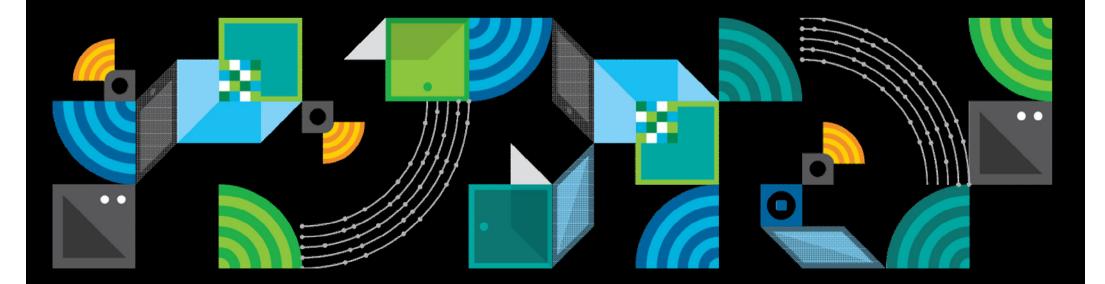




Business in motion

Stefano Stinchi Paris - IBM Client Center October 17









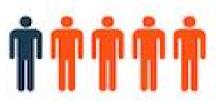
So what does this mean ?



What Do You Do When You First Wake Up ?

Our interaction with each other through our phones begins as soon as we awake. Within the first 15 minutes of waking up, **4 out of 5** smartphone owners are checking their phones and among these people, nearly 80% reach for their phone before doing anything else. These statistics alone drive home the utility of and reliance on smartphones.





Within the first 15 minutes of waking up, 4 out of 5 smartphone owners are checking their phones.







Agenda

- Enterprise System of records vs System of engagements
- Technology Mobile First











Tech cycles tend to last ten years

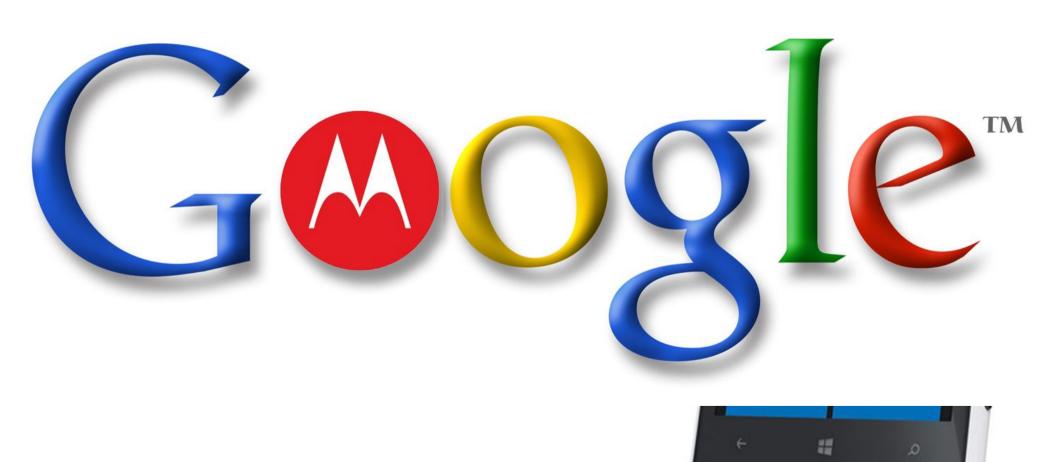
Next Major Computing Cycle is behind the corner and will build on the actual one Mobile Internet





