

The Innovation Imperative

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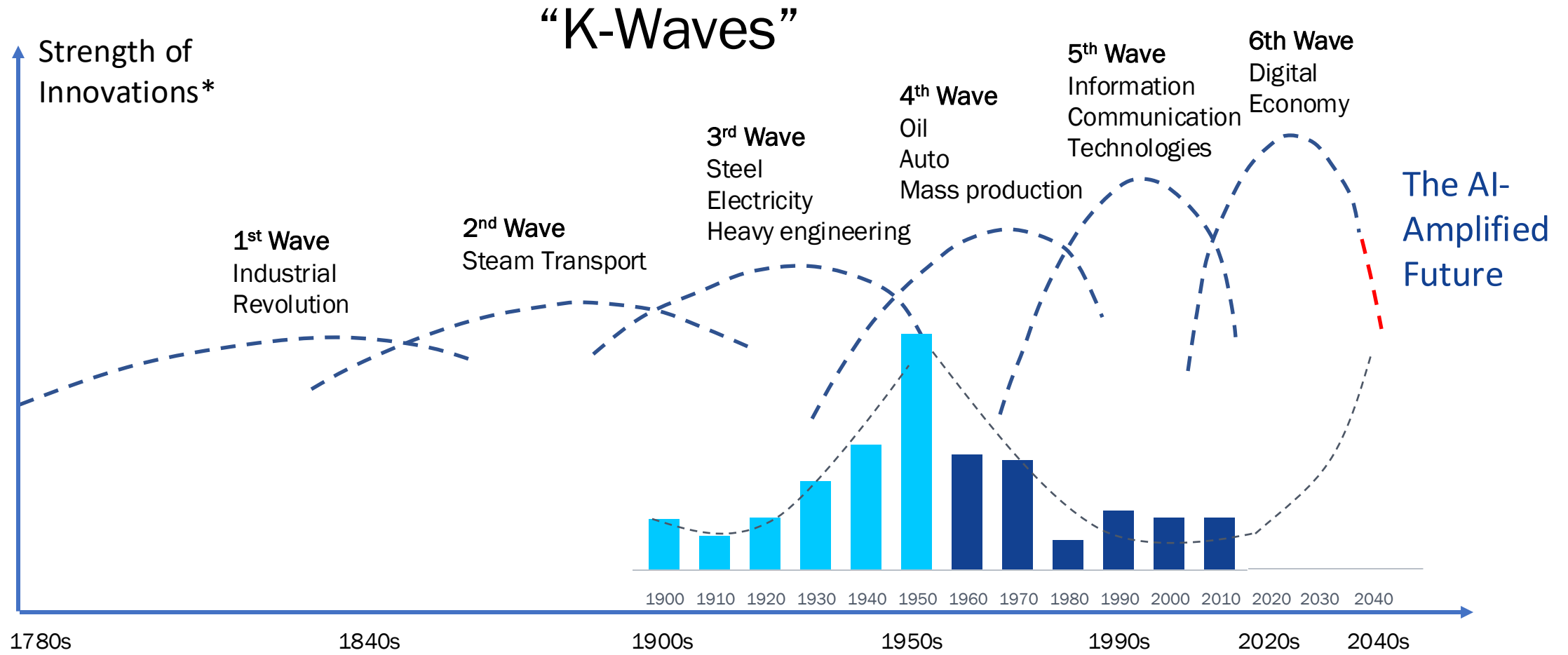
March 31-April 3, 2025 Omni Barton Creek Resort & Spa Austin, TX

