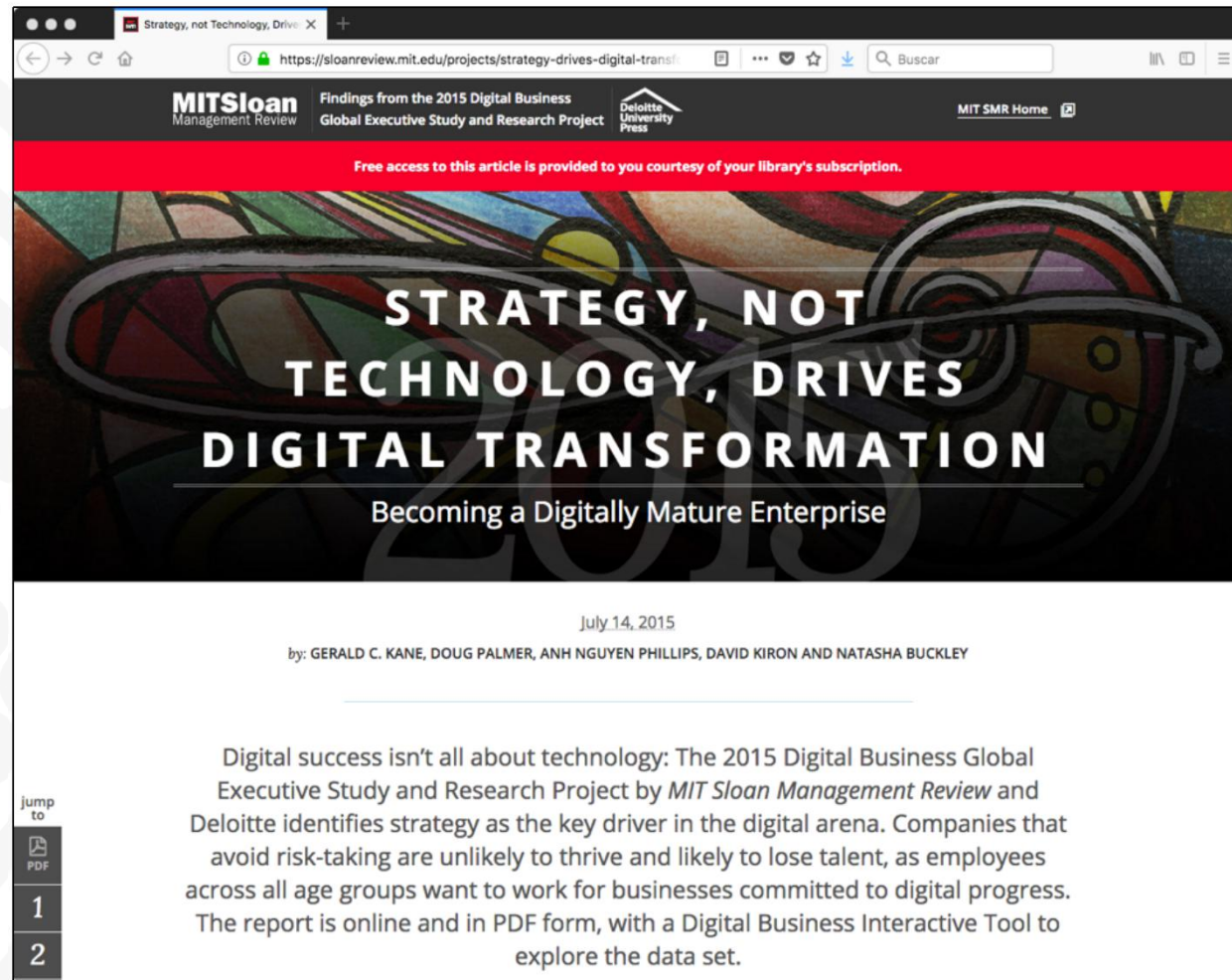


Faraón Llorens
12 de abril de 2018





<https://www.prophet.com/topic/digital-transformation>



Strategy, not Technology, Drive X

https://sloanreview.mit.edu/projects/strategy-drives-digital-transf

MITSloan Management Review Findings from the 2015 Digital Business Global Executive Study and Research Project Deloitte University Press MIT SMR Home