Software will dominate the next tech wave



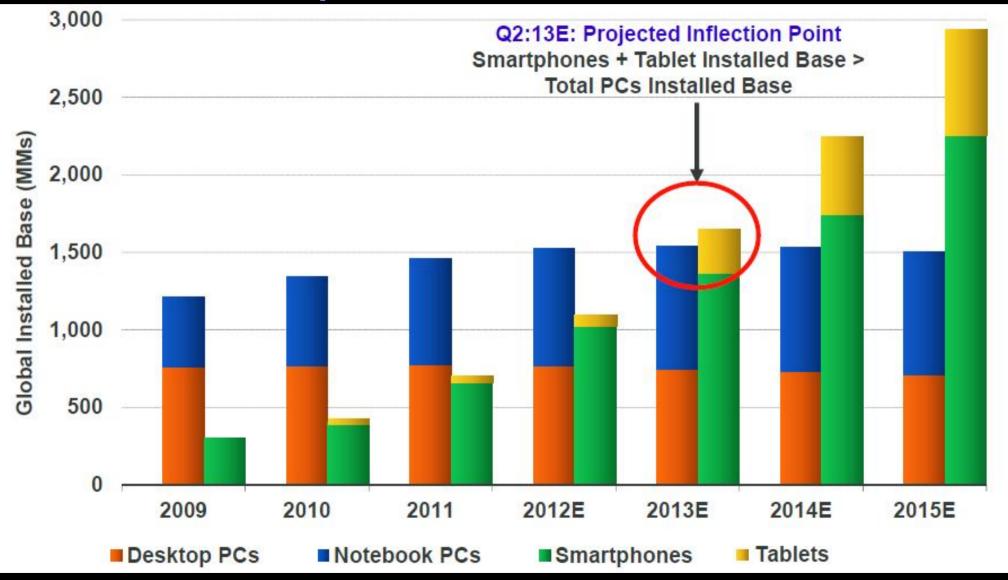








Global Installed Base of Desktop + Notebook vs. Smartphone + Tablets 2009-2015E

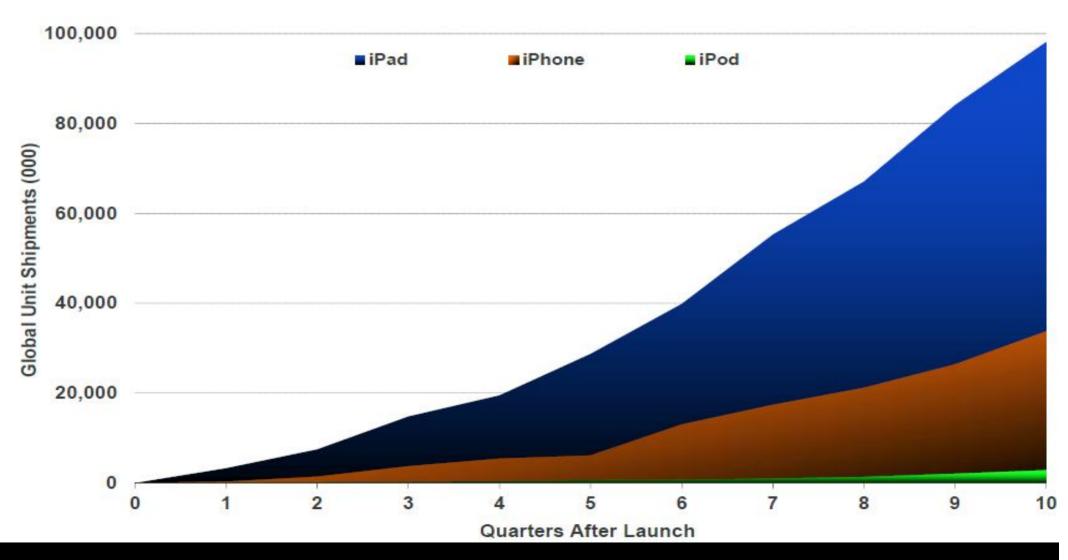






iPods Changed Media Industry, iPhones Ramped Even Faster iPad Growth (3x iPhone)

