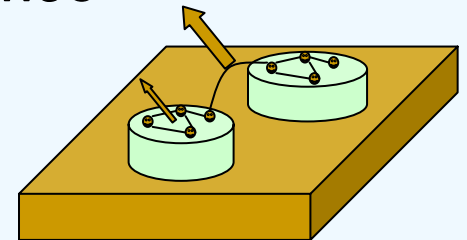


# Understanding the Dynamics of the Software Sector

Jiro Kokuryo, MBA, DBA

Keio University  
Graduate School of Media and Governance

[jkokuryo@sfc.keio.ac.jp](mailto:jkokuryo@sfc.keio.ac.jp)



# At the Root: Productivity Gap

- ❑ Dramatic Improvements in Processor Capabilities particularly microprocessors...

1972	8bit	200KHz
------	------	--------

2007	64bit	2GHz
------	-------	------

- ❑ Software productivity still bounded by Mythical Man-Month
- ❑ If bottlenecks determine design of artifacts, software clearly is the key determinant of information systems design.

# Business Strategies that Conserve Software Development Resources

- ❑ Compatible Machine Strategy
  - ❑ “Superset” strategy to market higher performance machines that accommodate users’ load modules originally developed for IBM machines.
- ❑ Open Architecture
  - ❑ Package software industry
  - ❑ Middleware
- ❑ SaaS/ASP

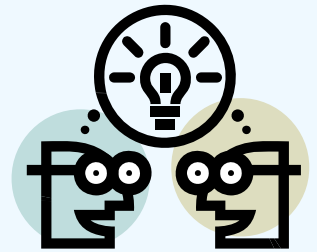
# Business Models based on Software Economics

- Software economics
  - ✓ Increasingly higher fixed cost of development
  - ✓ Low marginal cost of delivery, especially after internet
- Business models that address software economics
  - ✓ Unbundled software (made to order)
  - ✓ Package software (license)
  - ✓ Subscription model
  - ✓ Pay per use (service model)
  - ✓ Advertisement model (free for end users)

Emergence:  
Value Creation Beyond  
Cost Efficiencies

# Emergence

**Unbundled, layered and modular structure gave opportunities for emergent value creation in ecosystems. → Snowballing innovations based on network externality effects.**