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STRATEGY, NOT TECHNOLOGY, DRIVES DIGITAL TRANSFORMATION

Becoming a Digitally Mature Enterprise

July 14, 2015

by: GERALD C. KANE, DOUG PALMER, ANH NGUYEN PHILLIPS, DAVID KIRON AND NATASHA BUCKLEY

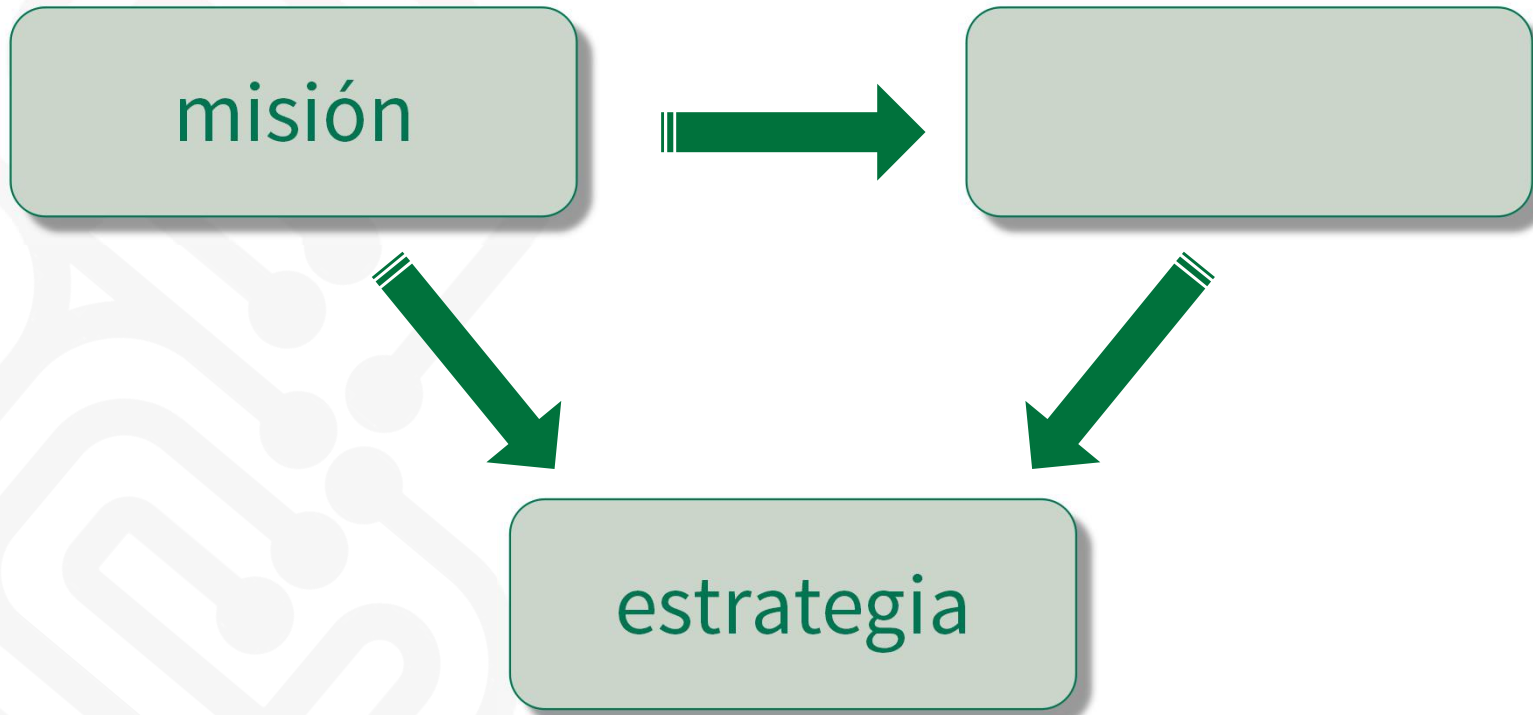
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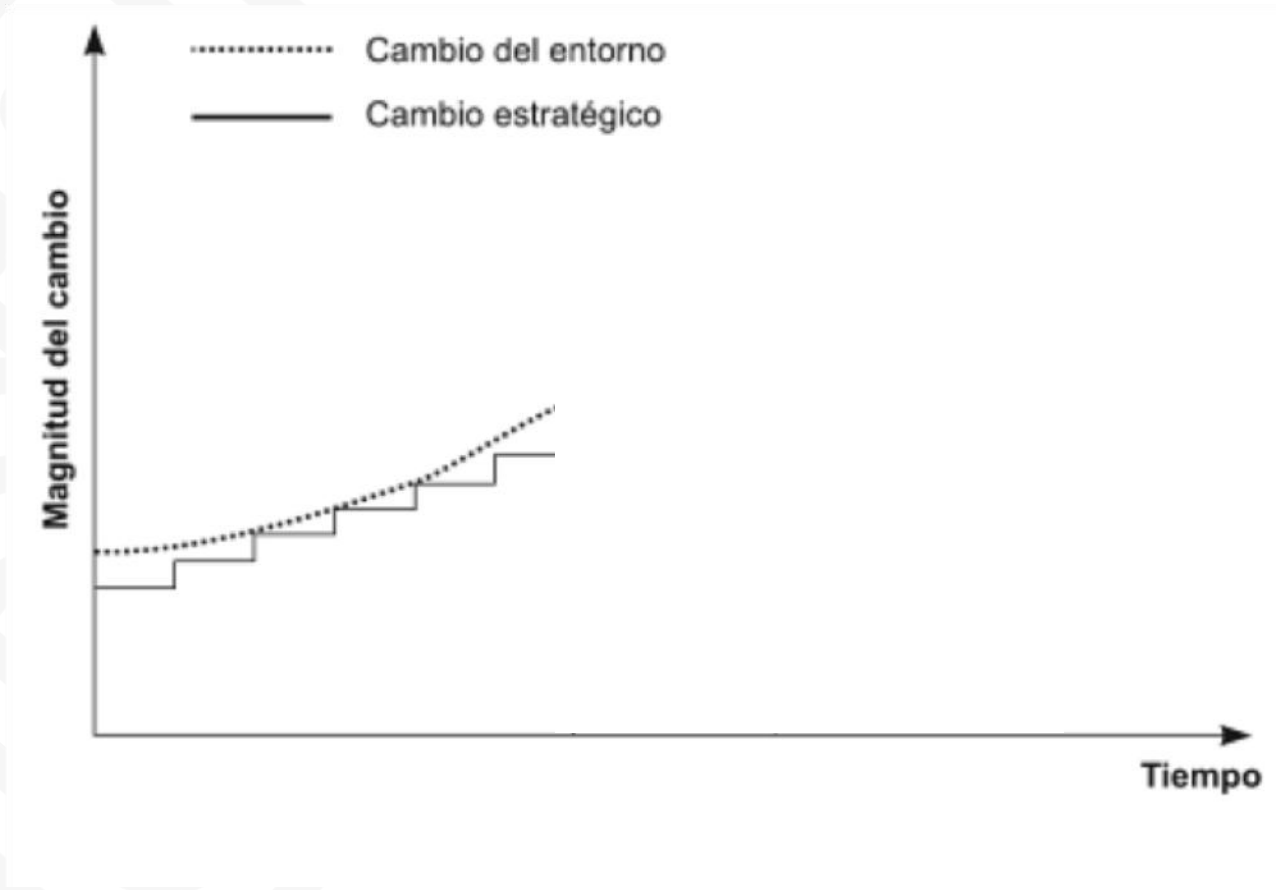
Digital success isn't all about technology: The 2015 Digital Business Global Executive Study and Research Project by MIT Sloan Management Review and Deloitte identifies strategy as the key driver in the digital arena. Companies that avoid risk-taking are unlikely to thrive and likely to lose talent, as employees across all age groups want to work for businesses committed to digital progress. The report is online and in PDF form, with a Digital Business Interactive Tool to explore the data set.