 **SISO** | **CEO SUMMIT**

THE ESSENTIAL SUMMARY

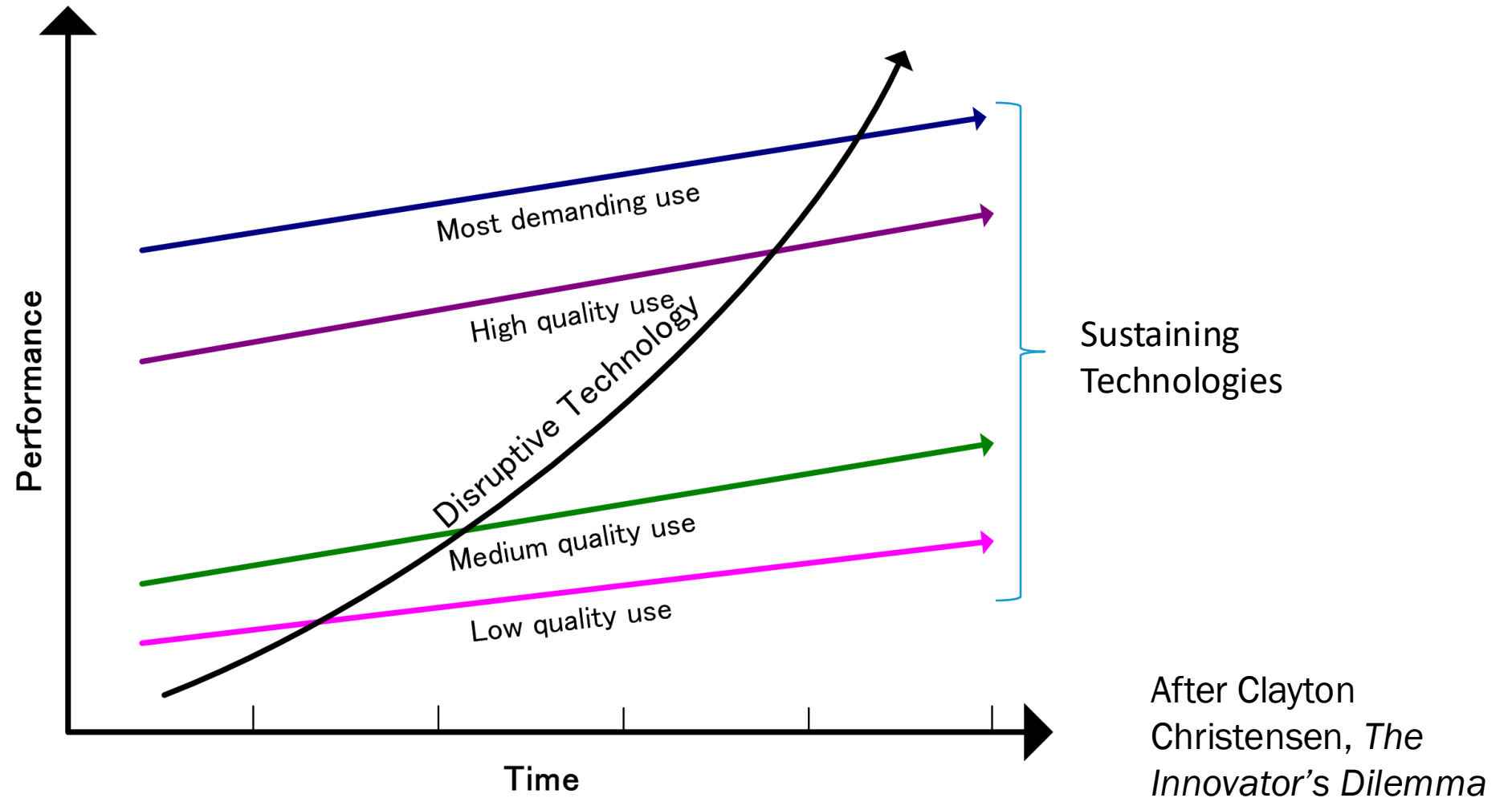
- **We are at a pivotal moment** in innovation time-space that is ripe for disruptive innovation
- **Generative AI is a disruptive and accessible** general-purpose technology that will redefine businesses over time
- **The winners and losers will be determined now**, although financial returns are a few years away
- **Don't be an ostrich**, define and execute a strategy that amplifies your business or risk “being dead but just don't know it”

