# The Network Society, or how industrial institutions' feet became of clay

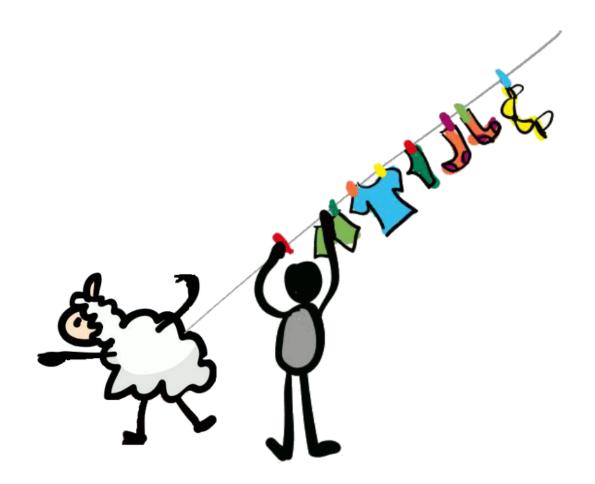
Ismael Peña-López

@ictlogist

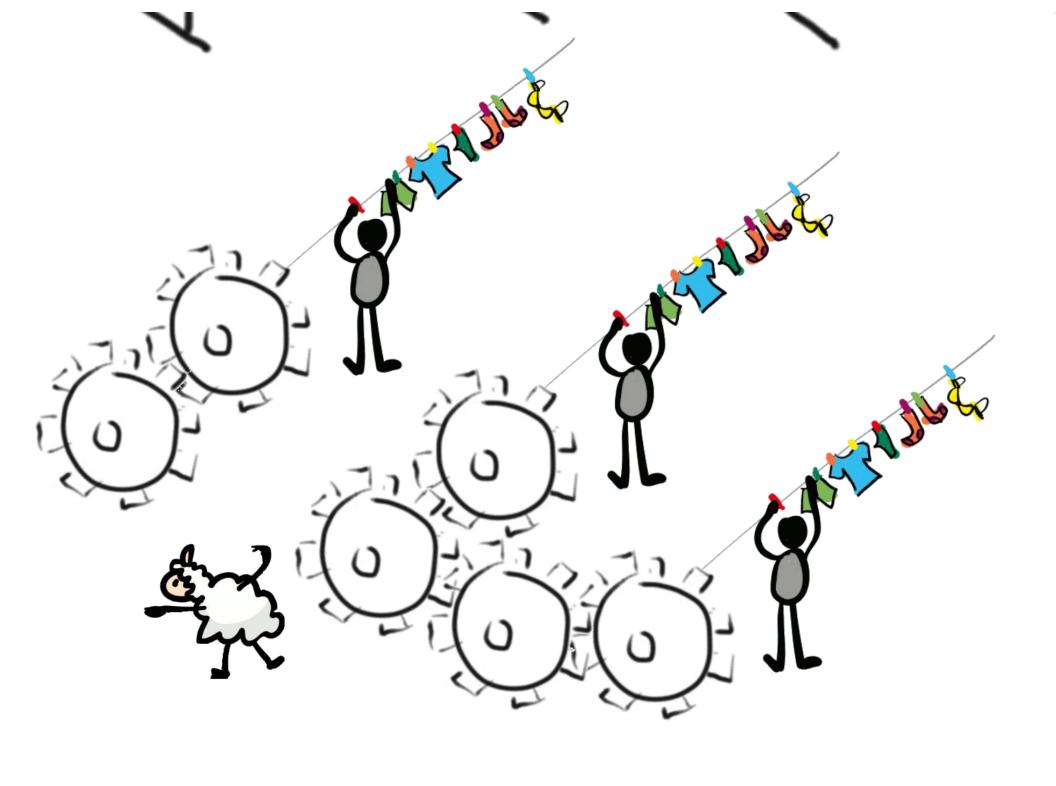
Alicante, 13 May 2013 Magister Lvcentinvs on Intellectual Property University of Alicante