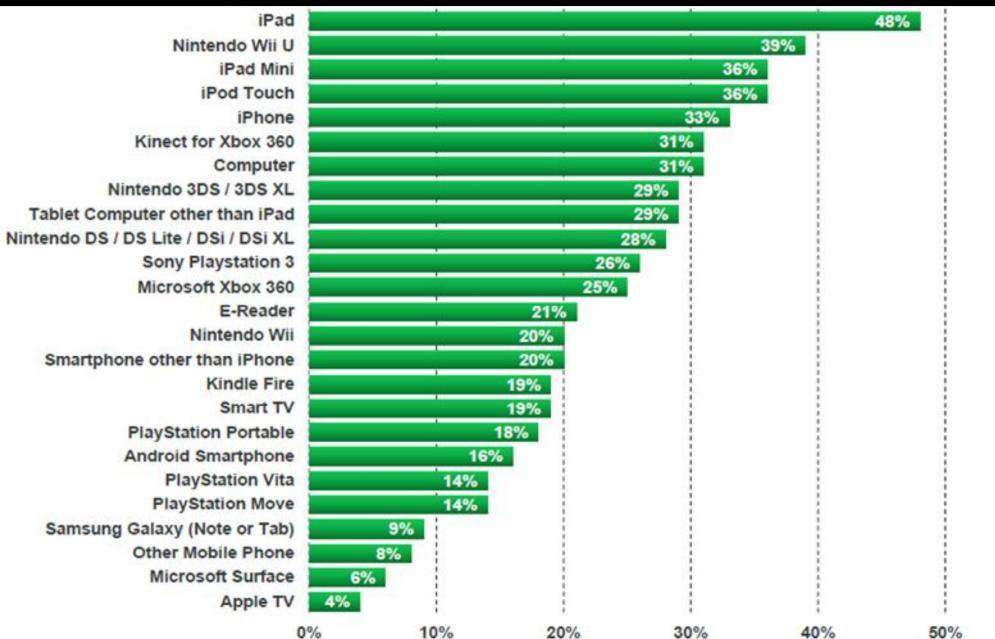
First 10 Quarters Cumulative Unit Shipments, iPod vs. iPhone vs. iPad





BM Technical Summit 2013

Interest in buying in next 6 months among USA kids ages 6-12







Bluetooth

~2B Bluetooth-Enabled Devices Shipped Globally in 2012E, Up 87x in 10 Years **Wi-Fi** ~1.5B Wi-Fi Enabled Devices Shipped Globally in 2012E, Up 5x in 4 Years



Personal Server in Your Pocket + Sensors / Signals Uber Alles

How Many of You are Wearing a "Wearable" Now?

How Many of You will be Wearing a "Wearable" in 5 Years?





Top 5 Form Factors that Developers Predict They will Build Apps for in 2015.





Bathroom scale





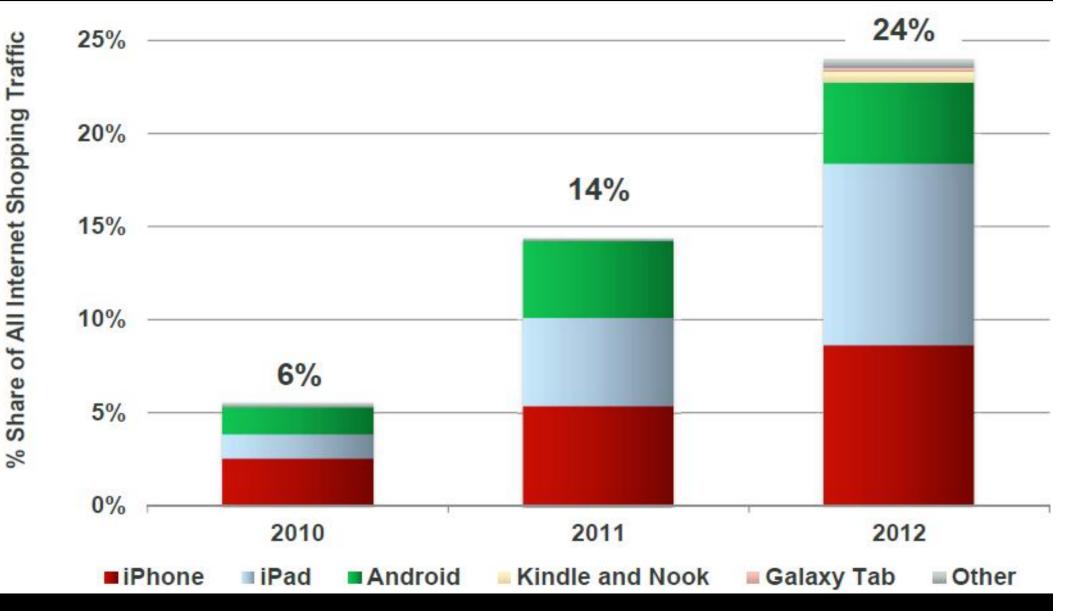


Mobile was a key driver in 2012 Black Friday and Cyber Monday holiday shopping





% of USA Black Friday Internet Shopping Traffic From Mobile+Tablet Devices 2010-2012



