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**CAMPBELL R. MCCONNELL, Stanley
Brue, Sean Flynn**



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Introduction to Digital Transformation Abbas Strømmen-Bakhtiar, This book aims to inform the non IT specialist about the technological revolution that is taking place and specifically how the digital component of it is affecting our lives It is hoped that this information will fill possible information gaps in readers mental model enabling them to make better informed decisions This book can also be used as a textbook in a stand alone introductory course to the digital revolution and its effects on society The course could be used in both bachelor and master degree programs in business management healthcare management sociology or any other non IT programs Chapter 1 This chapter although the longest is a brief review of the interactions between technology economy and politics The subject is a much neglected one and I believe that understanding of these interactions is vital for understanding the underlying causes of some of our most important pressing issues The chapter discusses the interactions between technologies economy and politics examining the effect of technologies on economic development and political ideologies Chapter 2 This chapter deals with technological revolutions in general and the digital revolution in particular I shall discuss the components of the digital economy These being knowledge digitisation virtualisation molecularization integration internetworking disintermediation convergence innovation sharing economy immediacy and discordant In addition we shall examine the disruptors that are changing the face of competition in the marketplace Chapter 3 This chapter deals with digital transformation i e the process of using digital technology in all areas of business changing the way the businesses operate and deliver value to their customers We shall examine models for dealing with digital transformation Chapter 4 We shall examine one of the most important developments of the 21st century namely the advancements in Artificial Intelligence AI We shall look at how the human brain works and what is intelligence We shall look at the artificial neural networks machine learning and deep learning We shall also look at the deployment of AI in various fields such as healthcare finance Natural Language Processing NLP news media and warfare Chapter 5 This chapter deals with one of the most controversial and yet promising developments in finance and distributed secure databases namely cryptocurrencies and blockchains This subject is divided into two parts the first part deals with the cryptocurrencies and their viability as currencies One of the most popular cryptocurrencies the Bitcoin will be examined in depth The second part is somewhat technical and deals with the inner workings of the blockchains As with cryptocurrencies many see a bright future for the blockchains especially in the form of smart contracts Many believe that blockchains will be of great value in areas such as finance handling contracts healthcare and more Blockchain promises to bring disintermediation to many industries and thereby reduce costs Chapter 6 Technological revolutions tend to disrupt the lives of many middle aged and older workers New technologies give birth to new industries destroying the old industries in the process New technologies often require special skills that the old industry workers do not possess The laid off workers of the old industries can seldom find jobs in new industries since the new industries often rely on new technologies and skills that the old industry workers do

not possess These workers need training something that the prospective employers do not provide Also the new technologies including AI are automating many tasks reducing the need for human workers This chapter discusses the issue of automation and its effect on employment Additionally the type of jobs that are in danger of automation is discussed as well Chapter 7 While chapter six discussed the employment situation chapter seven considers the type of education required by the new industries Also the weaknesses of the existing educational system are considered and alternative systems are proposed Chapter 8 History tells us that whenever there has been a technological revolution it has been accompanied by a shift in power both nationally and internationally The global shift of power has seldom been a peaceful affair It often has resulted in major wars and global reorientation This chapter discusses the possibility of the global shift of power Currently there are not that many countries or entities that can be considered as contenders Of the three Russia European Union and China only one China is considered to have any chance of wresting power from the United States The technological economic and military power of China is compared and contrasted with the United States

Virtual Economies Vili Lehdonvirta, Edward Castronova, 2014-05-09 How the basic concepts of economics including markets institutions and money can be used to create and analyze economies based on virtual goods In the twenty first century digital world virtual goods are sold for real money Digital game players happily pay for avatars power ups and other game items But behind every virtual sale there is a virtual economy simple or complex In this book Vili Lehdonvirta and Edward Castronova introduce the basic concepts of economics into the game developer s and game designer s toolkits Lehdonvirta and Castronova explain how the fundamentals of economics markets institutions and money can be used to create or analyze economies based on artificially scarce virtual goods They focus on virtual economies in digital games but also touch on serious digital currencies such as Bitcoin as well as virtual economies that emerge in social media around points likes and followers The theoretical emphasis is on elementary microeconomic theory with some discussion of behavioral economics macroeconomics sociology of consumption and other social science theories relevant to economic behavior Topics include the rational choice model of economic decision making information goods versus virtual goods supply demand and market equilibrium monopoly power setting prices and externalities The book will enable developers and designers to create and maintain successful virtual economies introduce social scientists and policy makers to the power of virtual economies and provide a useful guide to economic fundamentals for students in other disciplines

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Table of Contents Mcconnell Brue Flynn Macroeconomics 19th Edition 2013

1. Understanding the eBook Mcconnell Brue Flynn Macroeconomics 19th Edition 2013
 - The Rise of Digital Reading Mcconnell Brue Flynn Macroeconomics 19th Edition 2013
 - Advantages of eBooks Over Traditional Books
2. Identifying Mcconnell Brue Flynn Macroeconomics 19th Edition 2013
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Mcconnell Brue Flynn Macroeconomics 19th Edition 2013
 - User-Friendly Interface
4. Exploring eBook Recommendations from Mcconnell Brue Flynn Macroeconomics 19th Edition 2013
 - Personalized Recommendations
 - Mcconnell Brue Flynn Macroeconomics 19th Edition 2013 User Reviews and Ratings
 - Mcconnell Brue Flynn Macroeconomics 19th Edition 2013 and Bestseller Lists
5. Accessing Mcconnell Brue Flynn Macroeconomics 19th Edition 2013 Free and Paid eBooks
 - Mcconnell Brue Flynn Macroeconomics 19th Edition 2013 Public Domain eBooks
 - Mcconnell Brue Flynn Macroeconomics 19th Edition 2013 eBook Subscription Services
 - Mcconnell Brue Flynn Macroeconomics 19th Edition 2013 Budget-Friendly Options
6. Navigating Mcconnell Brue Flynn Macroeconomics 19th Edition 2013 eBook Formats

- ePub, PDF, MOBI, and More
 - McConnell Brue Flynn Macroeconomics 19th Edition 2013 Compatibility with Devices
 - McConnell Brue Flynn Macroeconomics 19th Edition 2013 Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Highlighting and Note-Taking McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Interactive Elements McConnell Brue Flynn Macroeconomics 19th Edition 2013
 8. Staying Engaged with McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers McConnell Brue Flynn Macroeconomics 19th Edition 2013
 9. Balancing eBooks and Physical Books McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection McConnell Brue Flynn Macroeconomics 19th Edition 2013
 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
 11. Cultivating a Reading Routine McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Setting Reading Goals McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Carving Out Dedicated Reading Time
 12. Sourcing Reliable Information of McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Fact-Checking eBook Content of McConnell Brue Flynn Macroeconomics 19th Edition 2013
 - Distinguishing Credible Sources
 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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