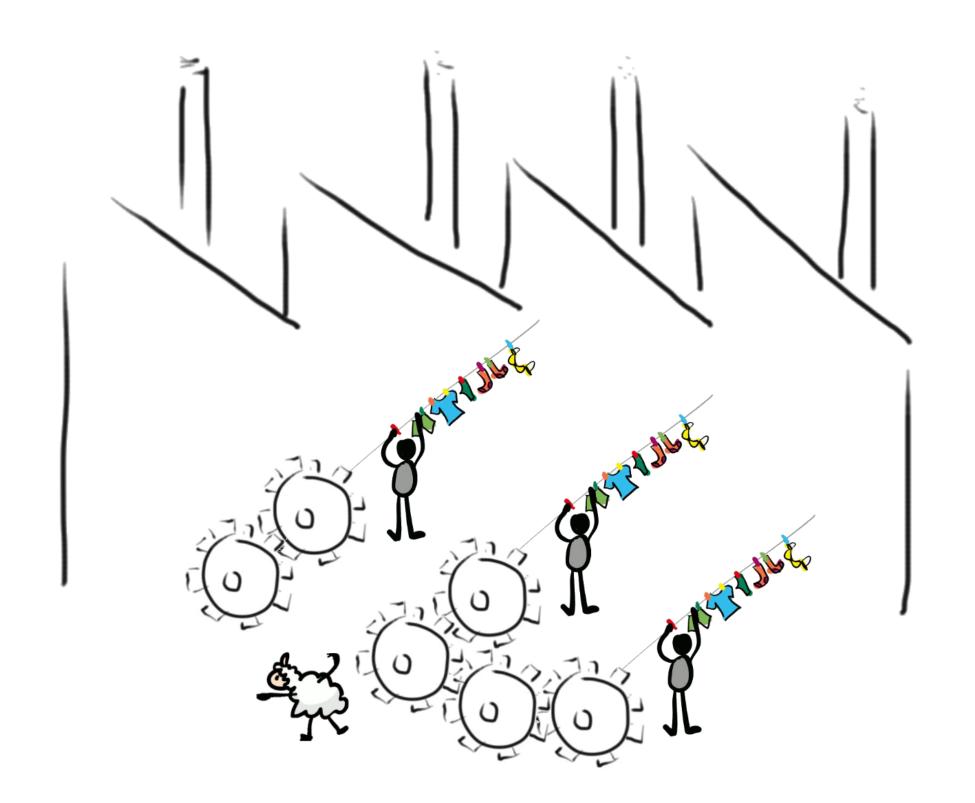


### Production

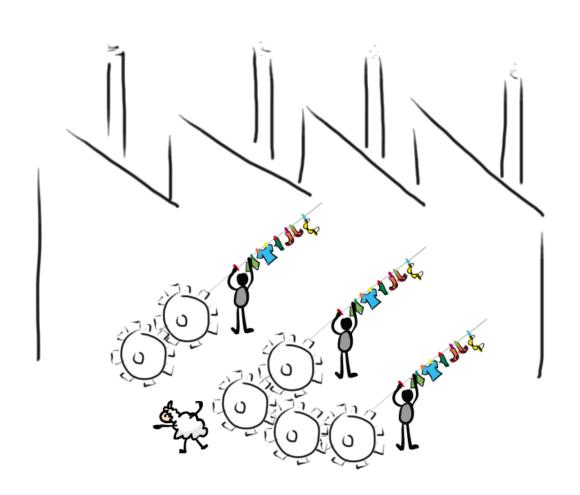








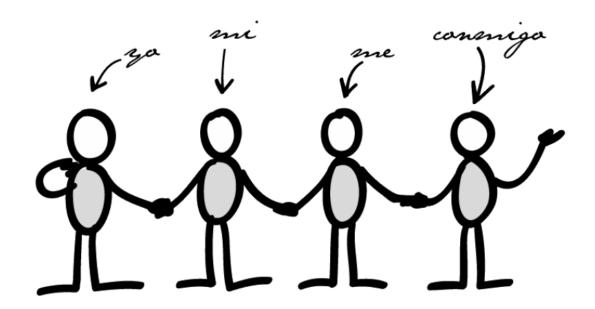
#### Industrial Production



Scarcity
+
Transaction
Costs
+
Intermediation

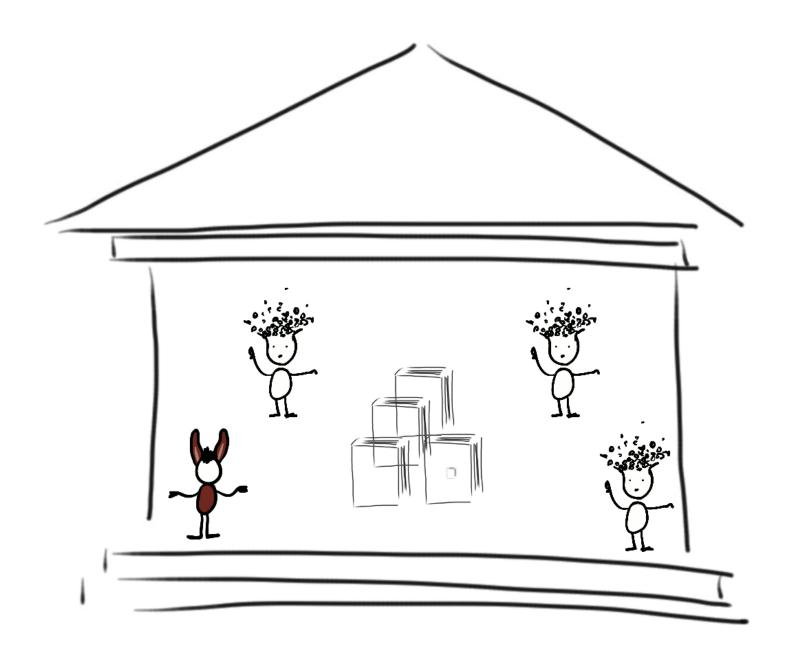
Efficiency Efficacy

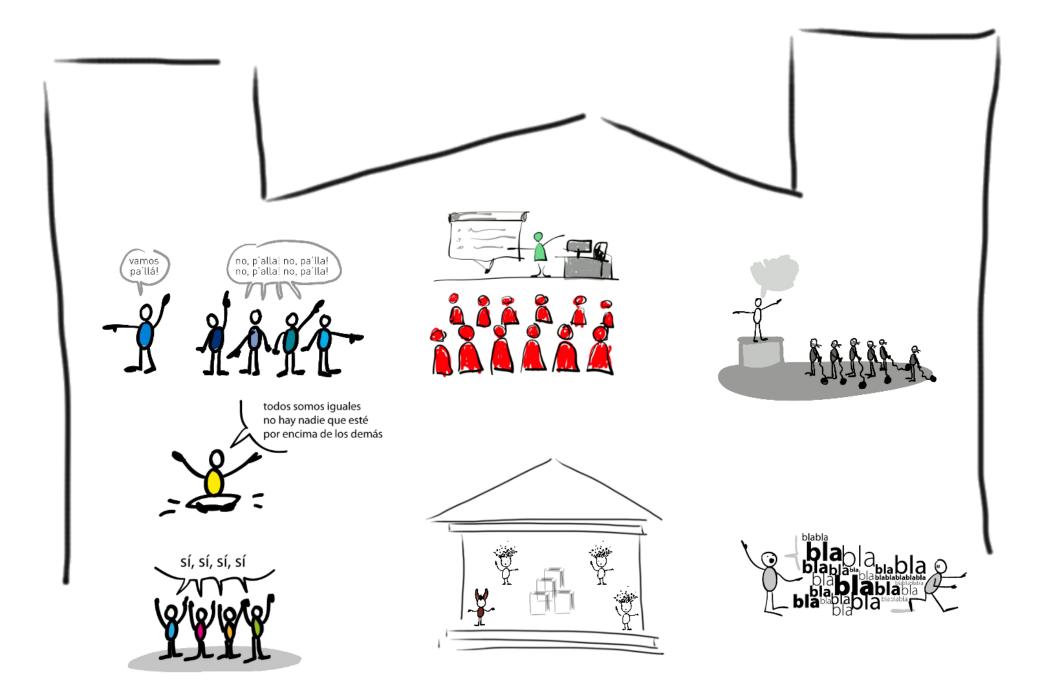
# Democracy



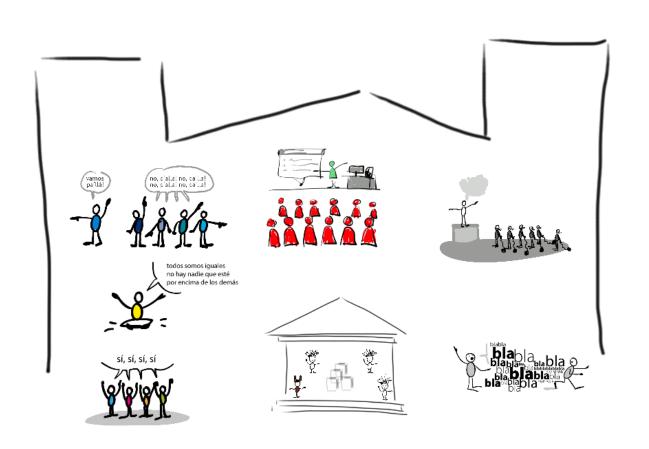








# Industrial Democracy



Scarcity
+
Transaction
Costs
+
Intermediation
=

Efficiency? Efficacy?



Cost optimization through intermediation

