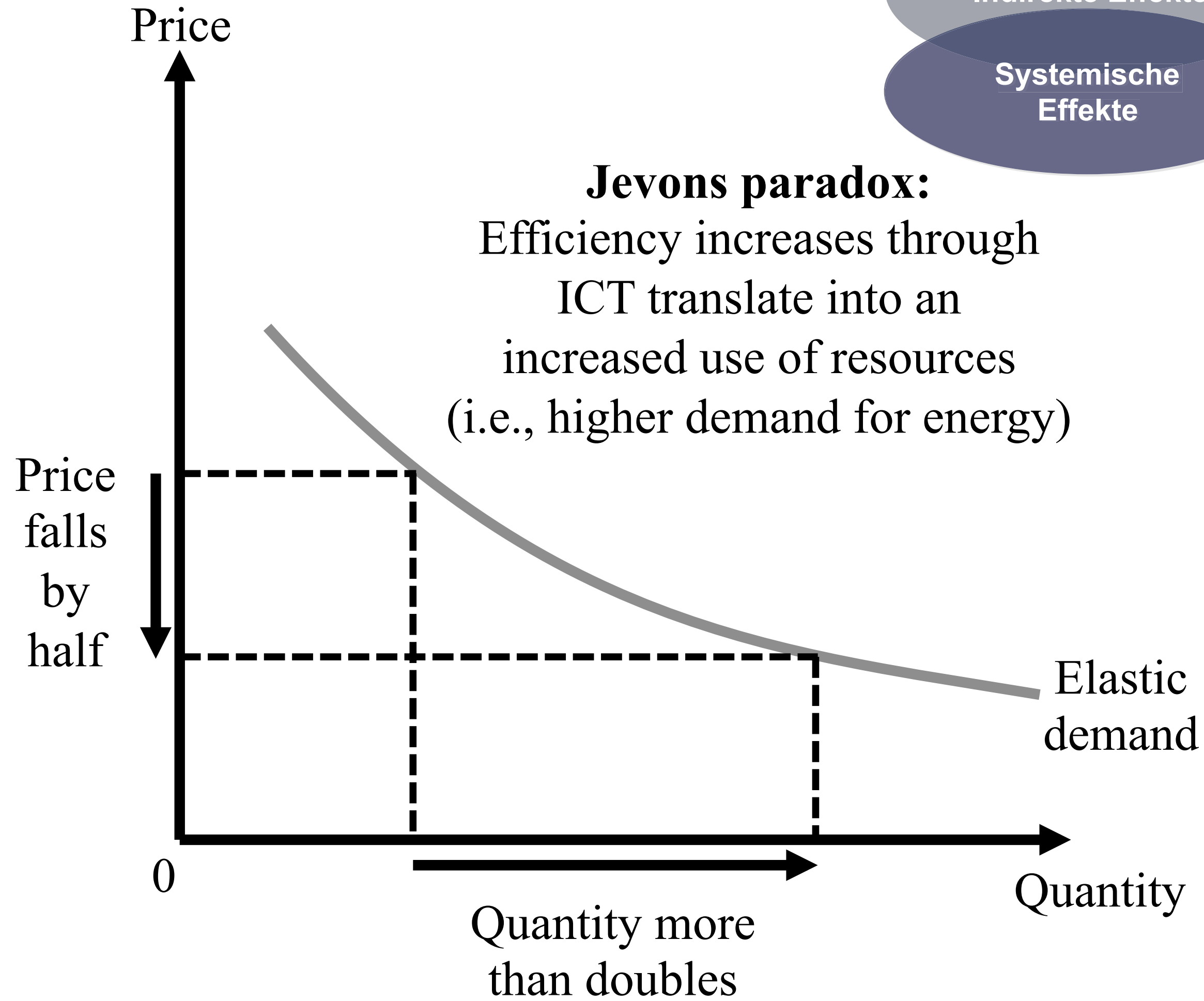
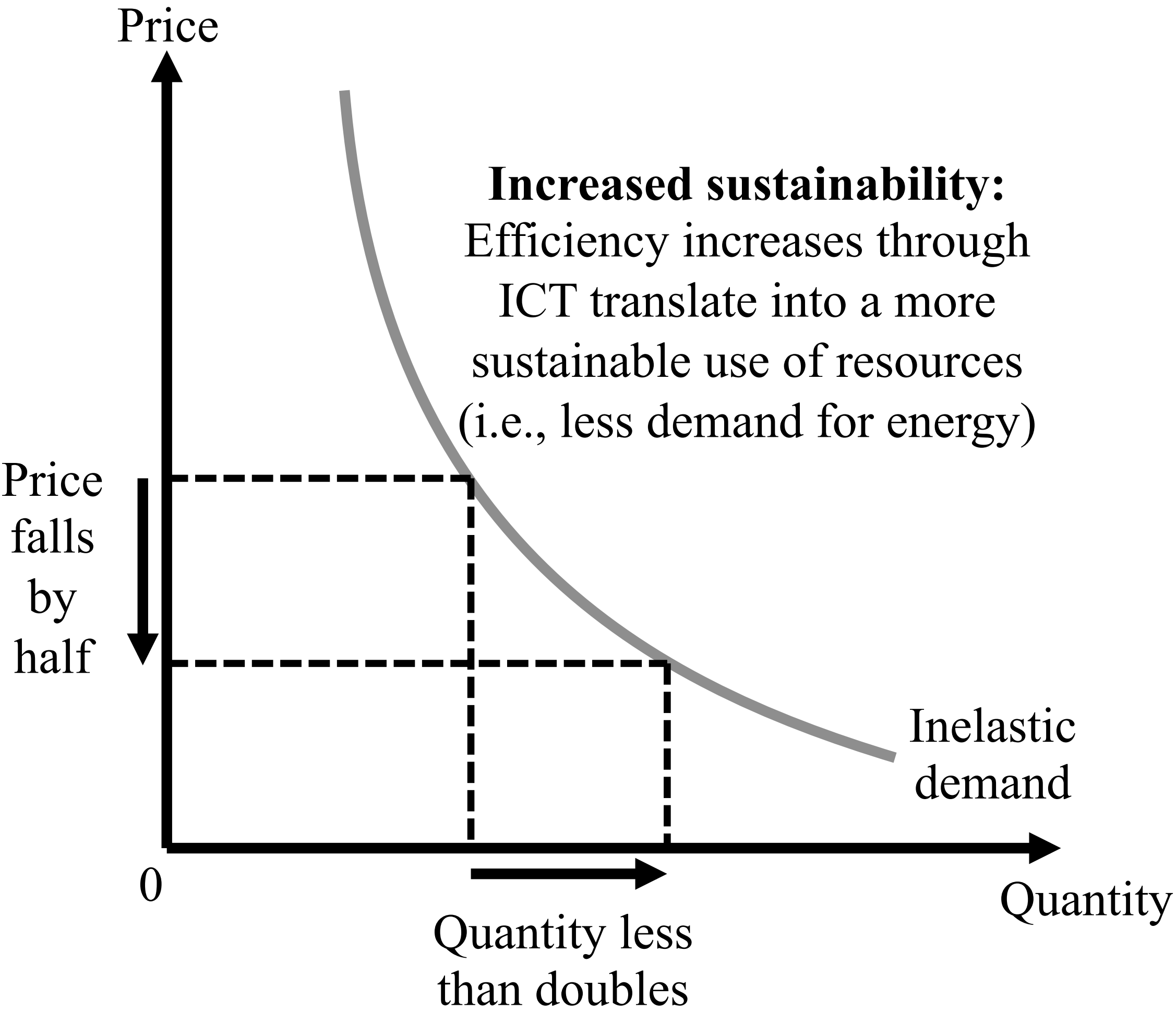
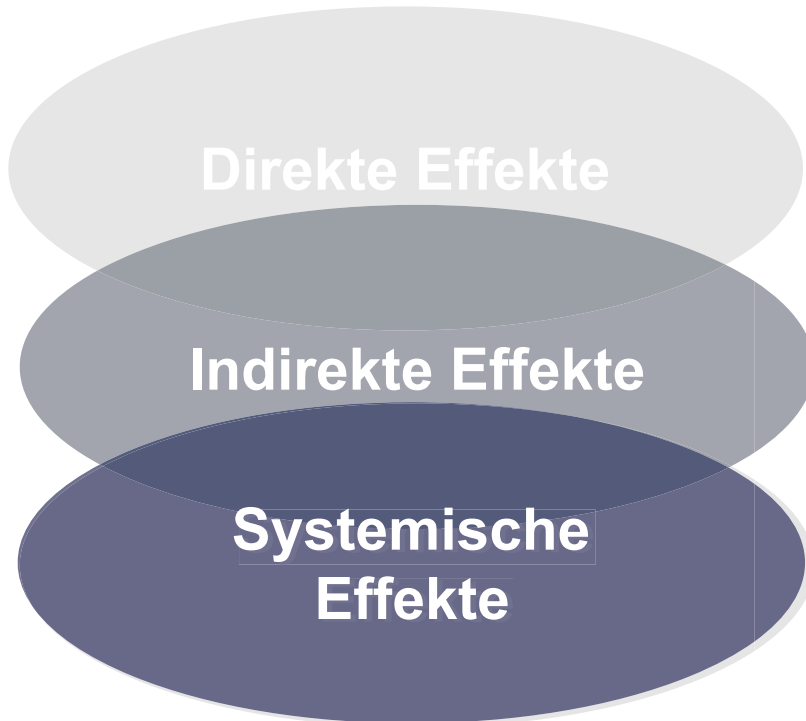
Der CO₂-Austoß von IKT kann hauptsächlich durch Virtualisierung wie z. B. Cloud Computing, aber auch durch Effizienzzuwächse verringert werden