THE PAST, PRESENT REALITY & FUTURE INNOVATION WAVES

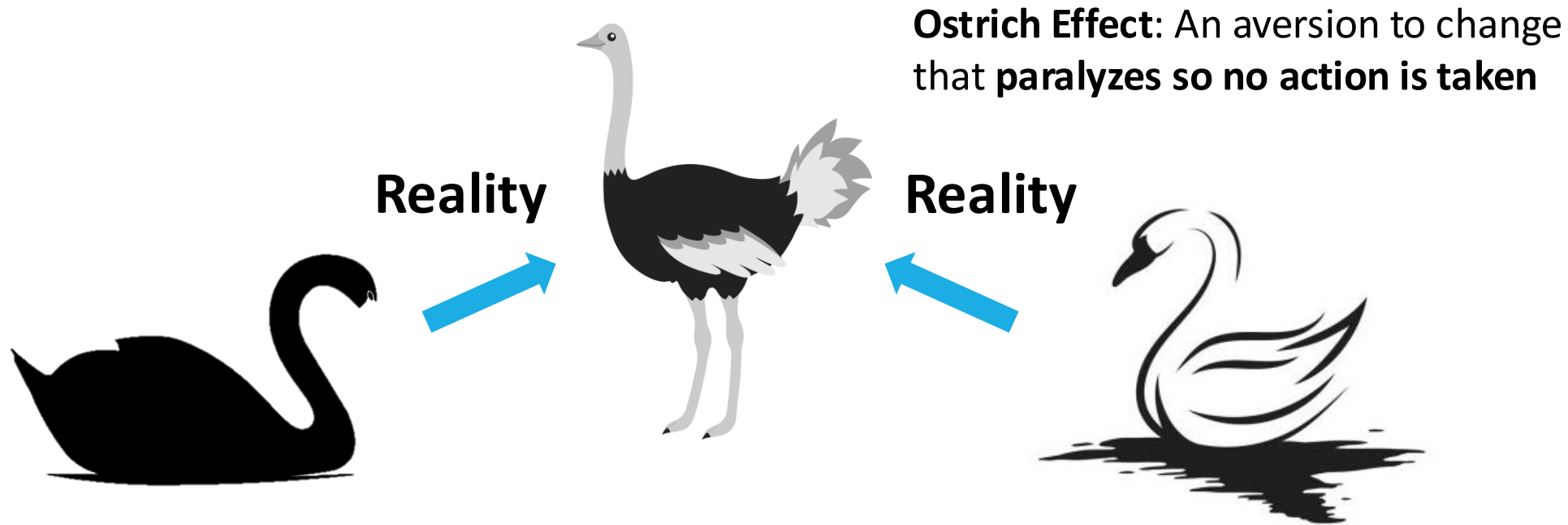


*Hargroves, K. and Smith, M.H. (2005). The Natural Advantage of Nations: Business Opportunities, Innovation and Governance in the 21st Century. Earthscan, London 2005.

INNOVATION: THE KEY CHALLENGE (1/2)



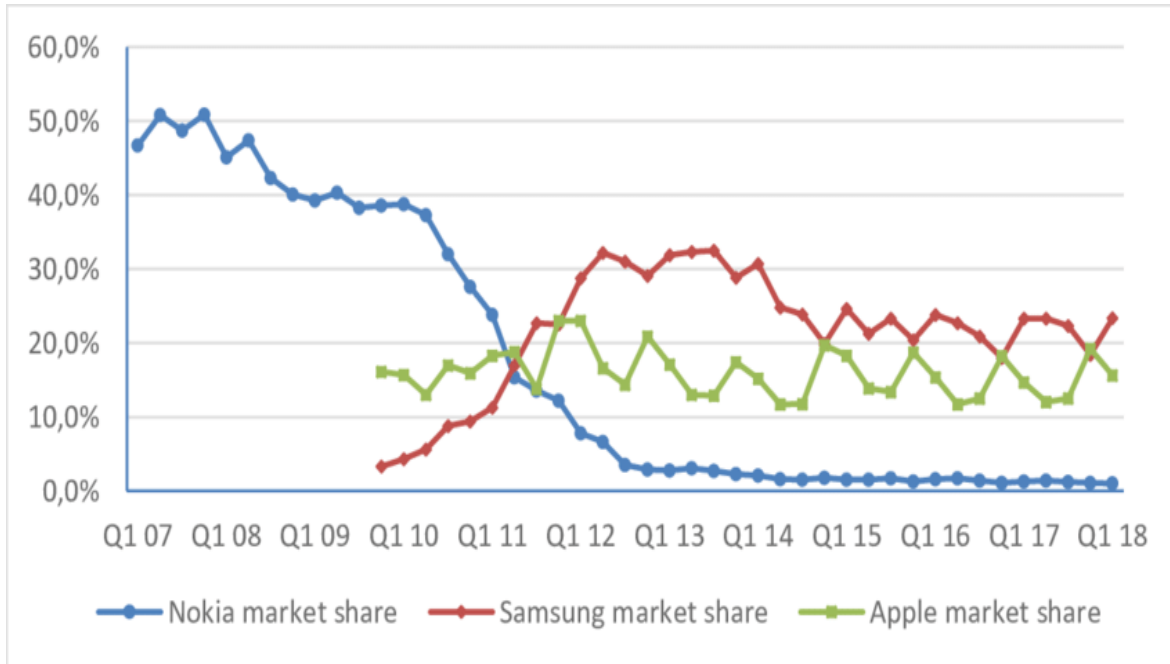
INNOVATION: THE KEY CHALLENGE (2/2)