Parties Governments Organized civil society



Information

Accountability

The Democratic Process

Deliberation Argumentation

Voting Expliciting preferences Negotiation Opinion shaping



Information

Accountability

The Democratic Process

Deliberation Argumentation

Voting Expliciting preferences Negotiation Opinion shaping

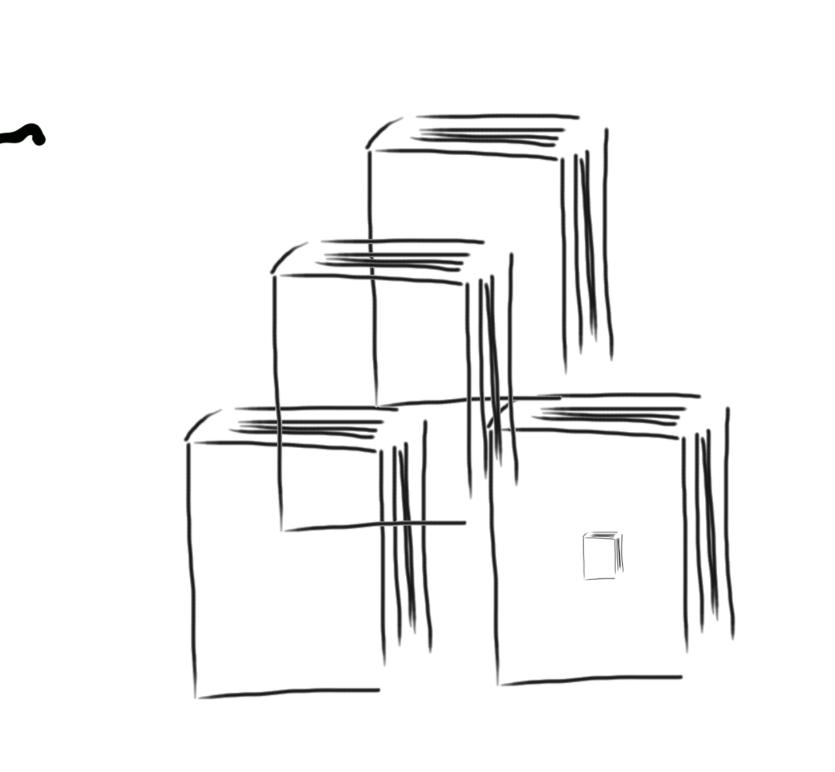
# Cost optimization through intermediation

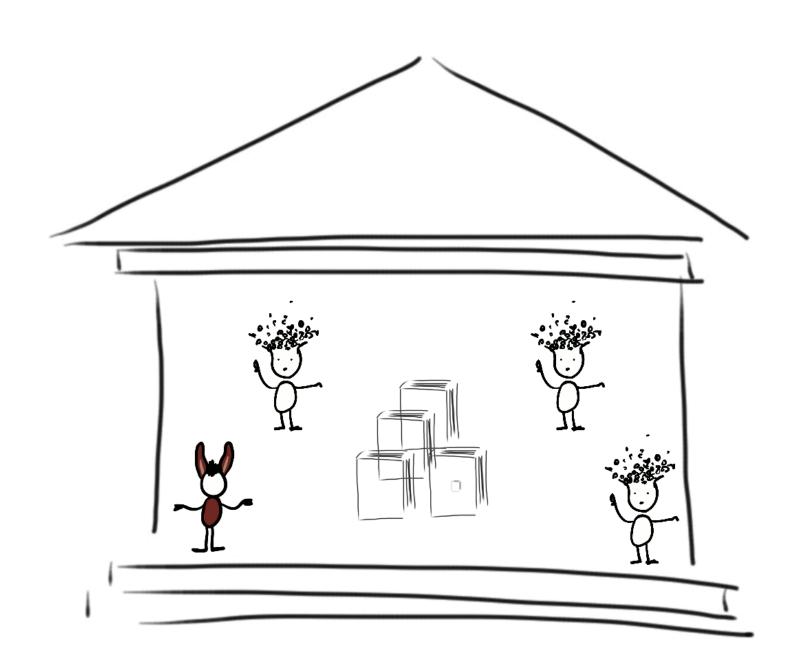
Parties Governments Organized civil society

