SI 110 - Introduction to Information Studies, Winter 2009

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The Business of Information and Information in Business

• Not really “information economics,” but how information content and services are bought and sold, as well as how businesses have been “informed”—and how (or not!) they pay for doing that.

• Two foci here: micro-level of the individual enterprise, macro-level on globalization, outsourcing, etc.
But first, a distinction...

Two types of information product, or commodity:

- **Information that “is”:** content, such as text, music, movies, etc.

- **Information that “does”:** usually software, sometimes necessarily tied to knowledge, skill, and services for deployment

Both follow the same general economic characteristics, and both require specific technological infrastructures.
How is information as a commodity different from other goods, and what does that mean for business models?

**Supply side: minimal marginal costs**
- Cost of production for any copy after #1 is next to zero
- Severe issues of covering costs and with pricing strategies
- Once deployed, modifications are often inexpensive, enabling adaptation to small markets or niches

**Demand side: non-rival demand satisfaction**
- Use by one party does not preclude use by another
- Often, after adoption, users are “locked-in,” as the cost of change often requires new infrastructure
- Sharing an info commodity costs the donor next to nothing
As info goods are often expensive initially to produce, there are usually problems covering costs & making a profit.

Various Approaches:

- Advertising-supported, as with TV
  - Verification by counting clicks, as with Google—and note how Google successfully “narrow-casts”: A Google revolution with AdWords and “local search”?
  - Problems in accurate counting
  - Cross-marketing can be easy: each pays the other for traffic directed to them
  - “Incrementalism” allows ad-hoc adjustments in price

- Value-added, commission models: travel sites

- Often used in cross-marketing arrangements
More Pricing Strategies

- Subscription models: ProQuest, Nexus/Lexis, etc.
- Problems of leakage and piracy
- Difficult to determine a correct price: who pays for the initial development costs?
- This was widely tried (and failed) after 2001
- Pay-per-use for information content or services
  - For software, maybe? Suggestion that it be done for films
  - Problems in monitoring and with overhead expenses on micropayments
Dilemmas and What Doesn’t Always Work in E-Commerce

- Selling attention vs. selling goods
- Problems in developing “mind share”—often costs as much as the product!
- E-commerce—using the Net to sell old-style goods—is still commerce
- This is “informating:” using IT to transform business processes
- Manufacturing shift in supply chain management: JIT
- Retail & “800-number” revolution in fulfillment
- Genuine innovation: brokering and auction networks
  - eBay as iconic, but problems of trust & description
- [invisible info markets—aggregators and resellers: ChoicePoint, market research, and data-mining work]
The Approach We All Dis: 
"Inverse [demand] Elasticity"

Pricing

Price according to consumer need, not demand or costs

- Not unique to the info business (note pharmaceuticals)

- Easily done in natural-monopoly, infrastructural settings, such as broadband service, software with large "lock-in," such as Windows

- Often a sign that regulation or anti-trust action is needed

- Also a problem in areas where buyers are not the origin of demand: college textbooks
Challenges in All Pricing Strategies

- The choice: high-volume/low-markup vs. low-volume/high-markup; boutiques vs. Wal-Mart
- “Front-load” cost-recovery or take a risk—a tragic problem with high-cost infrastructure or goods
- Faster, more accurate feedback loops do now allow for better market-slicing & niches
- [The death of “Sears” and the new bimodal market]
- Risk-aversion can destroy an industry: satellite phones

Larger issue of how demand gets signaled back to supply side
- The old “launch and hope” vs. market research and price adjustments
- Different implications in info content vs. services & software
More Pricing Strategy Challenges

How do consumers reveal preferences?

- Markets are poor information-generating systems
- Consumer preferences can only be signaled through the market

Shortcomings of usual marketing models: time lags and income differences

Market research often poses problems:

- Fixation on the “ideal demographic” precludes considering other markets (cf: Cluetrain)
- Assumptions about “Pareto distribution” (the 80/20 rule) often precludes marketing to the “tails,” where amazon.com and Netflix profit (see C. Anderson, The Long Tail, 2006)
- Sellers and database firms: invasions of privacy
Supply-Side Dilemmas: The Perils of Falling Marginal Costs

- Marginal costs versus average costs: high front-end costs & “lumpiness”
  - Mass-production parallels
  - Should “early-adopters” get penalized?