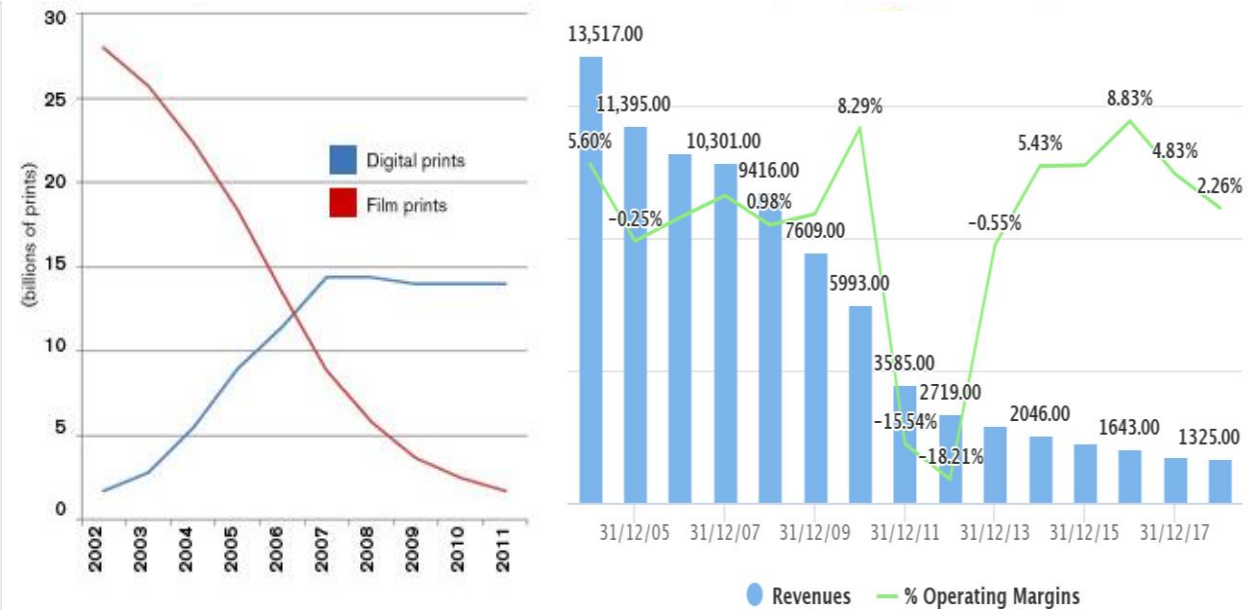
After Galai & Sade (2003) and Nassim Nicolas Taleb, *The Black Swan*

INNOVATION CAUTIONARY TALES

NOKIA



Ostrich belief: smartphone developed by an upstart (Apple) would not replace 'feature phones'



Ostrich belief: digital photography would never replace (higher quality) analog film