# Education



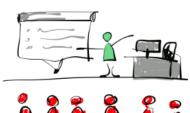




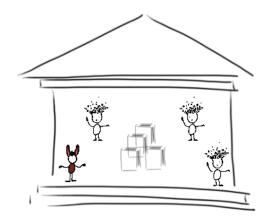












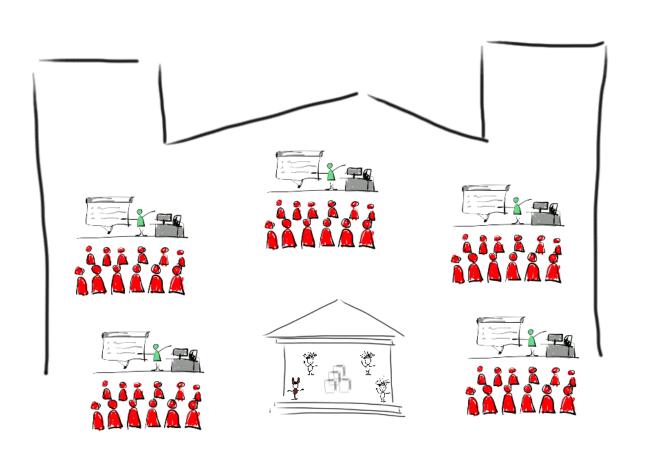








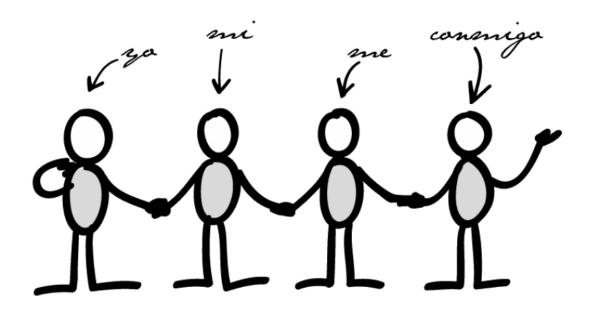
#### Industrial Education



Scarcity
+
Transaction
Costs
+
Intermediation

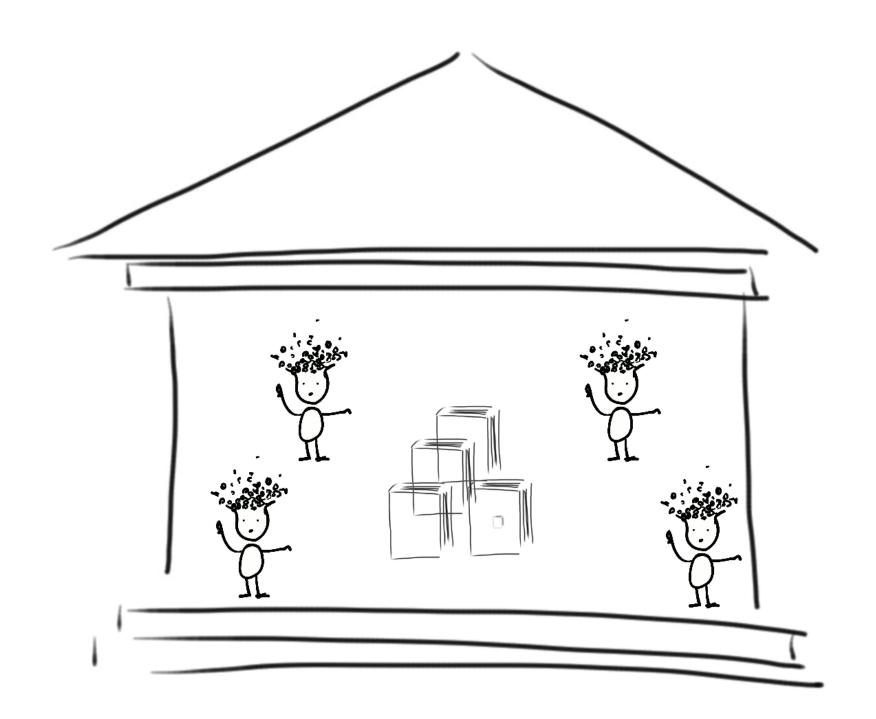
Efficiency? Efficacy?