- Public goods and the “free-rider” problem: paying for information infrastructures
  - When are taxpayer subsidies or cross-subsidies desirable? (recall out discussion of wired phones & electricity)
  - Getting beyond moralisms: maybe the rich should pay

- Problems in declining-revenue products
  - Saturated markets: sell once & then…?
  - Featuritis & forced upgrades
Ways to Mitigate Risks in IT Products

Microsoft’s approach

- Control “choke-points” (the OS), or .NET, DRM/“trusted computing”
- Massive diffusion (by whatever means!) means implicit standards, forcing purchases & lock-in among community members, leveraging network effects

Boutique pricing, especially in software

- From Adobe to AutoCAD and CATIA
- Doesn’t preclude momentum from massive diffusion

Continuing-revenue modes: renting software(?)
Locating Value and Rewarding It: An Alternative Approach

- Basic approach (which preserves basic logic of capitalism): reward according to contributions

- Where does value get added?
  - Content creators
  - Distributors & other intermediaries
  - “choke-point” occupants
  - Consumers (mind-share is crucial)
  - (Obvious problem in terms of administering this...)

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Old and New Software Models: Proprietary vs. Open-Source

- **Apple, Microsoft and proprietary systems/software**
  - Apple: glitzy software to sell hardware
  - Microsoft: just sell software
  - Both leverage lock-in

- **Open-source: spreading risk and minimizing exposure**
  - The new IBM: how can/does it work?
  - Security issues and adoption by foreign governments
  - Problems: scalability of the development model, tech support, diffusion, and user skill base
  - Is it sustainable once the buzz wears off?

- **A new model: Open-source content!**
Is Open-Source the Future?

Yes, because for both content and software...
- It helps create social capital by generating new voluntary communities based on interest
- Helps to develop independent skill and knowledge communities
- It is far cheaper up-front, probably cheaper over time as well
- Creative Commons and the Public Library of Science are now commonly recognized parts of the academic community—even blogs are “open-source”

Maybe not, because...
- Microsoft has massive momentum, installed base, and lock-in
- Many firms & universities regard open-source as too radical and a bit flaky

Maybe it depends on what happens in Bangalore...
Part II: Info in Business & in the World

• But first, a few remarks on “the new economy”...
How “New” is It?

There’ve been many previous economic “revolutions”

- **Commercial Revolution, 1492-1780s**
  - Rather more plunder than commerce
  - Slaves, rum, sugar and the triangular trade

- **Industrial Revolution, 1780s-1850s**
  - Role of globalization, world markets
  - Slavery as early US centerpiece

- **Second Industrial Revolution, 1870s-1914**
  - Knowledge-based industry
  - Productivity revolution
More “Efficient” Use of Resources Isn’t New, Either

...a slave ship, 1788; consider as well the resource-use models at Auschwitz...

Source: http://lcweb2.loc.gov/cgi-bin/query/h?pp/PPALL:@field(NUMBER @1(cph 3a34658))
“Massifying” Production & Consumption

Mechanical engineers transform production, advertising transforms markets, 1890-1980

- Standard products, Sears, and one size fits all; Ivory soap
- The massive middle class, rise of the PMC
- Aesthetics of generic goods; “one size fits all”
- High front-end costs mitigated by large markets
- Very inflexible production system: changeovers expensive
- “One-to-many” models, from Ford to NBC to NFL
- Customers adapt to markets, not vice-versa (cf. Cluetrain)

Socialism and alternative models

- Similar beliefs in massification, different means to that end
The Crisis Begins, ca. 1975

“Mature” industries became senescent (auto, steel, appliances, trucking)

Industrial effluents began to engulf us

Profits flattened, Wall Street wanted more, forcing firms to squeeze labor and suppliers

“Runaway” plants, union-busting

Abandoned cities (and the cost of rebuilding infrastructure)

Entire cities and industries “locked-in” to old ways could not shift practices

In short, productivity stagnated in part because all possible gains under that model were achieved
Every Industry & Product Has a “Lifecycle”

Economic Trends in Technological Innovation

(nothing to scale)

Examples:
- Tobacco and slaves, 17th century
- Sugar and slaves, 18th century
- Canals and railroads, 19th century
- Electricity and InfoTech, 20th century

[think hard on this]
So, What’s “Informating” About?