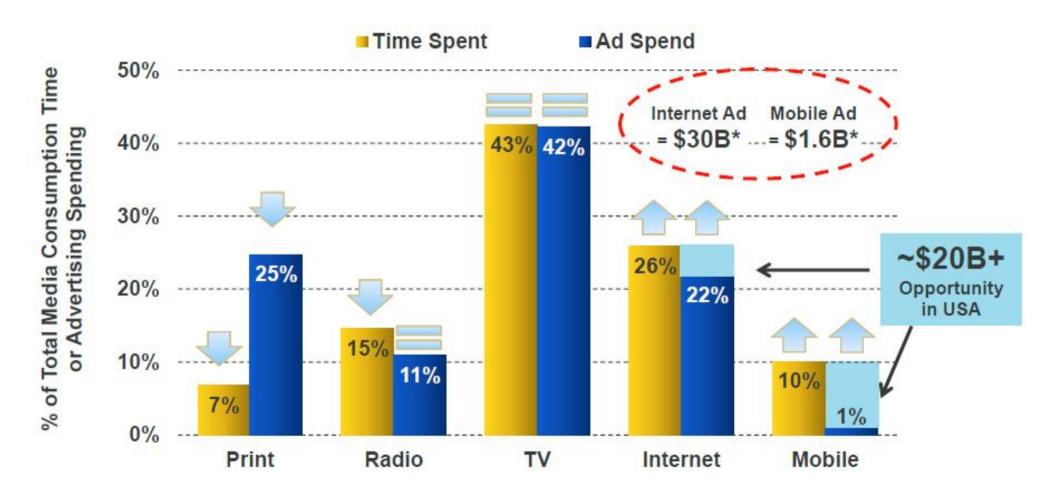
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% of time Spent in Media vs % of Advertising Spending, USA 2011

% of Time Spent in Media vs. % of Advertising Spending, USA 2011







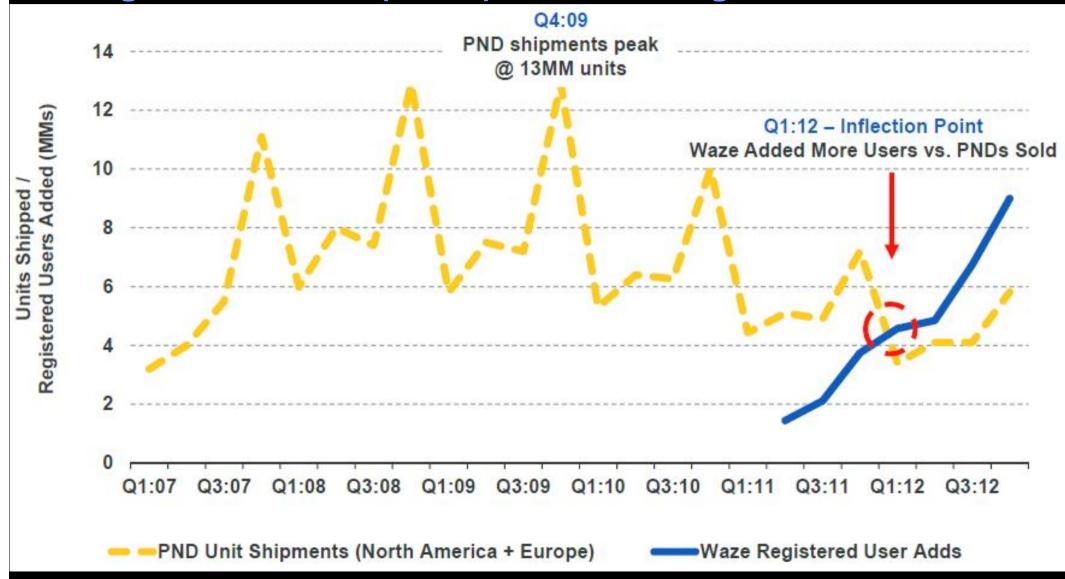
THEN... Physical Copies of Map in Car/ TV, Radio reporting Traffic Info NOW... (Waze) User-Generated Digital Map / Live Crowd-Sourced Traffic Data