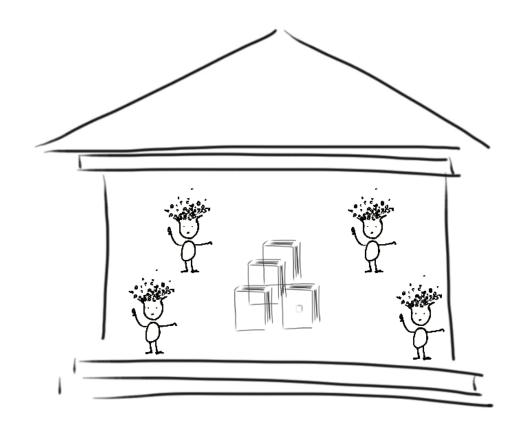
# Civil Society





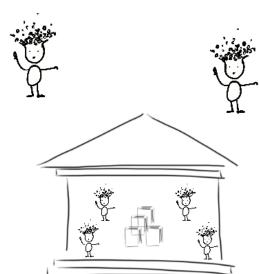








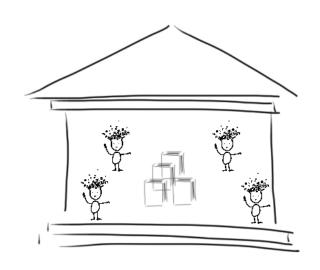




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# Industrial Civil Society











+

Transaction

Costs

+

Intermediation

=

Effciency?

Efficacy?



Cost optimization through intermediation NGO Counterparts Governments Civil society



Detection of needs

Accountability

Cooperatoin & Knowledge

Design of the project

Impact assessment

Execution and support to personnel



Detection of needs

Accountability

Cooperatoin & Knowledge

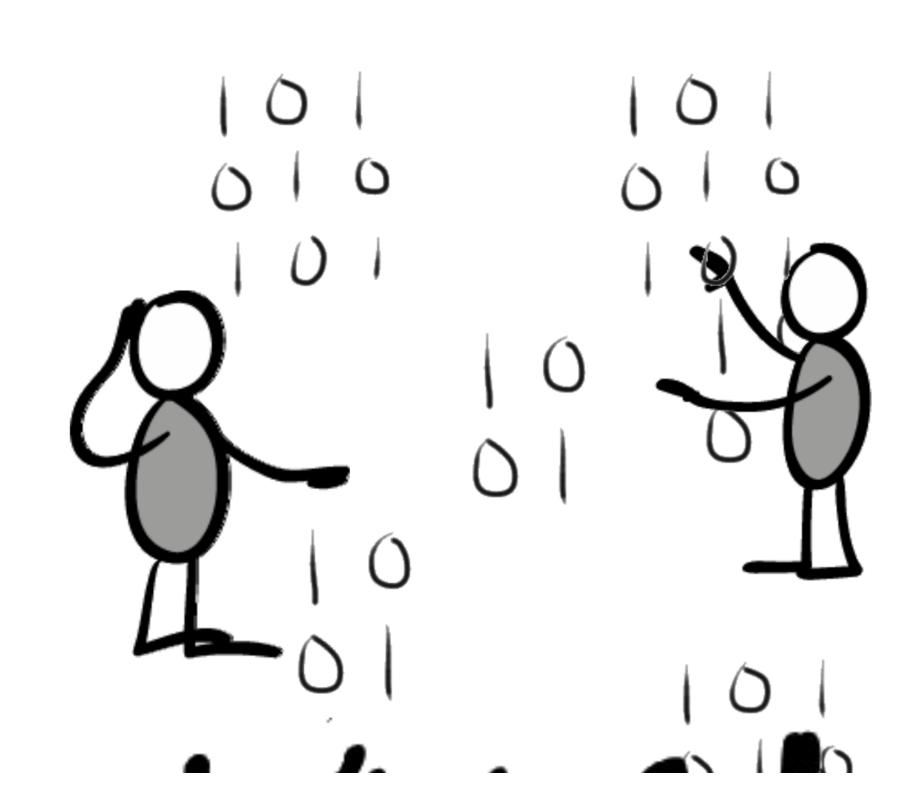
Design of the project

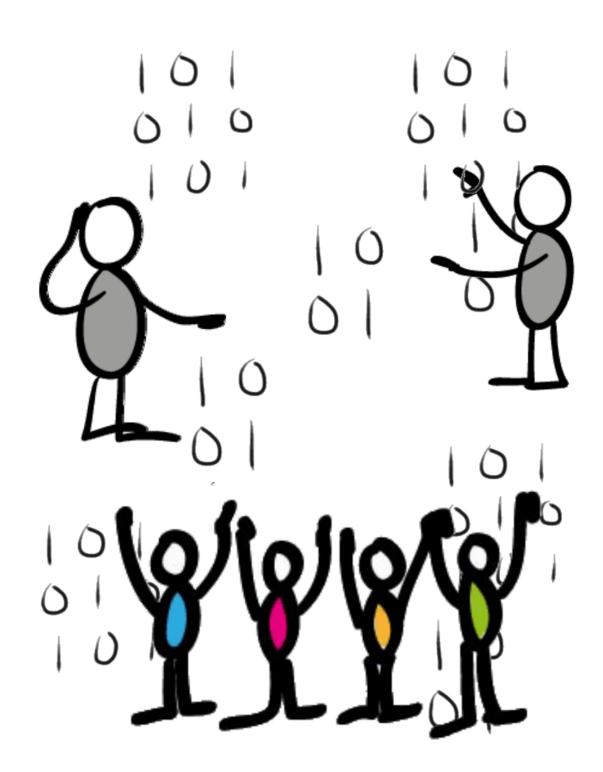
Impact assessment

Execution and support to personnel

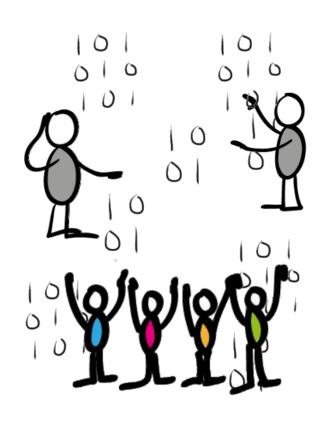
# Cost optimization through intermediation NGO Counterparts Governments Civil society

