

# Lecture 01 - Digital Ecosystems

## IN4150 – Lecture 1: Introduction to Digital Ecosystems

### What is a Digital Ecosystem?

**Ecosystem** = A constellation of different actors that create and exchange value together.

In digital ecosystems, these actors (platform providers, users, developers, companies, etc.) are **interconnected through digital technology**, often across **multiple industries**, not just one.

### Examples

- **Music Streaming Ecosystem:** Artists, record labels, streaming platforms, data analysts, app developers, playlist curators, fans.
- **Android Ecosystem:** Google, developers, device manufacturers (OEMs), users, reviewers, advertisers, analytics services, etc.



### Android Ecosystem



## 1. Diversity of Participants

- **Google:** Platform owner
- **Developers & Dev Orgs:** Build apps
- **OEMs (Device Makers):** Customize Android, install apps
- **Users:** Download, use, review apps
- **Reviewers**
- **Third-Party Providers:** Ads, analytics, payments, cloud, UI libraries

## 2. Interdependent Roles

- **Google:**
  - Manages the Play Store
  - Sets platform rules
  - Offers tools & support to devs
- **Developers:**
  - Make apps that meet user needs
  - Follow Play Store policies
  - Push updates & support users
- **OEMs:**
  - Adapt Android to hardware
  - Pre-install apps
  - Offer updates & support
- **Users:**
  - Use and rate apps
  - Drive app visibility & revenue
- **3rd Parties:**
  - Provide services that help devs improve app performance and user experience

## 3. Value Creation & Exchange

- **Monetary:**
  - Revenue from app sales, ads, hardware
- **Non-Monetary:**
  - Services (e.g., entertainment, social)
  - Personalization
  - Data sharing and learning

## 4. Adaptability & Evolution

- Software Vulnerabilities and Security Threats
  - Changes in regulations
  - Technological advancements
  - Market competition
  - Changes in (mobile) technologies
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## GDPR and Ecosystems

GDPR affects how ecosystems operate, especially app developers:

- Requires **user consent** and **transparency**
  - Pushes for **data minimization**
  - Gives users the right to **delete or move their data**
  - Affects **Play Store policies** and developer practices
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## Modularity

**Definition (Baldwin & Clark, 1997):**

Building a system using independent parts (modules) that work together.

### Example: Computers

- **Old Mainframes:** Incompatible, rigid
- **IBM System/360:**
  - Modular design
  - One architecture across many models
  - Allowed third-party module development
  - More flexibility, lower cost, better innovation

## Modularity Components

1. **Visible Design Rules:**
    - **Architecture:** Blueprint of system and roles of modules
    - **Interfaces:** How modules connect (e.g., APIs)
    - **Standards:** Tests to check compatibility and quality
  2. **Hidden Parameters:**
    - Internal details of each module
    - Can be changed freely without affecting the whole system
    - Enables **innovation within parts**
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## Modularity in Digital Ecosystems

### 1. Platform Architecture

- Modularity in the platform's design makes it easier to update, scale, and adapt without breaking everything else.

### 2. Ecosystem Design

- Developers can add value by creating **extensions, add-ons, or apps** using APIs provided by the platform.
- Enables niche products and broader participation.

## Benefits

- **Innovation**: Developers can experiment and improve
  - **Scalability**: Platform works across many devices and users
  - **Resilience**: One failing part doesn't crash the whole system
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## Ecosystem Research Streams

Ecosystem Type	Focus
<b>Business</b>	The firm and its environment
<b>Innovation</b>	A specific innovation or value proposition
<b>Platform</b>	The core platform and how participants form around it

*(Shipilov & Gawer, 2020)*

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## Platforms vs Ecosystems

Platform Type	Description
<b>One-sided</b>	Single user group (e.g., early Facebook)
<b>Multi-sided</b>	Multiple interacting groups (e.g., users + advertisers)
<b>Hybrid</b>	Combines platform roles (users, devs, business)
<b>Ecosystem</b>	A broader, dynamic network with distributed control

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## Final Summary

- **Digital Ecosystems** = Networks of actors collaborating and exchanging value through digital means
- Key traits:
  - **Diversity, Interdependence, Value Exchange, Evolution**
- **Modularity** enables innovation, flexibility, and resilience
- Platforms are **parts** of ecosystems, but ecosystems **go beyond** platforms