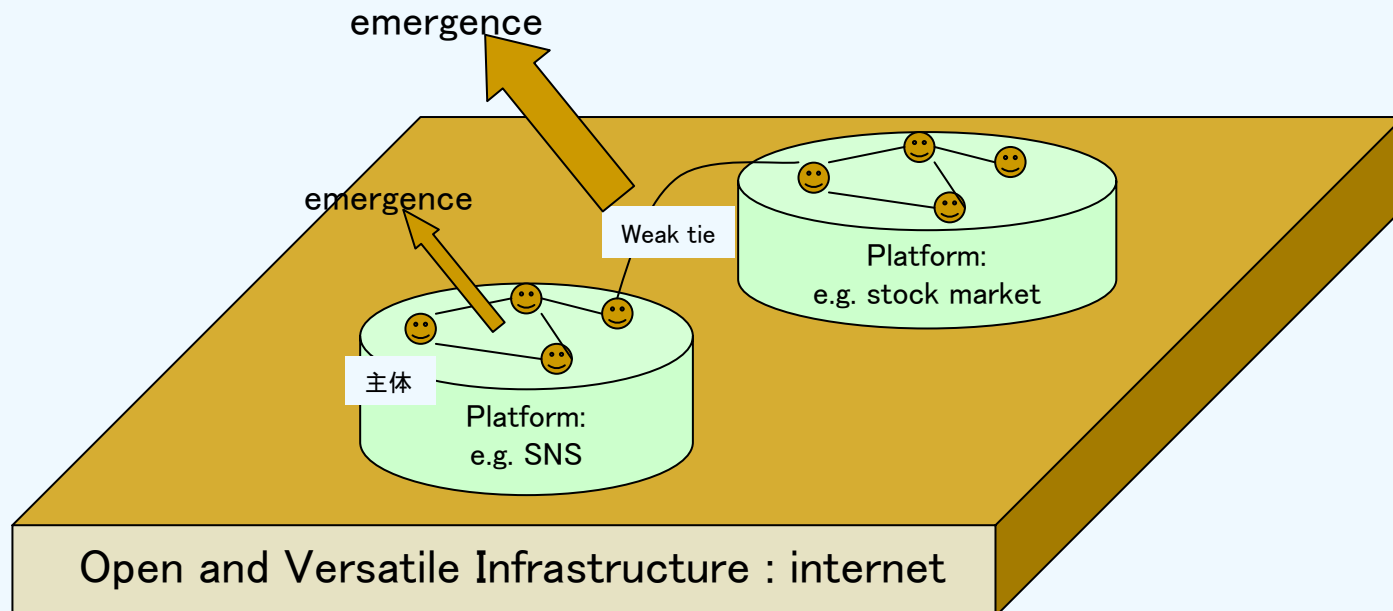
## Emergence

- Interaction among many elements
- Self organization of interactions
- Leading to unexpected outcome