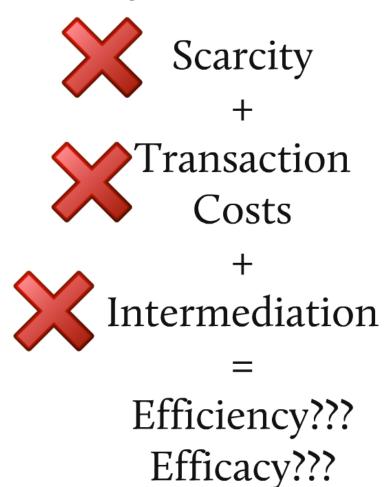




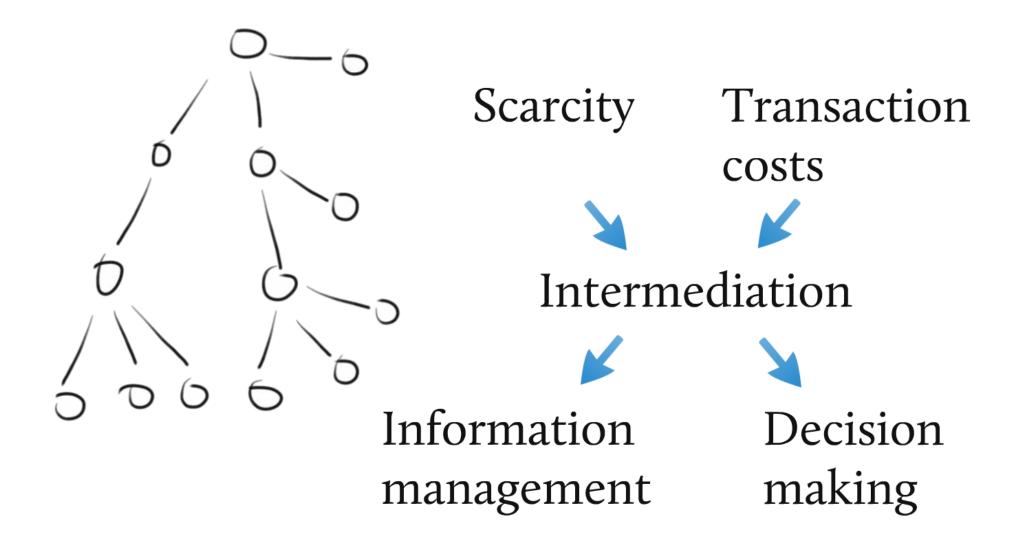


# Digital Society

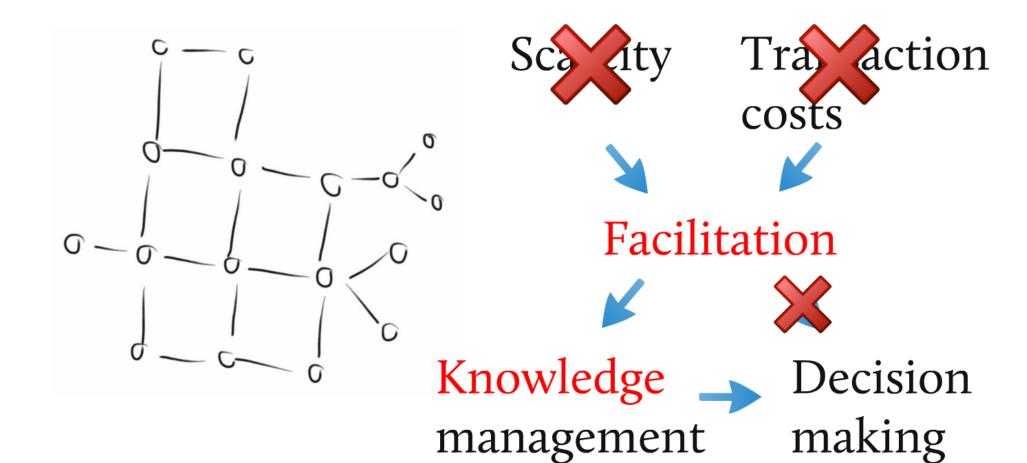




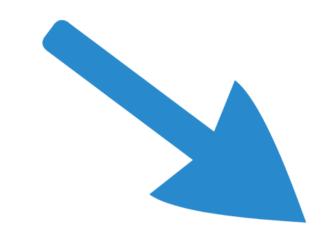
#### Hierarchies



#### Networks

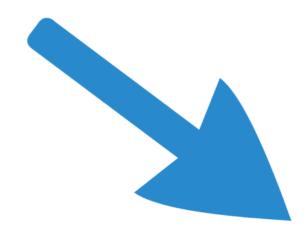


# Interactions happen in a closed place



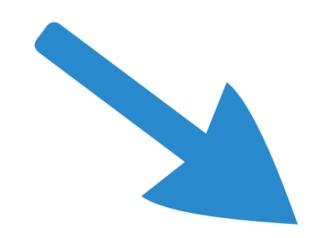
Interactions can happen anywhere, in the open

## Interactions take place at a scheduled time



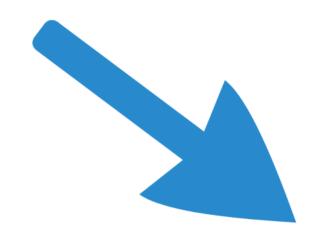
Interactions can take place whenever

#### Someone preset leads



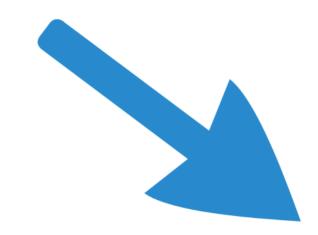
You can inteact with everyone, with whom you choose