Quarterly N. America + Europe Unit Shipments of Portable Navigation Devices (PNDs) vs. Waze Registered User Adds







THEN... Piles of Print Copies

NOW... (Flipboard) More Content / Always Up-To-Date / Personalized / Access Everywhere / Interactive (Video + Audio) / Share



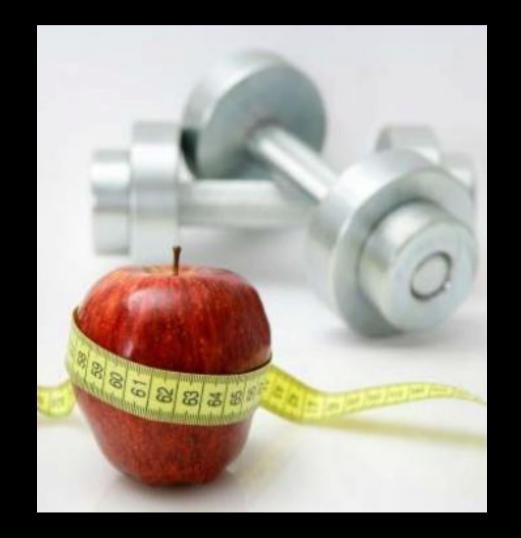


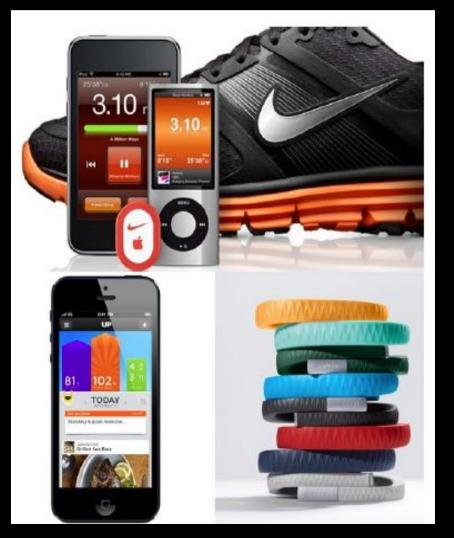




THEN... Awareness Campaigns / Physician Visits

NOW... (Nike+/ Jawbone UP) Always-On Tracking + Syncing + Analytics / Quantified Self





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Asset-Heavy Lifestyle Consumes





Agenda

- Market The mobile revolution
- Technology Mobile First











Enterprise IT: The current state Systems of records are largely complete

Transaction systems for global commerce...

Financials, Order Processing, Inventory, HR, CRM, Supply Chain
 Mainframe, Minis, client-server, PC, Internet-enabled, SaaS

Drove three decades of investment

Data centres everywhere

- Database, OLTP, reporting and analytics
- Network as transport mechanism

Y2K put the capstone on this trend

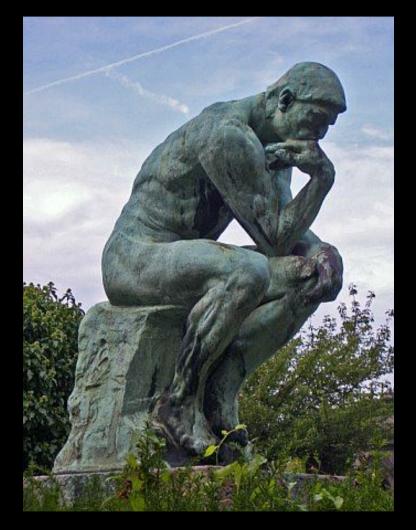
- Pulled forward a half decade of investment
- Enterprise IT had go through a long "digestive" period



M Technical Summit 2013



IT Innovation: For the Past Decade (2000-2009) Consumers are king





Enterprise IT On Hold

Consumer IT On Fire

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IT Consumerization

facebook.