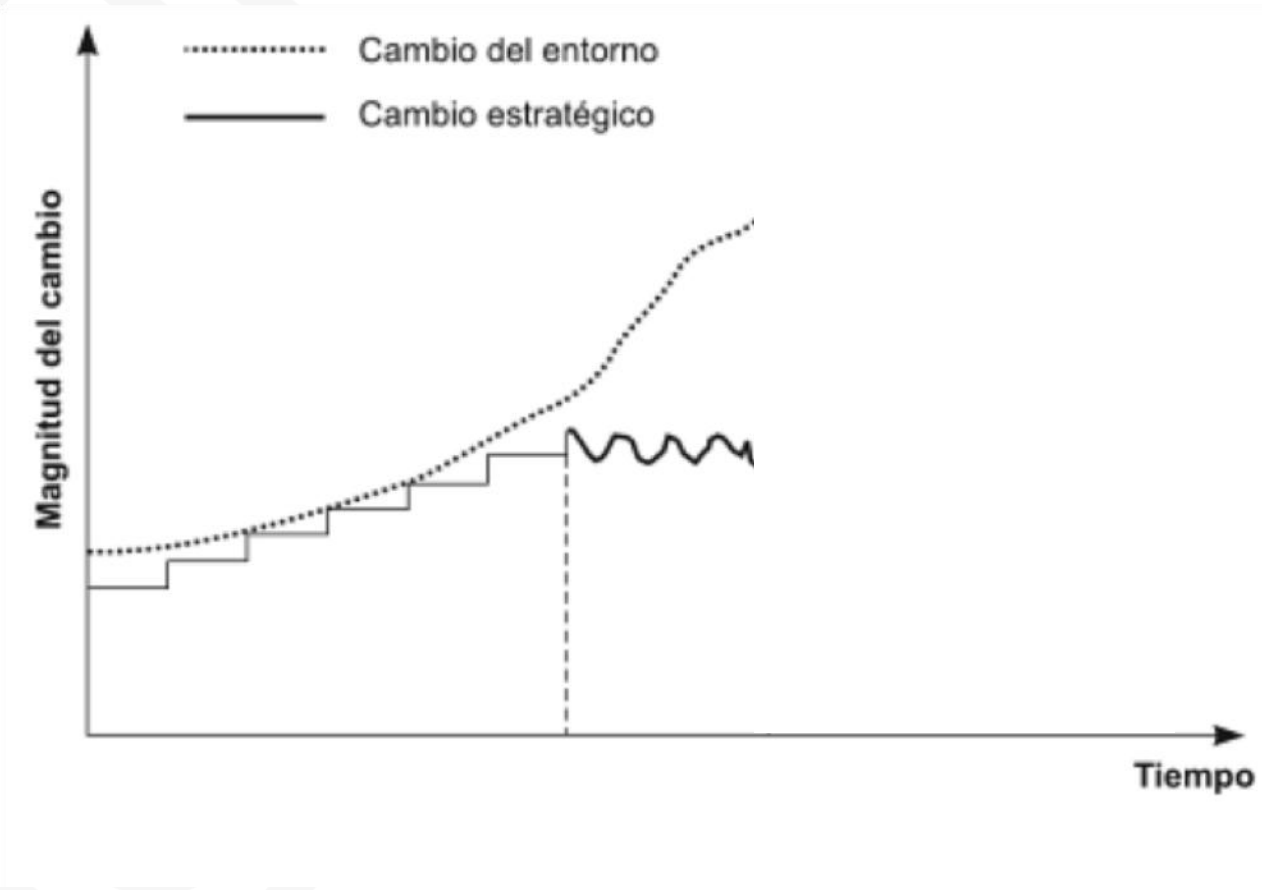
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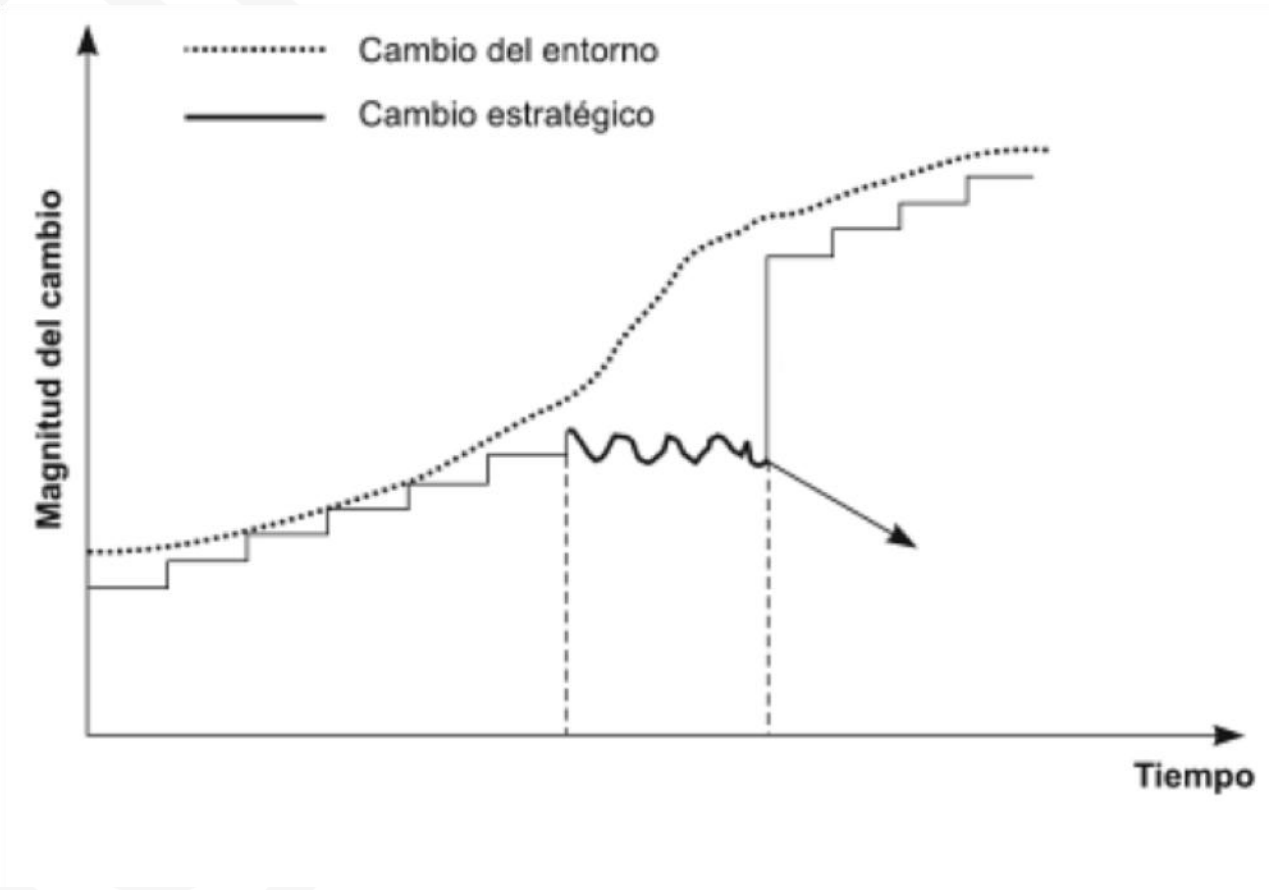


