# Someone proposes something programmed



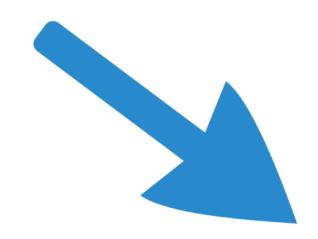
Scheduling is part of the process

## Changing the schedule is expensive



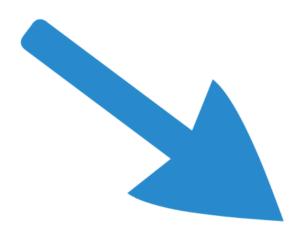
Not changing the schedule ends up being expensive

#### Collaboration is expensive



Competition and reinventing the wheel ends up being expensive

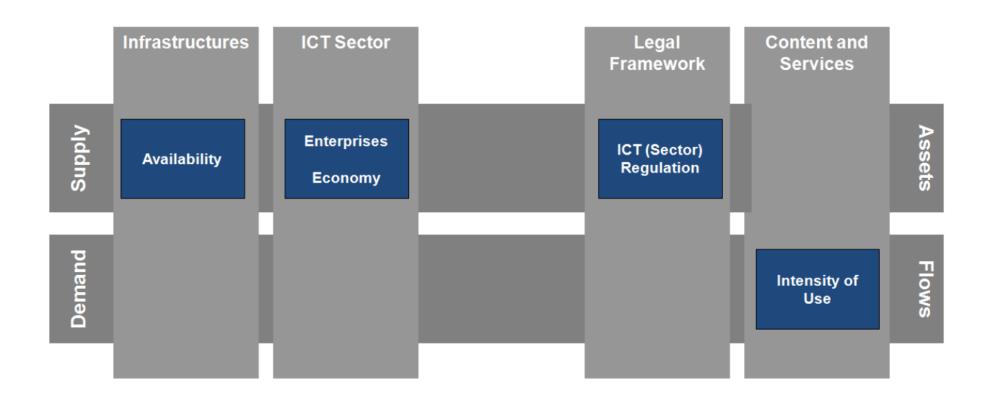
# Content and container are inseparable



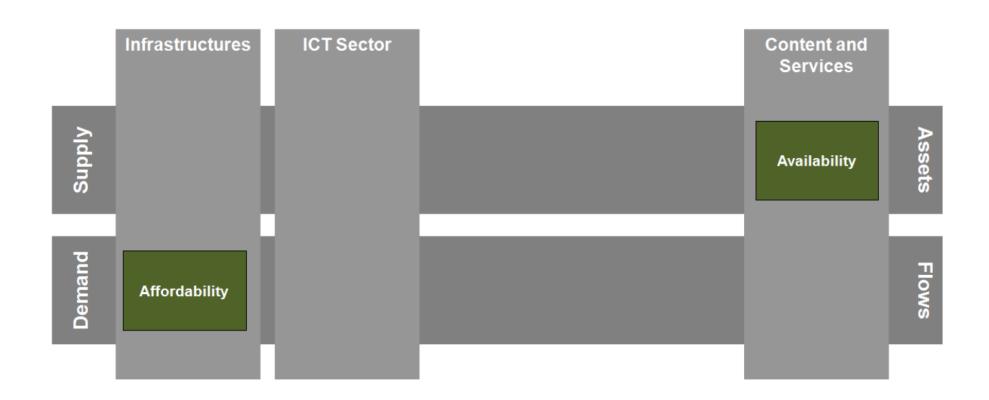
Content is volatile, the container is you

