The Predictive Enterprise: Creating Transparency and Making Decisions

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27 September 2006 IIR Business Intelligence Forum 5

The Predictive Enterprise

- Pervasive Business Intelligence
 - Metrics driving performance
- Data as the basis for Predictive Models
- From sales data to the attention stream
- Agility and a Culture of Experimentation
 - ▶ The perfect product, or a permanent beta?
- Network Collective Intelligence
 - ▶ What is the relevance of "Web2.0" to the enterprise?
- Consider
 - Impact on structure of organization
 - ▶ Communication, including mobile

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1986	1996	2006
	Read-only web "Consumer", "User" (Increase barrier of exit)	Read-write web "Producer" (Lower barrier of entry)
	Pretest and validate	Launch and learn
	Taxonomy (controlled)	"Tagsonomy"
	Static Navigation spatial: link	Navigation temporal (time as ordering parameter)
Broadcast email, newsletters	Discovery based on hyperlinks (expression of author's attention and control). Search	Discovery based on social relations (trust, reputation), and metadata by other humans. RSS. Discover
Push advertising: Supply driven.		Pull: Demand driven.
Pay for space	Pay for presentment	Pay for click, for action.

- Money economy → Intention economy
 → Attention economy
 - ▶ Information economy → Recommendation economy; Platform economy
 - ▶ Use attention stream: Attensa
 - ▶ Use context: Cleverset
- Paying a few experts to create content
 - → User generated content
 ▶ Implicit data + explicit data; Metadata
 - Examples: Music, Tags
 - Add socio-, psycho-, demographics: Nugg.ad
 - Currencies (itunes vs Spiralfrog)

Algorithmic search → Social search

Examples

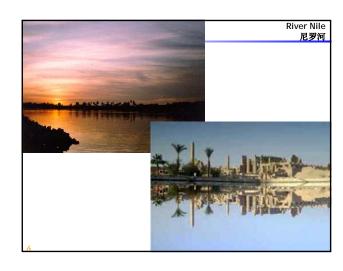
- People answer questions: Google Answers, MSN, Yahoo
- Use info in files on your computer to determine relevance: Illumio
- Discovery → Social discovery
 - Head → Long tail
 - URLs: Del.icio.t
 Photos: Flickr
- Global → Local
 - ► WLAN: Jambo.net
 - Mobile: Socialight

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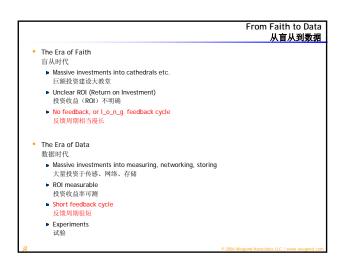
Increasing communication

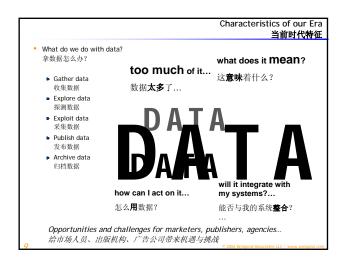
- 0. Business metrics and data collection
 - ▶ An iterative process
- 1. Data Analysis
 - ▶ Data mining: Description, prediction
- 2. Architectures of Experimentation
 - ▶ A/B test, active learning, survey design...
- 3. Architectures of Participation
 - Remember, share, discover

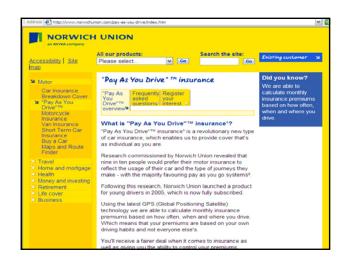
 - Self-expression
- 4. Architectures of Interaction

