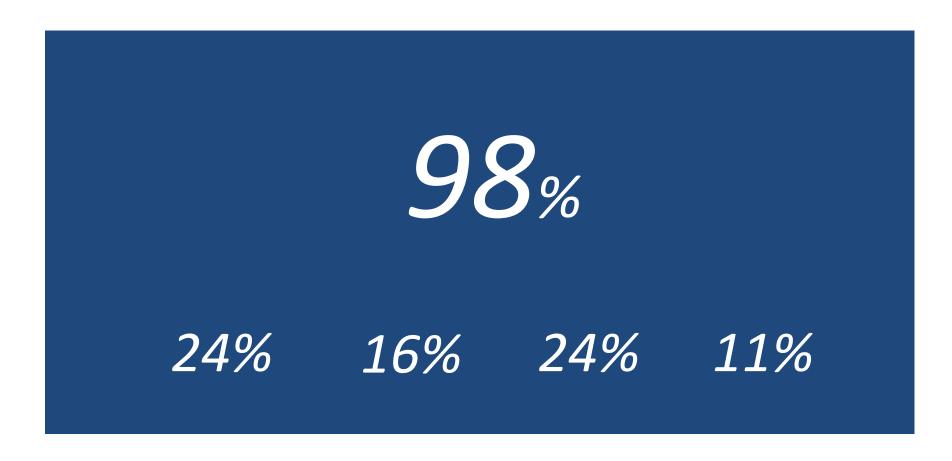
# Software is no longer embedded in Products, but rather Products are Embedded in Software

Timo Seppälä

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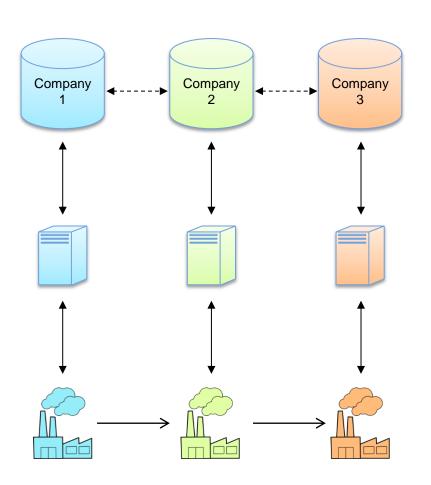


# What is a Digital Platform Economy?





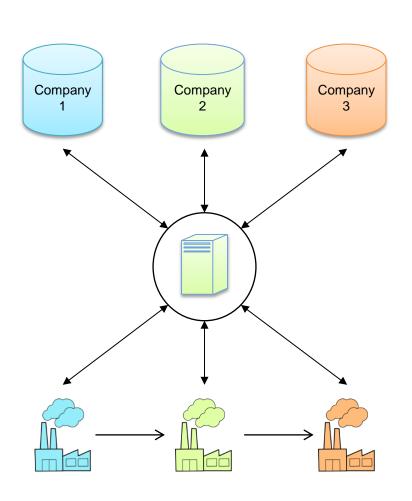
# Current - No shared platform



Information
asymmetries in
data are likely to
occur between the
companies over
time.



#### Past 10 years - Centralized platform control



Companies not in control of the platform (and data) become the underdogs in value capture potential.



#### **Digital Platforms**

Frameworks upon which actors, across industry boundaries, can undertake a range of innovation activities, often forming entire ecosystems (defacto standards) for value creation and capture



#### Who owns data?

The biggest profits are earned when platforms (data) are made <u>accessible</u> to complementary third-party technologies, products and services that create value for the end customer



# **Access and Interoperability**

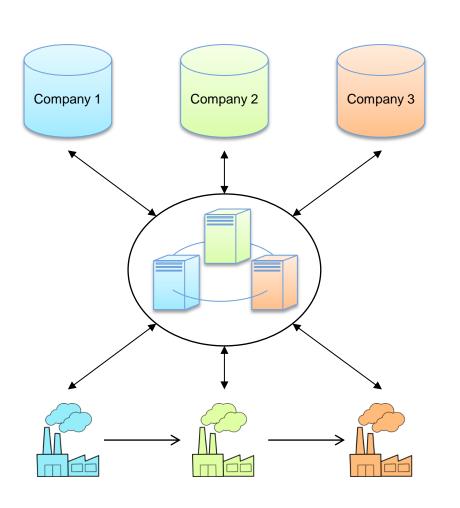
(Typology of Digital Platforms)

**Open Platforms Innovation Platforms Customer knowledge** e.g. Apple e.g. Amazon *Intermediating Platforms* Integrating Platforms e.g. Uber e.g. Santander All-in-One

**Network Effects** 



#### Past 10 years - Decentralized platform control



The platform is produced by all parties together as equally privileged and equipotent participants.



# The Future of the Digital Platform Economy

"It is all interconnected

digital platforms, big data, co-data, data analytics, algorytmins, machine learning, and artificial intelligence"

# Managing for the Future?

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#### **Boundary Objects and Resources**

(Breaking the barriers for market entry)

# Multilayered operational compatibility

e.g. agreements on Rights, agreements on data

# Multilayered technological compatibility

e.g. software development kits and application programming interfaces



# Multilayered Digital compatibility of Smart Objects



### **Typology of Markets**

(Breaking the barriers for market entry)

From Fixed Role to Switch Role
Markets
e.g. a Shop / Stock Exchange

From Two-sided to Multi-sided

Markets

e.g. Uber / Youtube



# Multisided Interoperability between Digital Markets



# Change in the Design Philosophy of Products and Services

The Software is no longer embedded in Products, but rather Products are Embedded in Software