Social



Big Data



Cloud

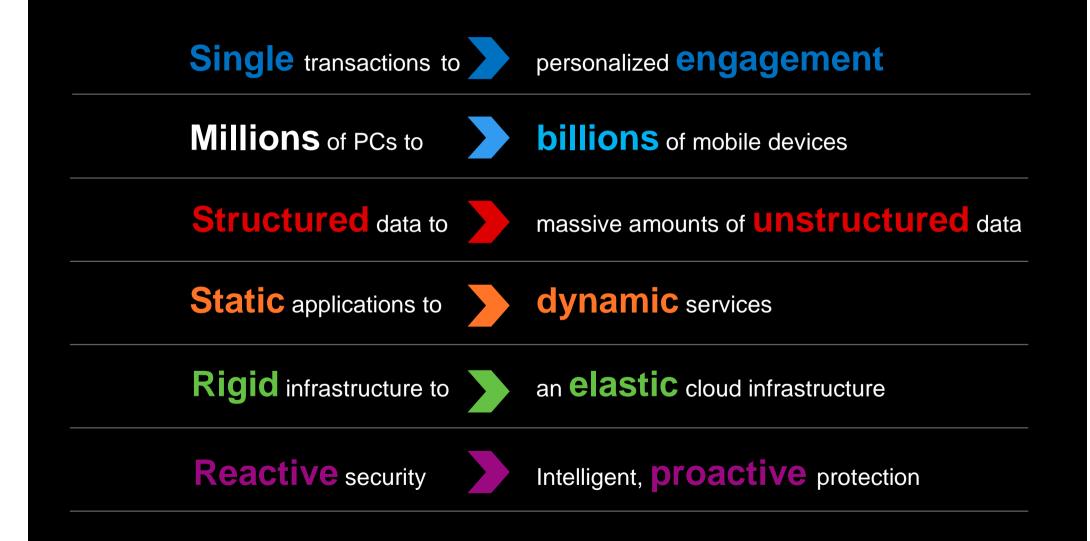








In the new computing era, we have moved from ...







Shift is happening

Systems of Engagement



CRM ERP

Systems of

Record

Highly structured knowledge stocks
Slow to change
Transactional
Reliable and stable
Core of business
Tangentially social

Shift

Drivers

Loosely structured knowledge flows
Quick to adapt
Conversational
Dynamic and flux
Edge of business

•Fundamentally social

Faster business cycles & smaller opportunity windows
Move to people-centric & consumer-based tech
Need for adaptive, agile business processes
Empowerment at the edge to seize opportunity
Previous overemphasis on systems of record

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Systems of engagements







Systems of engagement touch people

- Serving customer, partners, and employees
- Enabled by smartphones, tablets, and smart products
- Focused on in-the-moment tasks and decisions

- Delivering in an individual's personalized context
 - Providing analytics-driven experiences
 - Leveraging social and doud technologies

Systems of record host processes

Short, rapid, iterative release cycles

- Targeting employees
- Supported by ERP packages and large databases
- Recording transactions and accounting data as part of core business processes
- Maintain state, status, and history
- Long development and deployment cycles

Employees





New technology competencies are needed for Systems of Engagements

Factor or competency	Systems of record (PC era)	Systems of engagements (Mobile age)





Agenda

- Market The mobile revolution
- Enterprise System of records vs System of engagements











Mobile First







Mobile First is forcing companies to rethink their business models

Omni channel

The physical, mobile, social, video, and web channels come together to enable a seamless experience that is responsive to a customer's constantly-shifting context Mobile first should provides a seamless experience across all channels (e.g., retail, banking, call centers).

Context Fusion

Apps are used to perform a single task, based on the user's context (role, mobile event, location, ...)