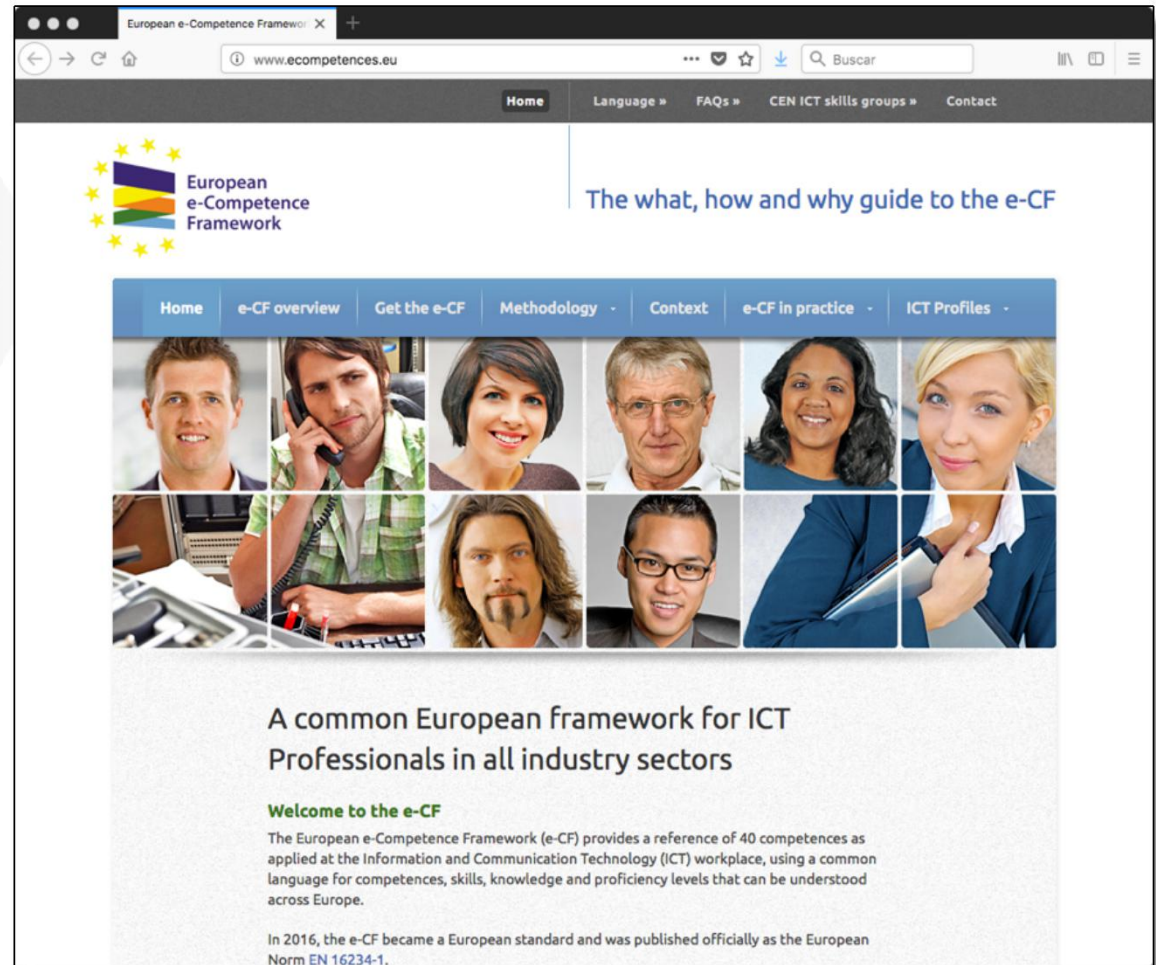
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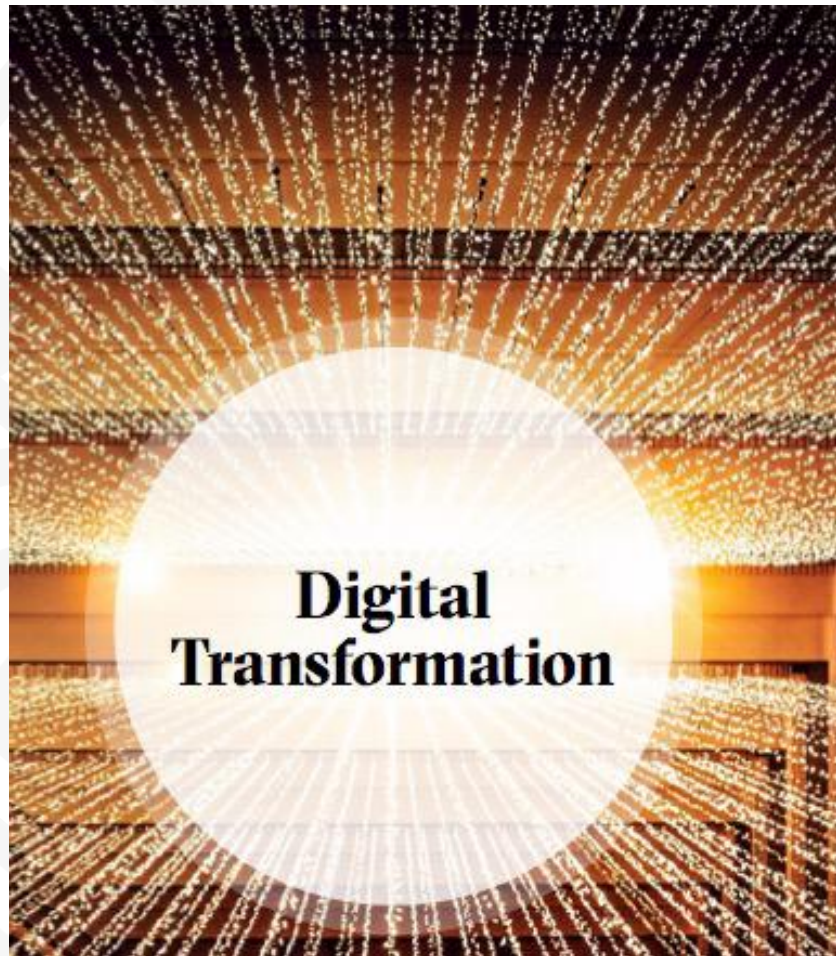
<http://www.ecompetences.eu>