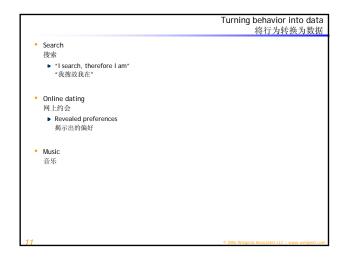


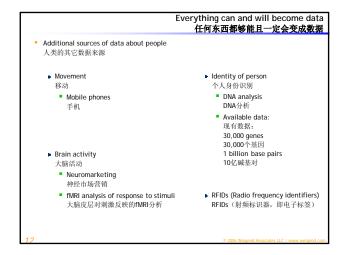


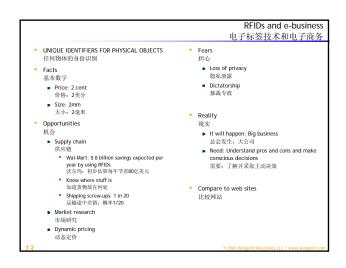


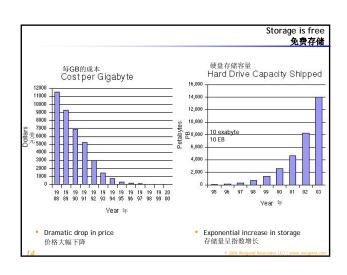


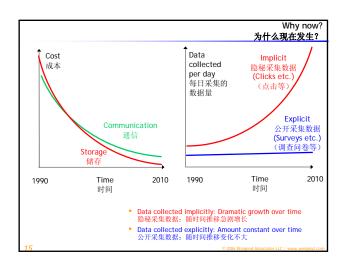


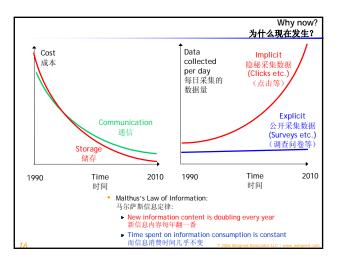


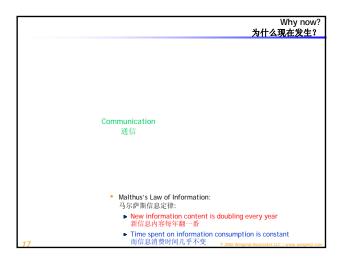


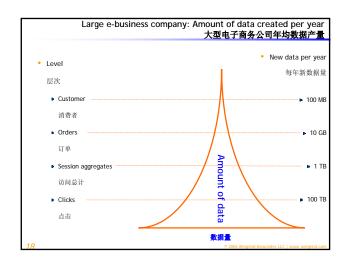


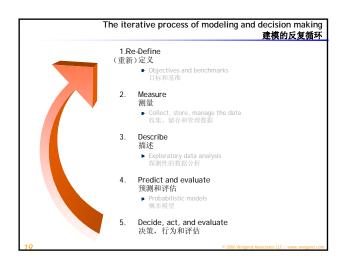


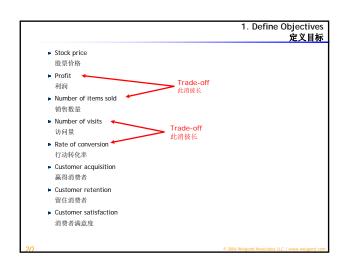


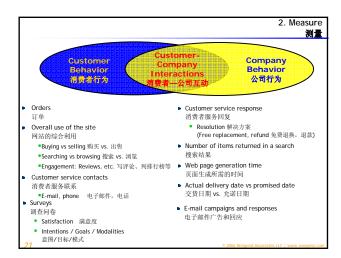


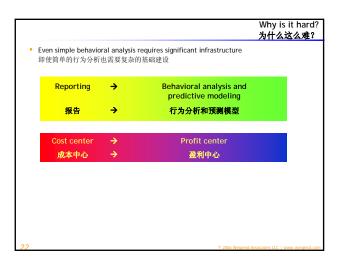


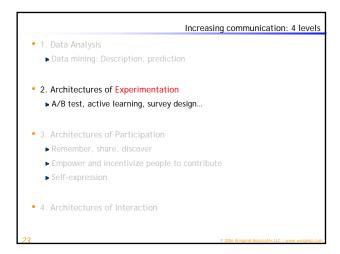












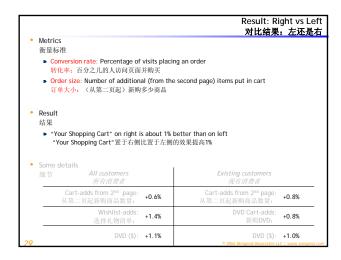


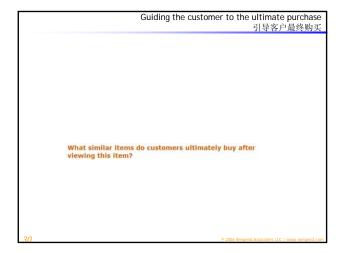


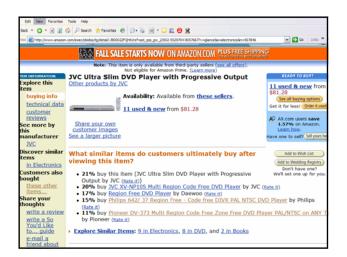




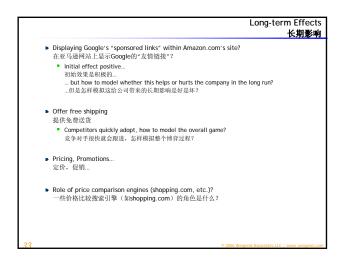














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