App-centric

Users increasingly demonstrate a preference for apps that are downloaded from a single trusted source over mobile web browsing

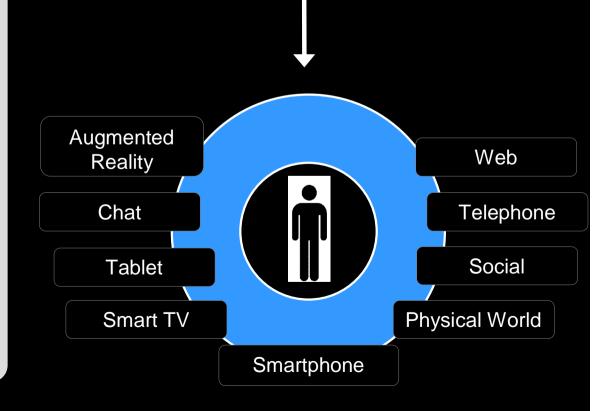
Activity Bursts

Average app usage is 72 seconds

Apps Chained

50% of mobile sessions are composed of sequences of apps, manually "integrated" by the user

Mobile First is about re-imagining businesses around constantly connected employees and customers New consumption patterns place users at the center.







Mobile First is enabling companies to re-imagine their business models to capture new value

Square

Transforms a mobile device into a full POS system

No up front costs

Annual growth rate of 1000%

Instagram

Photos are about sharing of memories

Simply snap and share

1.3 million photographs of Hurricane Sandy uploaded by "citizen journalists"

Pandora

Based on huge audio pattern database allows the creation of a personalized radio station

800,000 tracks from 80,000 artists in its library, and 80 million users



Businesses are struggling with unique mobile challenges

Fragmentation of devices and platforms

Speed and frequent iteration of the mobile lifecycle and continuous delivery

Connectivity to back-end systems and cloud

Security to protect corporate data and managing BYOD

Mobile Context taking advantage of unique capabilities such as geolocation

Delivering high quality apps and rapidly incorporate customer feedback



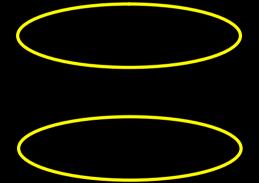




...and under a huge time pressure Mobile app time to market









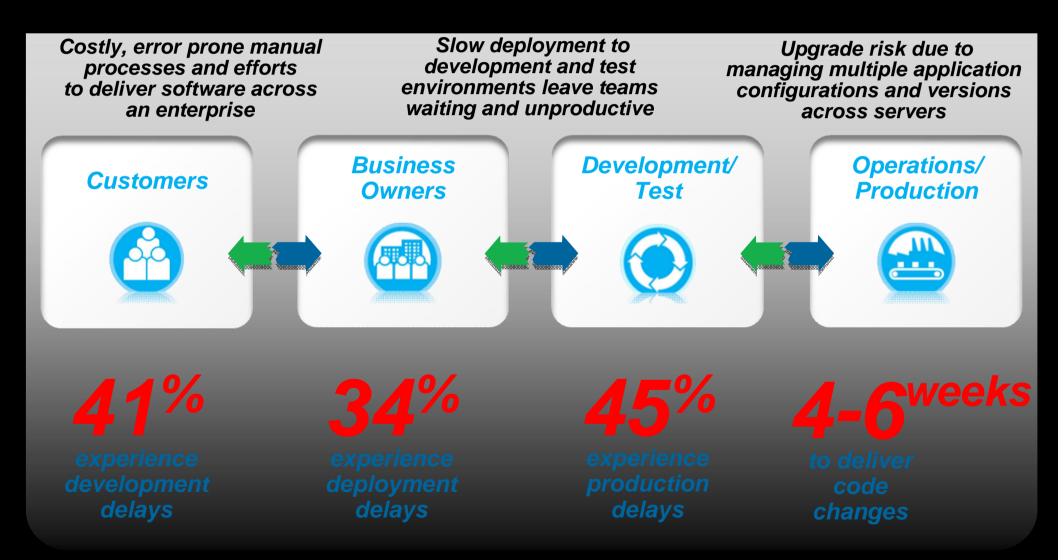
Mobile development efforts likely need a different development approach Adopt Agile Development approach is necessary but not sufficient