[Arnold Picot, Stefan Hopf: *ICT as an Instrument for More Sustainability: Why It Is Not That Simple*. In Herzog, M.A.: *Economics of Communication. ICT Driven Fairness and Sustainability for Global and Local Marketplaces*, GITO 2015]; GeSI SMARTer2020: *The Role of ICT in Driving a Sustainable Future*, 2012, online



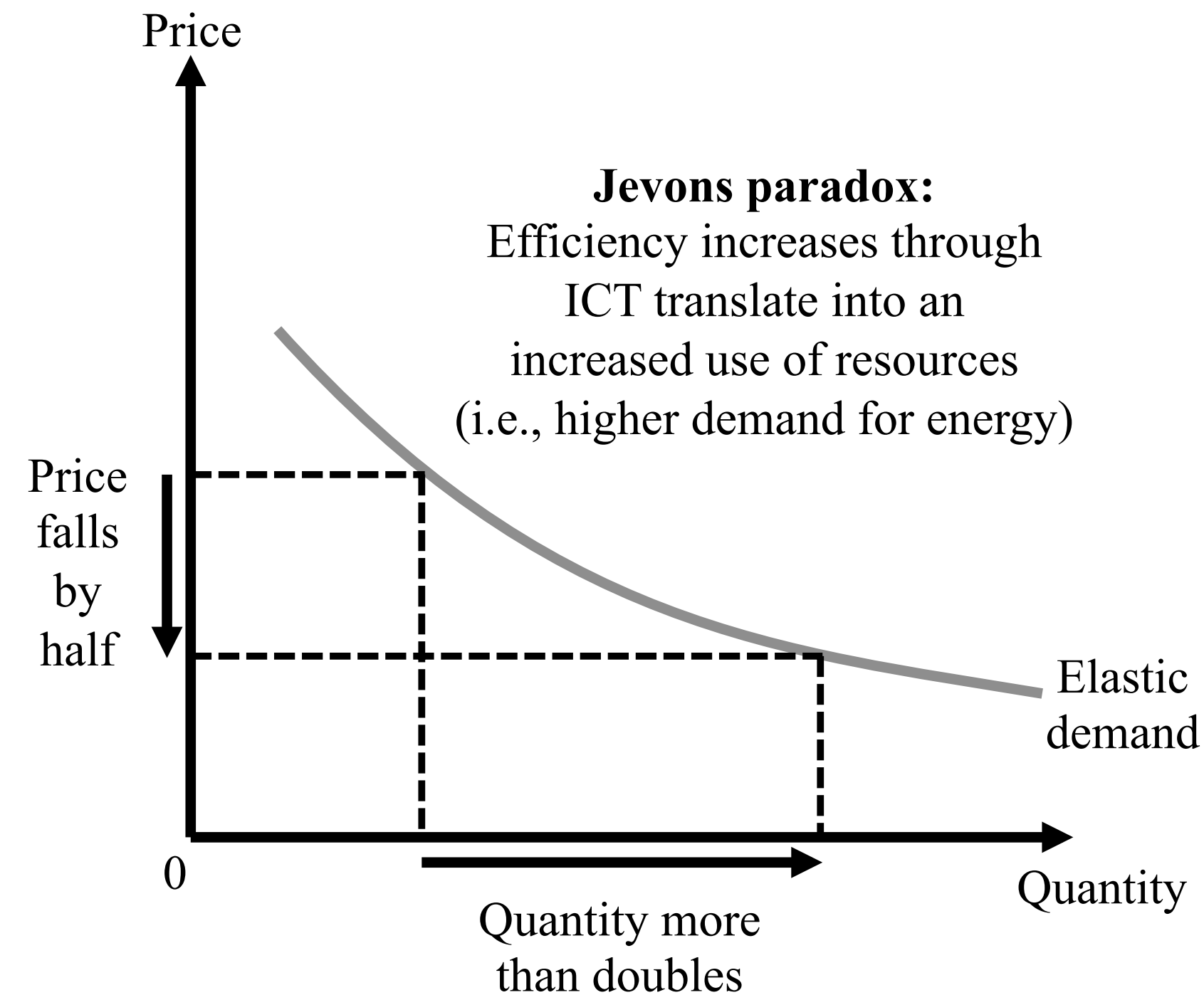
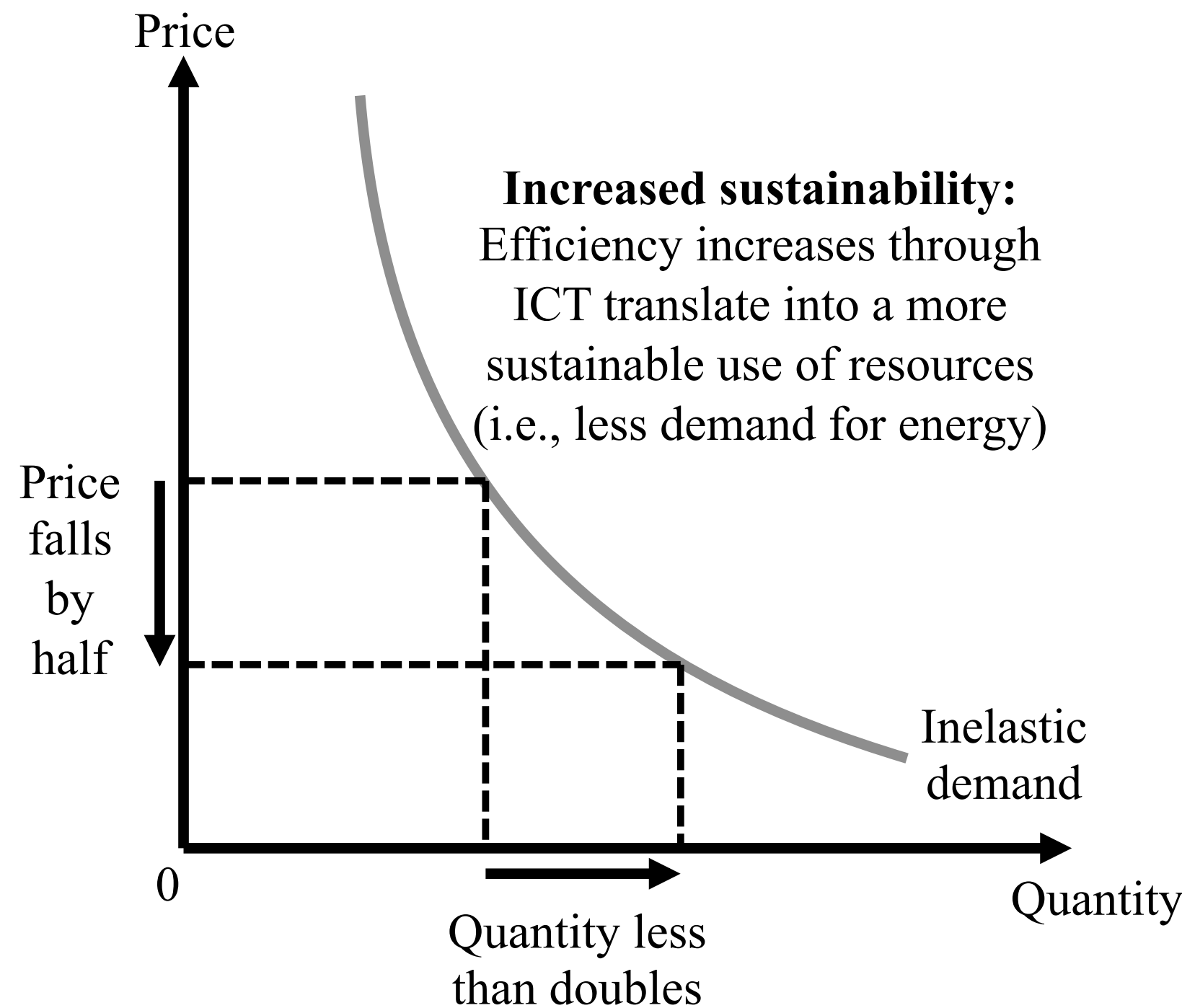
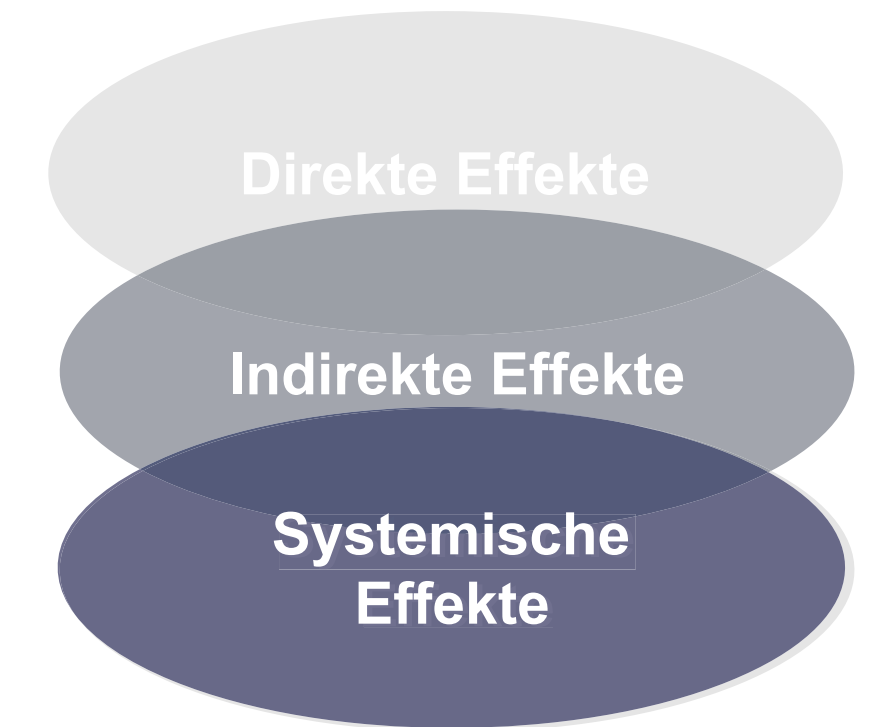
Der Rebound Effekt