# State of the question?

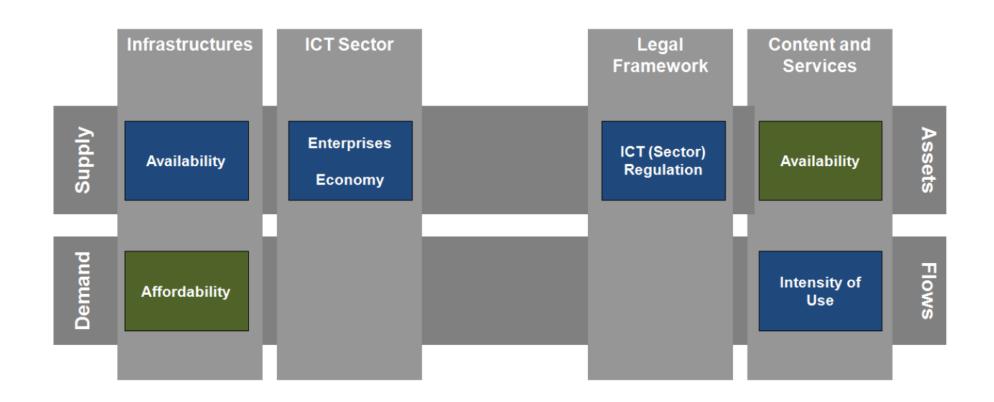
### Information society? Governments



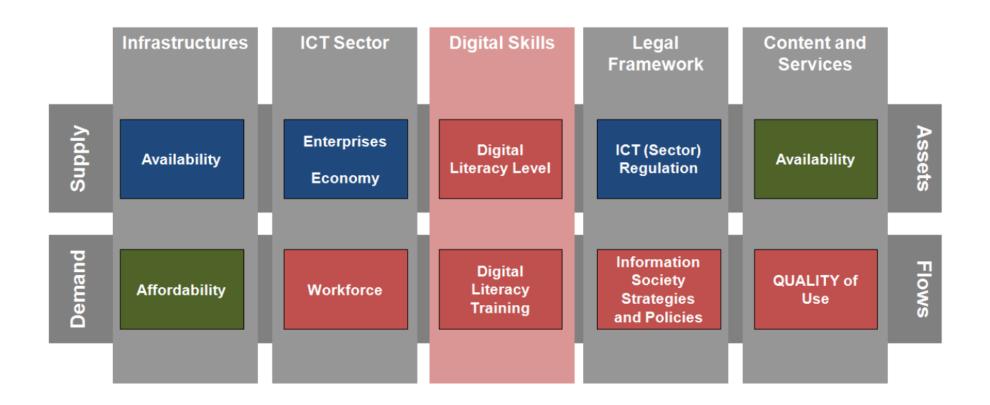
## Information society? Citizens



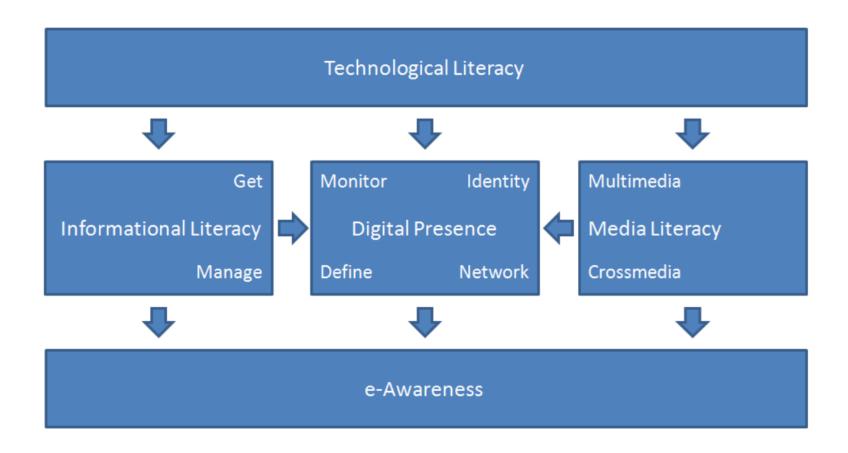
#### Information society Current Scenario



#### Information society Filling the gaps



#### Digital Competences



#### Digital Adoption

60% used the Internet in the last 3 months 36% has never used the Internet

39% used the Internet daily (or almost) in the last 3 months 29% searched government information in the last 3 months 6% of all sales were made through the Internet

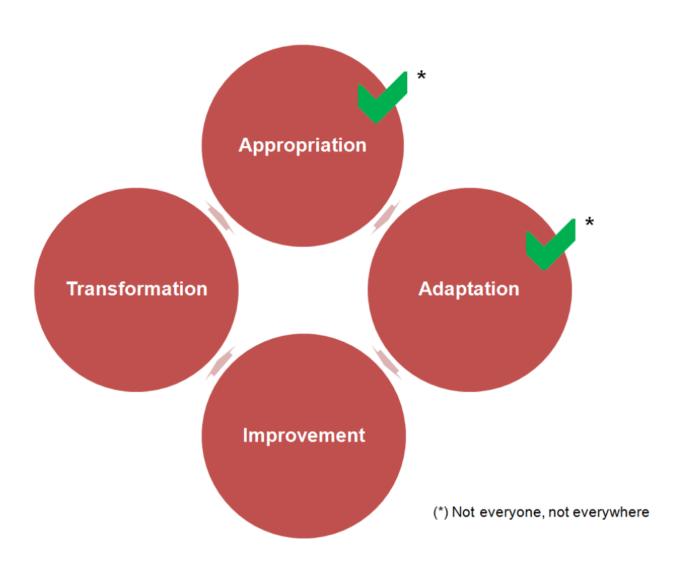
40% would not feel e-competent if had to change job 28% feels comfortable using office software 25% feels comfortable using the Internet 8% makes an advanced use of the Internet

case: Facebook Wants to Be Your One True Login (#1 Google)

case: what is a web browser (8%)

Source: Eurostat, 2010, for Spain

#### Digital Transformation?



#### The knowledge gap hypothesis



#### Digitally excluded...

Person Institution	Self-programmable	Generic	
Connected	Source of innovation and value creation	Executor	Exclusion
Disconnected	Diamond in the rough but invisible to networks	Structurally irrelevant to the system	n

Inequality

#### ...or digital citizens?

	School	Work	Government	Citizen
Technological Literacy	<ul><li>Acquisition</li><li>Evaluation</li></ul>			
Informational Literacy	<ul><li>Acquisition</li><li>Evaluation</li></ul>	■ Life-long learning		■ Empowerment
Digital Presence	■ e-Portfolios & PLE	<ul><li>Networking</li><li>e-Portfolios</li></ul>	■ Transparency & Accountability	<ul><li>Identity</li><li>Socialization</li></ul>
Media Literacy	<ul><li>Acquisition</li><li>Evaluation</li></ul>		<ul> <li>4<sup>th</sup> &amp; 5<sup>th</sup> powers</li> <li>Open government</li> <li>Goverati</li> </ul>	<ul><li>Empowerment</li><li>User Generated</li><li>Content</li></ul>
e-Awareness		<ul><li>Business models</li><li>Self-programming</li><li>Connected worker</li></ul>	<ul><li>Participation</li><li>Connected</li><li>institution</li></ul>	<ul><li>Privacy &amp; Security</li><li>Participation</li><li>Connected citizen</li></ul>

## Ismael Peña-López @ictlogist

#### Alicante, 13 May 2013 Magister Lvcentinvs on Intellectual Property University of Alicante

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To contact the author: <a href="http://ictlogy.net">http://ictlogy.net</a>

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