- First and foremost, finer-grained knowledge and control over production and markets

- Changes in degree
  - The commodification of everything: labor, capital, goods
  - Faster, more precise design, produce, sell cycles
  - Supply-chain management and JIT
  - Integration of business processes using IT: ERP, CRM, etc.—CATIA (and why two car keys?)

- Vast increase in the mobility of two factors of production, capital and knowledge, while labor remains immobile
Changes in “Kind:” Transformations

- Smart and flexible manufacturing, customized “mass” production: Flextronics
- New standardized vocabularies (thanks in part to ISO 9000) allow information-driven decentralized production
- Better, cheaper communication infrastructures permit precise tracking of people, money, & things
- Neo-liberal political domination allows corporations greater freedom to profit anywhere and by any means (almost) necessary
Information and the New Economy

Information speed, depth, availability, and quality

- More detail often yields new knowledge and capabilities: compare accounting on paper to Excel...

- Productivity calculations remain ambiguous (think of “total factor productivity” and return-on-investment models), keeping Wall Street shuffling

Corporate info flows can now more closely match organizational structures that are designed for better effectiveness: think “work groups”

- Slight increase in meritocratic intra-firm politics thanks to better surveillance and evaluation methods—but the buddy system survives (of course!)

Rise of information professions: what are the limits?
New Business Models?

IT allows major disintermediation

A rise or fall in intermediaries?

Manufacturing, b2b: yes, with caveats

Media: NO—isn’t that what DMCA etc is all about—a refusal to develop a new business model

Finance: NO—think of Enron

Retail: maybe—consider the Wal-Mart model of direct supplying by manufacturers; part of this is cost and risk diversion made possible by Wal-Mart’s monopsonist position

Disintermediation is possible, but more than IT is required; consider real estate sales

The software-driven back-office revolution

The end of middle managers?
Keep Cluetrain Ideas in Mind...

The old model
- Hierarchies & bureaucracies
- Disempowered and uninformed minions/worksers
- One-to-many
- Institutional mediation
- Passive consumers

The "new" model
- "flat" organizations
- Knowledge-empowered actors
- Many-to-many (and peer-to-peer)
- Disintermediation: rendering old models irrelevant
- Consumers actively creating mind-share and value
Points of Contention

Is manufacturing dead in the USA?

- Sweatshops and Chinese factories: simple things could be outsourced in the 1980s, now software and medical services can
- Can lean and flexible manufacturing save us?
- Constraint seems to be proximity of resources
- The old “Keynesian” problem: if workers don’t make much money, who buys the products?

Where is real value added?

- What, really, is “real value”?
  - Pricing effects and speculation
  - The productivity puzzle
- Intermediation issues again: value added vs. revenue-harvesting
- How to account for the value of mind-share?
Information-Driven Globalization

Two contrasting models

- Korea and India: start as simple outsourcers, but learn—and compete directly later [China?]
- Mexico, Malaysia, and Morocco: simply offer cheap (and well-policied) labor, an ability to pollute freely, and learn nothing

A race to the bottom and the new brutalism are always possible

The playing field will always be unlevel: in an age of mobility, labor is least mobile

Who pays for infrastructure: the state, the companies, or gullible investors?
The Future of Production

100% decentered manufacturing?

Mitigating factors: physical barriers remain

Physical presence remains important

Regional “tipping points” of presence: Silicon Valley; Grenoble; High Point, NC

Movement of employees among firms spreads quasi-proprietary knowledge

Turn-around times and shipping costs skyrocket with too much outsourcing

shifting sites of garment making, Guam or South-Central?

how much is GM willing to spend shipping parts from Mexico?

What does “Made in America” mean, anyway? Is a Lumina more “American” than an Accord?
Thriving or Dying in the New Economy

Who pays, and who should pay for “externalities” such as brownfields, abandoned cities, and abandoned workforces?

Will we ever be able to know how corporate decisions are inflected by cost-shifting? How do tax policies affect those?

Education & cultural/social capital: who should pay for those?

Are there “second acts” for firms and cities?

Portland, Oregon from lumber to IT, but…

Pittsburgh from steel to finance, but are there no limits to financial intermediation??

IBM from proprietary mainframes to linux & services; compare to Western Union or AOL

Whither Michigan?