- Creating new initial conditions for the elements

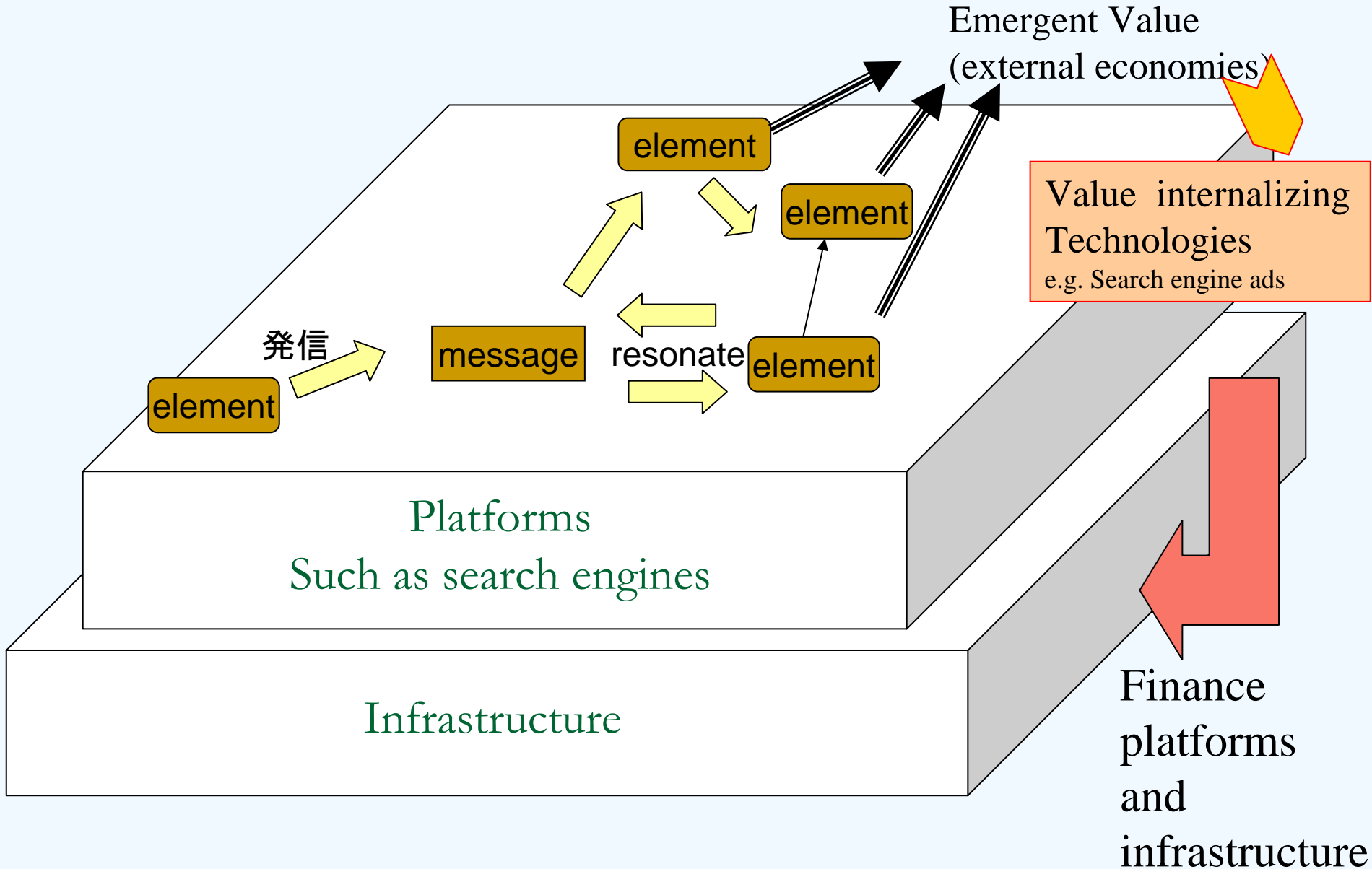
# Platforms that Host Emergence on the Internet