[Arnold Picot, Stefan Hopf.: ICT as an Instrument for More Sustainability: Why It Is Not That Simple.
In Herzog, M.A.: Economics of Communication. . ICT Driven Fairness and Sustainability for Global and Local Marketplaces, GITO 2015];

Der Rebound Effekt

- ▶ Jevons' Paradox: Technologischer Fortschritt, der eine effizientere Ressourcenverwendung ermöglicht, kann letztlich zu einer erhöhten Nutzung (statt Reduktion) dieser Ressourcen führen (Rebound-Effekt)



[ebenda]

Mehr davon:



*Michael A. Herzog (ed):
Economics of Communication.
ICT Driven Fairness and Sustainability for Global
and Local Marketplaces, GITO 2015*

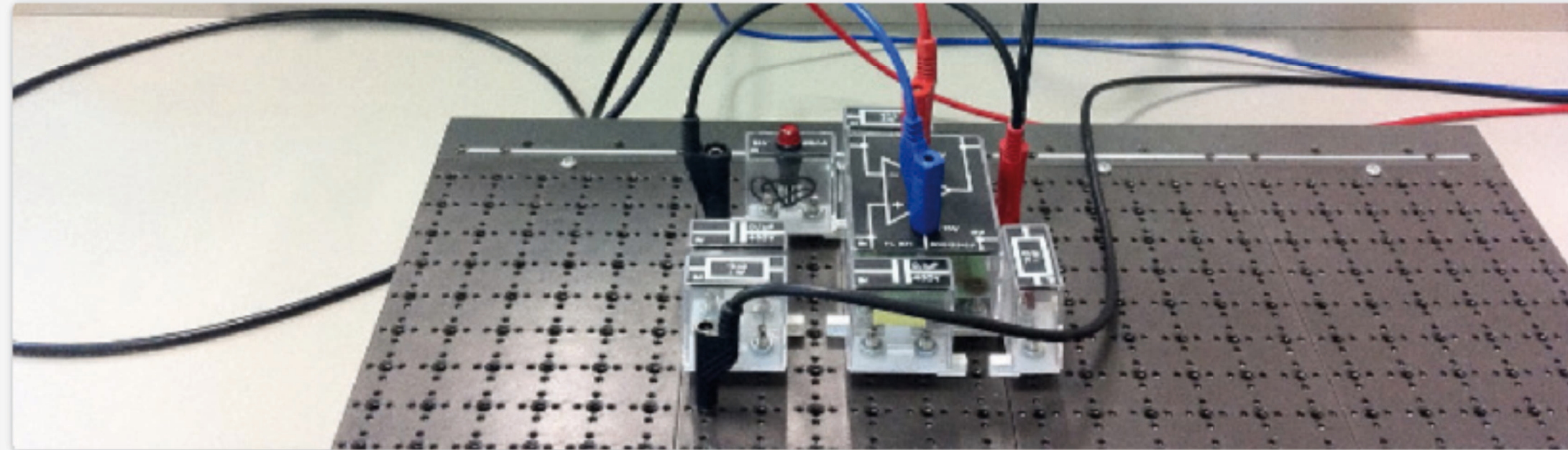


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Zukunft Digital – Lokal & Global

Follow up our Book!

45



Deutsch English

- Aktuelles
- Projekte
- Schaufenster**
- Mitarbeiter
- Leitbild
- Veranstaltungen
- Forschung
- Studium
- Kontakt

SPiRiT > Schaufenster

SPiRiT HF/RFID Simulator (ROSI-3D Project)



Die HF/RFID Simulation wurde im BMBF-Projekt ROSI-3D von der Forschungsgruppe SPiRiT entwickelt. Dieses Video zeigt einen Vergleich von Wellen- und Partikelsimulation.

Hatscher, B., Herzog, M.: Partikel- oder Wellensimulation? Zwei Ansätze zur Indoor-Lokalisierung auf Basis passiver RFID-Technik, Von der Digitalen Fabrik zu Industrie 4.0, Multikonferenz Wirtschaftsinformatik (MKWI) 2016

Tweets von @spirit_group

SPiRiT hat retweetet

Michael A. Herzog
@maherzog

Abschlusspanel "Roadkill of Progress – Wenn der Fortschritt den Menschen überrollt" #tccm17 #werkschau17 #tccm18



18 Feb

SPiRiT hat retweetet

Master Cross Media
@ma_crossmedia

Allen Crossmedianern ein großes Danke für die #tccm17!

You may follow us!



<http://spirit.hs-magdeburg.de>

twitter: @spirit_group ; @maherzog

Vielen Dank für Ihr Interesse!



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Zukunft Digital – Lokal & Global

Michael A. Herzog | Wirtschaftsinformatik | Hochschule Magdeburg-Stendal