

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.
<hr/>	
Lingua di pubblicazione	Greco antico
	Latino
Formato	Materiale a stampa
Livello bibliografico	Monografia
<hr/>	
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
<hr/>	
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
<hr/>	

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:</p> <ul style="list-style-type: none">Concepts of digitizationTypes of technological ecosystemsArchitecting digital workspacesPrinciples of architecture designExamples architecting digital business modelsExamples of digital design patternsMethods of monetizationConclusions.