IT for Management

An overview of past, present and future of IT.

Guideline

- Evolution in H/w devices

- Evolution in use of SW.

- Evolution in Database Technologies.

- Basics of internet

- Components of network

- Impact of IT on business and society

Guideline

- E- Business, E- Commerce

- Digital economy

- Incorporate IT in old processes

- Use of wireless devices

- Bigger to Smaller

- Rigid to flexible

- Non movable to portable

- Other devices

Stylus, Joysticks, optical scanner, Sensors

- Use of sensors

Weather forecasting

Healthcare devices

Making buildings - Smart

- Users : Software programmers to farmers
- Databases technology evolution : DBMS, DWM, Big data, Data analytics, Cloud computing.

- Servers, clients , search engines, web crawlers.

- Routers , switches, hubs, LAN, WAN, MAN, LAN party.

LAN Party

Impact of IT

- On Business
- ✓ Banking
- ✓ Production
- ✓ Many others
- On society
- ✓ Technology savvy
- ✓ Ease of use
- ✓ Wearable computers
- ✓ Sixth sense technologies

- The smart technology - Video

- Brick and mortar

- Click and mortar

- Virtual organization

- Digital economy

- Success stories:
✓ Diamonds forever online
✓ Sewwhat Inc.

Incorporate IT in old process

- SCM cases: Asian paints, Apollo tyres

- CRM cases: PVR cinema, makemytrip

Use of wireless devices

- Case of Food Lion

- Highway 91 project

Pervasive computing – Use of RFID

Case of Prada's 'epicentre' at New York.

Cloud Computing

Deployment models

- Public Cloud

- Private cloud

- Hybrid cloud

- Community cloud

Who gains

- Consulting companies

- Software producers

- Internet based companies

- Internet infrastructure providers

Characteristics

- Agility
- Cost
- Device and location independence
- Reliability
- Scalability
- Security
- maintenance

Types

- Iaas

- Paas

- Saas

- Privacy

- Legal issues

- Sustainability (green computing)

- Attacks and abuse