Digital Transformation's Evolving Definition

To reflect its current state and direction, for our 2017 report we continue to evolve our definition of digital transformation to mean:

The investment in and development of new technologies, mindsets, and business and operational models to improve work and competitiveness and deliver new and relevant value for customers and employees in an ever-evolving digital economy.

<https://marketing.prophet.com/acton/media/33865/altimeter--the-2017-state-of-digital-transformation>

DIGITAL TRANSFORMATION REQUIRES MULTIDISCIPLINARY INVOLVEMENT

GOVERNANCE AND LEADERSHIP

An infrastructure that is driven by leadership philosophies that determine the fate of business evolution

PEOPLE AND OPERATIONS

Who is involved in Digital Transformation, the roles they play, the responsibilities and accountabilities they carry, and how a company enacts change and manages transformation, including its roles, processes, systems, and supporting models

CUSTOMER EXPERIENCE

The processes and strategies aimed at improving touchpoints along the entire customer journey

DATA AND ANALYTICS

How a company tracks data, measures initiatives, extracts insights, and introduces them into the organization

TECHNOLOGY INTEGRATION

Implementing technology that unites groups, functions, and processes to support a holistic CX

DIGITAL LITERACY

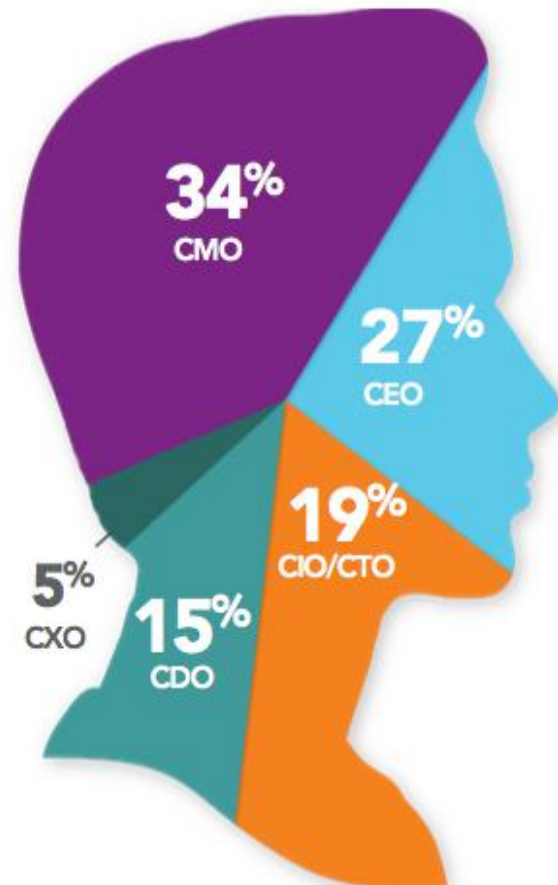
Ways in which new expertise is introduced into the organizations



The 2016 State of Digital Transformation
ALTIMETER, @Prophet

DIGITAL TRANSFORMATION LEADERSHIP FROM THE C-SUITE

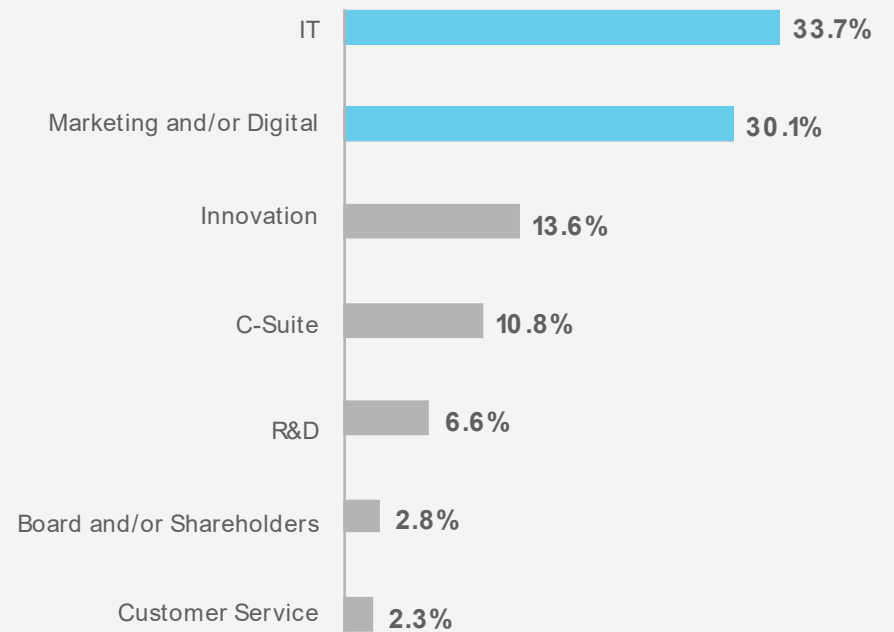
Question: Which executive is leading the digital transformation initiative?



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FIGURE 3

DEPARTMENT RESPONSIBLE FOR DIGITAL TRANSFORMATION



Q9: From which department did digital transformation efforts originate?, N=528

Source: Altimeter Digital Strategist Survey, August 2017

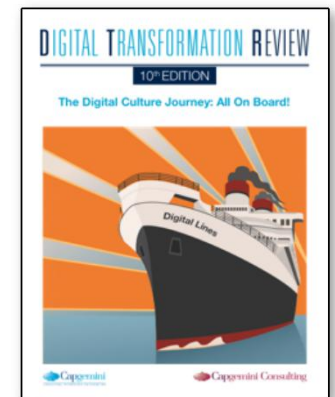
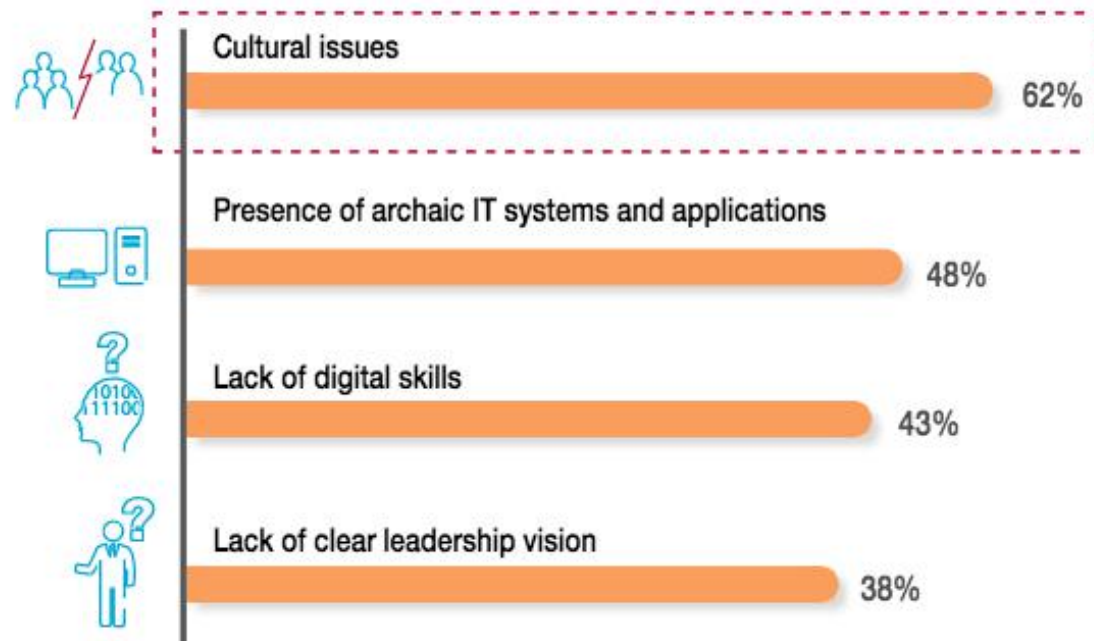
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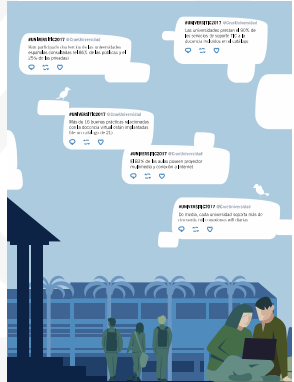