## A Two Layer Model

- (1) Open infrastructure (internet) that offer cheaper and diverse market access for various platforms. Openness and versatility is the key design concept.
- (2) Platforms that provide semantics, syntax, context, and norm in communication to platform adopters. Adequate constraint stimulates communications and integrations.



# Internalizing Emergent, User Generated Values





Giving Context  
(and thereby Meaning) to  
Randomly Generated Information

# Ubiquitous Data Capture

Ubiquitous Network

anytime, anywhere, anyone, anything

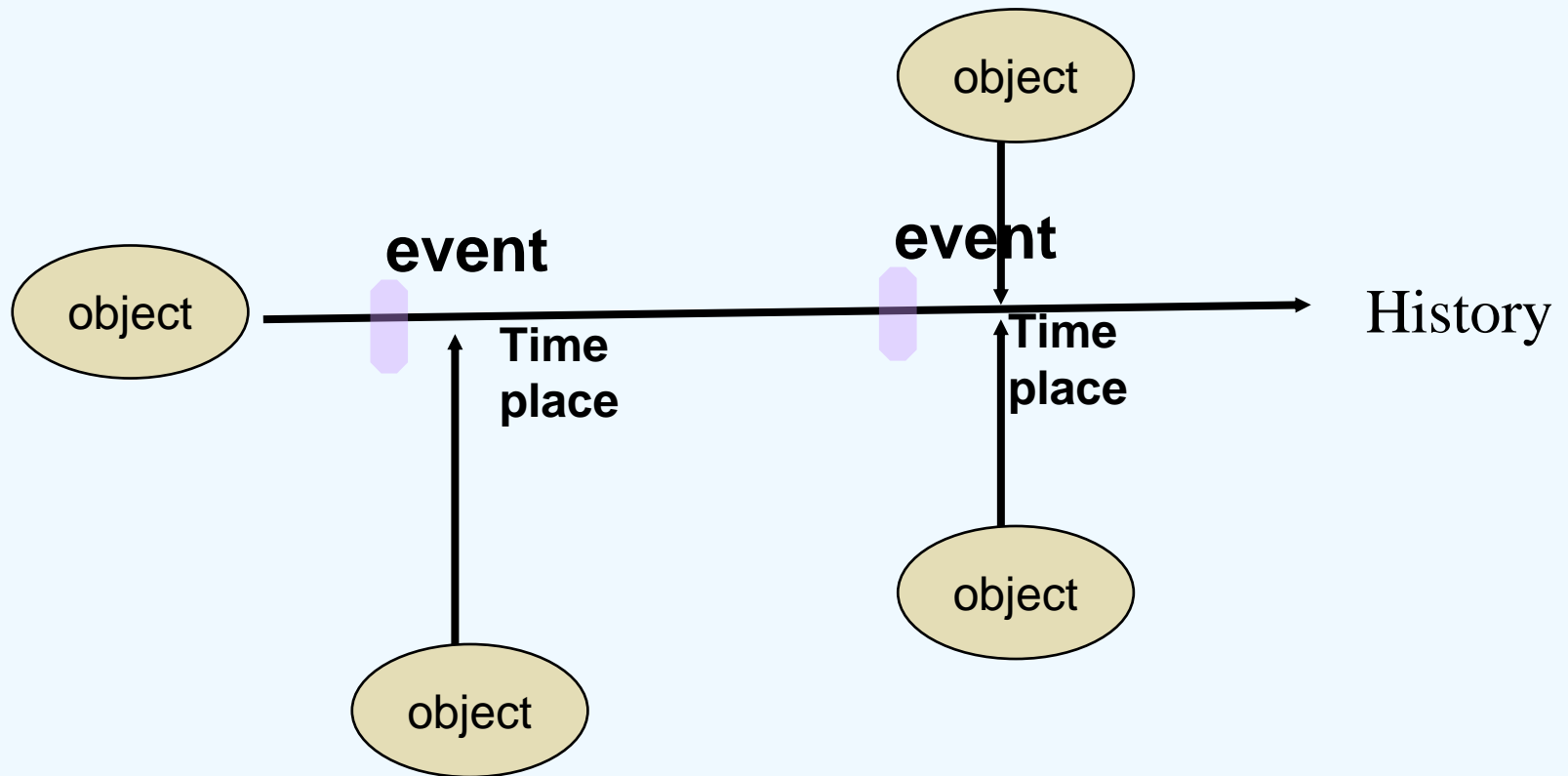
+

Sensors

+

IDs

# Events: Objects (ID) in Time and Place



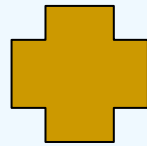
History of everything  $\rightarrow$  context.

Information bears meaning when put in context.

# Context based Market Opportunities

Ubiquitous network

Whenever, Wherever, Whoever, Whatever



Identification

Only now, Only here, Only YOU

*Not only intelligent, but also kind and considerate machines*

# Building the 21<sup>st</sup> Century Information Society

# Being Mature Economies in the World of Growing Emerging Economies



- **Strategy 1**

**Use 20<sup>th</sup> century style strategies to win pursue Emerging markets that are showing 20<sup>th</sup> century type quantitative growth.**

- **Strategy 2**

**Be a leader in providing 21<sup>st</sup> century solutions to curing the vices/aftermaths of the 20<sup>th</sup> century such as the environment destruction and aging society.**

**→ Japanese economic recovery was accomplished by strategy 1... but is that sustainable?**

**Let us think about succeeding with strategy2!**

# 21<sup>st</sup> Century Model

## 20<sup>th</sup> Century

- Hardware (natural resource) economics determines structure
  - Scale economies
  - Ownership transfer model
- Volume growth
  - High fixed cost
  - Bigger input/output
    - ✓ Environment constraint
- Enclosure/Exclusivity
  - ✓ Large investment
  - ✓ Monopoly

## 21<sup>st</sup> Century

- Software (knowledge) economics determines structure
  - ← low productivity growth makes software the bottleneck process
  - Low marginal (copy) cost → high margin
  - Usage license model
- Network externality growth
  - Explosive dissemination
- Modular/Open structure
  - Born small, grow big
  - Reuse and recycle
  - Sharing economy

# Connecting Fragmented Information

## Overcoming the inefficiencies of the low visibility

- Products that goes out of sight as they are shipped from the factory...
- Service industry that give monotonous service to everyone disregarding individual necessities.
- Overlap, waste...
- Failure to generate public good with market mechanism

**With greater visibility, we aim at:**

- ✓ Sustainable growth
- ✓ Vigorous aged society
- ✓ Safe AND creative society
- ✓ Generate common good through market
  - internalize external (dis)economies