Challenge: meet time pressures with quality software

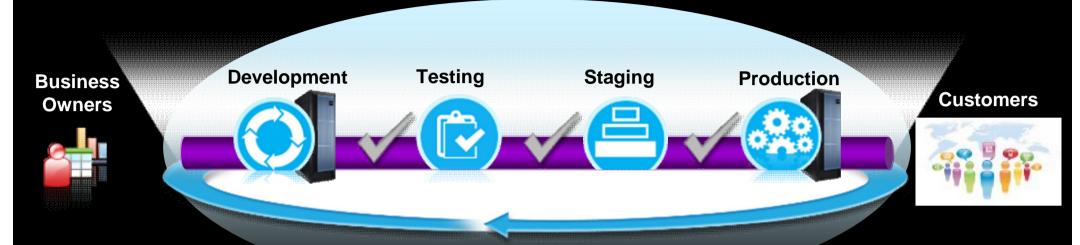
Development are motivated by rapid change and operations are motivated to keep the environment stable







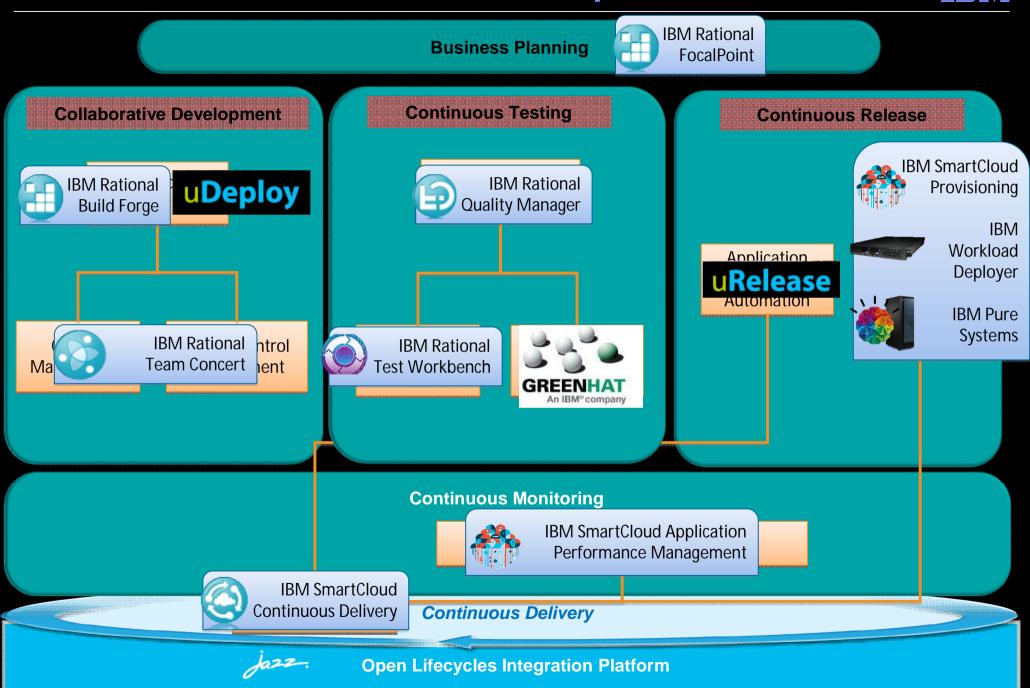
Solution: A Continuous Delivery Pipeline



Ensure applications are production-ready throughout the lifecycle and can be released at any time while minimizing rollback due to quality issues

- Validate on more production-like conditions during development
- Automate hand-offs/promotions to increase velocity through the different stages
- Virtualize testing to speed up the needs for every test resources
- Standardization on processes and assets between Dev and Ops

IBM Technical Summit 2013 DevOps tool chain









Let the store come to people!





You Can Walk Out Your Door... Clothes on Your Back Cash in the 'Bank' a Charged Mobile Device... & Happily Go a Very Long Way