Figure 1: Culture is the number one hurdle to digital transformation

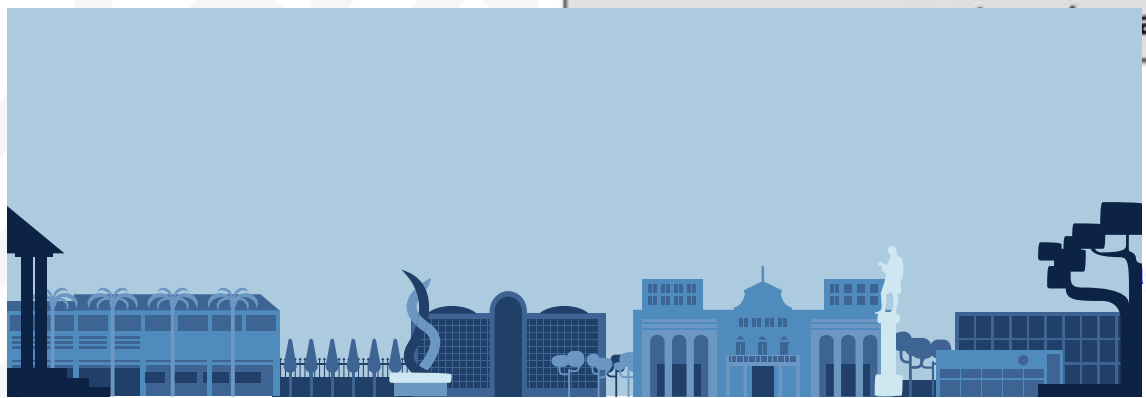
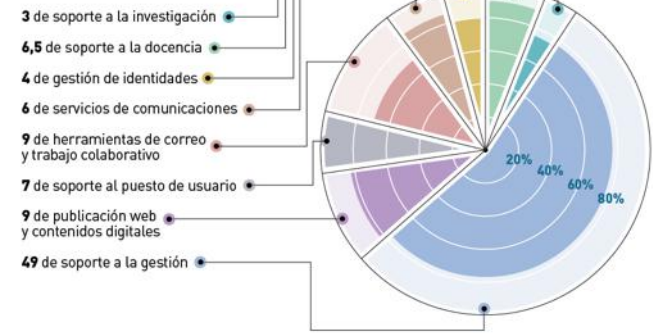
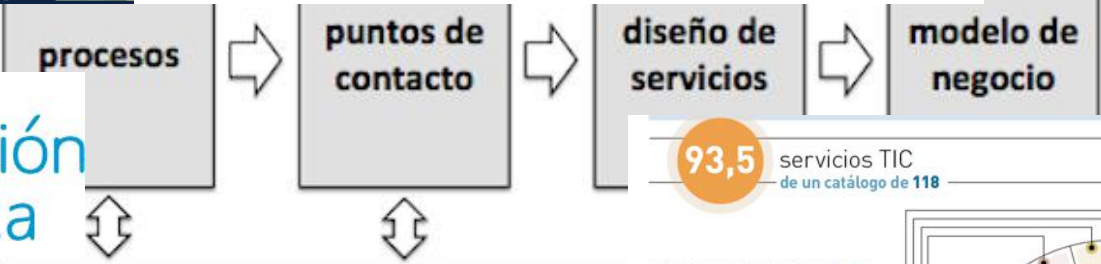
Hurdles to digital transformation
(Percentage indicates responses ranking the issue in top two)



Source: Capgemini Digital Transformation Institute Survey, Digital Culture; March-April 2017, N = 1700, 340 organizations



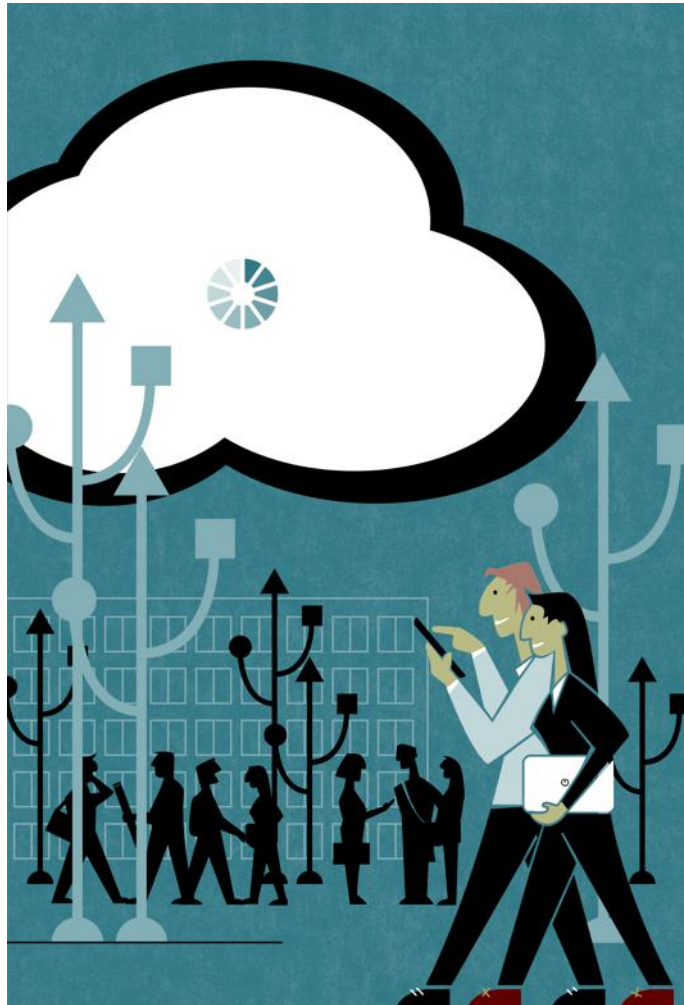
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Faraón Llorens

