

1.	Record Nr.	UNICASUFI0318334
	Autore	Polybius
	Titolo	4: Libri 20.-39., Fragmenta
	Pubbl/distr/stampa	Stutgardiae, : in aedibus Teubneri, 1963
	Edizione	[Ed. stereotypa editionis prioris (1904)]
	Descrizione fisica	LVI, 552 p. ; 21 cm.
	Lingua di pubblicazione	Greco antico Latino
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910254958903321
	Autore	Skilton Mark
	Titolo	Building Digital Ecosystem Architectures : A Guide to Enterprise Architecting Digital Technologies in the Digital Enterprise / / by Mark Skilton
	Pubbl/distr/stampa	London : , : Palgrave Macmillan UK : , : Imprint : Palgrave Macmillan, , 2016
	ISBN	9781137554123 1137554126
	Edizione	[1st ed. 2016.]
	Descrizione fisica	1 online resource (XXXIII, 154 p.)
	Collana	Business in the Digital Economy, , 2947-793X
	Disciplina	004.068
	Soggetti	Technological innovations Strategic planning Leadership Business information services Communication in organizations Business mathematics Customer relations - Management Innovation and Technology Management Business Strategy and Leadership Business Information Systems Corporate Communication Business Mathematics Customer Relationship Management

Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Sommario/riassunto	<p>The design of digital solutions has become a pressing concern for practitioners faced with a plethora of technology impacting their business. From cloud computing to social networks, mobile computing and big data, to the emerging of Internet of things, all of which are changing how enterprise products, services, rooms and buildings are connected to the wider ecosystem of networks and services. This book defines digital ecosystems with examples from real industry cases and explores how enterprise architecture is evolving to enable physical and virtual, social, and material object collaboration and experience. The key topics covered include: Concepts of digitization Types of technological ecosystems Architecting digital workspaces Principles of architecture design Examples architecting digital business models Examples of digital design patterns Methods of monetization Conclusions.</p>