¿quién soy?



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Cátedra Santander-UA de Transformación Digital

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The Gamification of learning and instruction

29 enero 2013

Publicado por faraon en Innovación educativa, Libros, Videojuegos , añadir un comentario

The Gamification of Learning and Instruction. Game-Based Methods and Strategies for Training and Education.
Karl M. Kapp
Published by Pfeiffer
An Imprint of Wiley

<http://eu.pfeiffer.com/WileyCDA/PfeifferTitle/productCd-1118096347.html>

<http://www.facebook.com/gamificationLI>
<http://gaming2learn.org>

Contar Historias Digitales

28 enero 2013

Publicado por faraon en Actividades, Innovación educativa , añadir un comentario

Contar Historias Digitales.
Cómo hacer presentaciones de forma diferente

Curso ICE:
Duración: 12 horas.
Fechas y horario: 20 y 27 de febrero y 6 de marzo, de 9 a 13 horas.
Lugar de realización: aula A1/1-251, Aulario I.
Plaza de inscripción: del 25 de enero a partir de las 9 horas, el 13 de febrero...

Entradas recientes

- Implantadores y Evaluadores del Gobierno de las Tecnologías de la Información en las Universidades
- The Gamification of learning and instruction
- Contar Historias Digitales
- Paradojas y paranoias sobre los MOOC
- Envisioning the future of education technology

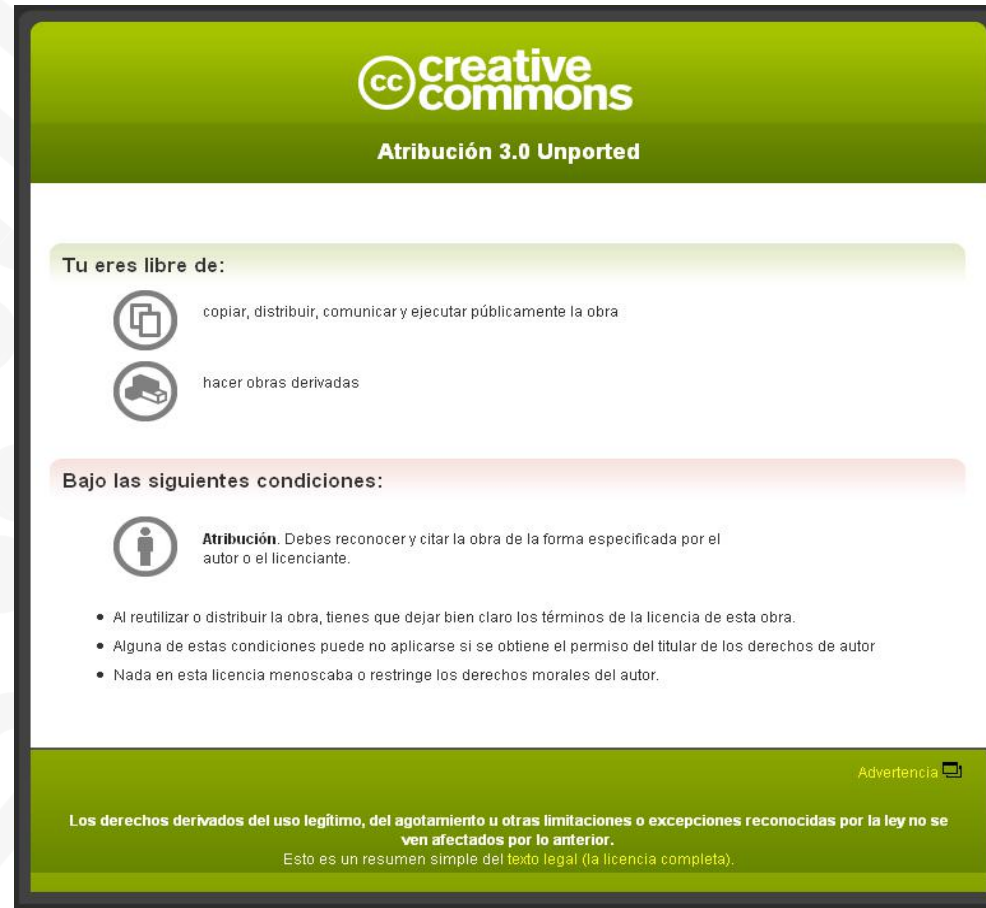
Categorías

- Actividades (11)
- Charlas (4)
- Clase (1)
- Gobierno de las TI (10)
- Innovación educativa (38)
- Inteligencia artificial (7)
- Libros (18)
- Prensa (7)
- reflexiones (9)
- Sin categoría (2)
- Videojuegos (5)

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