INNOVATION PERSPECTIVE: GPT'S CHANGE EVERYTHING

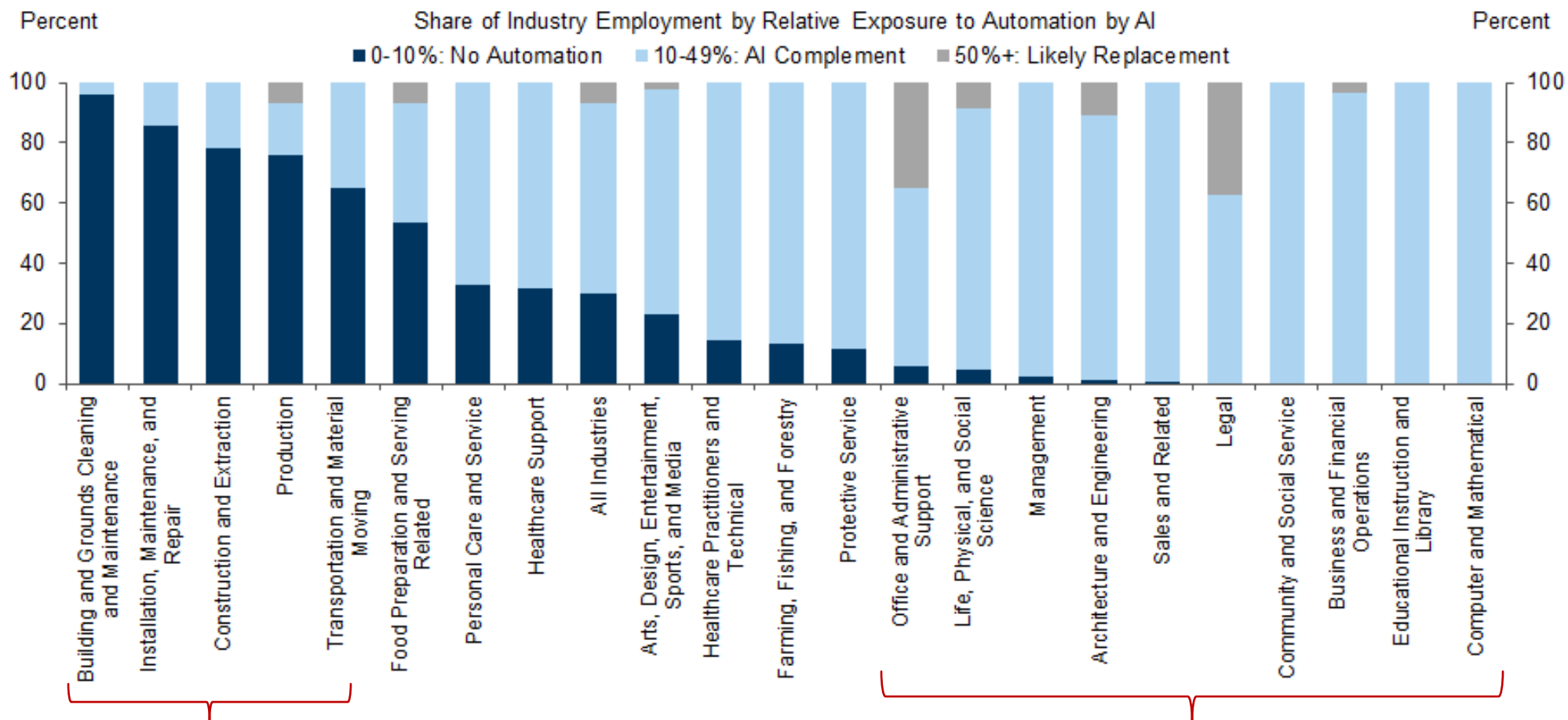
General Purpose Technology

1. A single, recognizable generic technology
2. Initially large scope for improvement but becomes widely used across the economy
3. Has many different uses
4. Creates many spillover effects

GPT	Spillover Effects	Time
Domestication of plants	Neolithic agricultural revolution	9000-8000 BC
Domestication of animals	Neolithic agricultural revolution, working animals	8500-7500 BC
Smelting of ore	Early metal tools	8000-7000 BC
Money	Trade, record keeping	9000-6000 BC
Wheel	Mechanization, potter's wheel	4000-3000 BC
Writing	Trade, record keeping, poetry	3400-3200 BC
Bronze	Tools & weapons	2800 BC
Iron	Tools & weapons	1200 BC
Water wheel	Inanimate power, mechanical systems	Early Middle Ages
Three-masted sailing ship	Discovery of the New World, maritime trade, colonialism	15th century
Printing	Knowledge economy, science education, financial credit	16th century
Factory system	Industrial Revolution, interchangeable parts	late 18th century
Steam Engine	Industrial Revolution, machine tools	Late 18th century
Railways	Suburbs, commuting, flexible location of factories	Mid 19th century
Iron steamship	Global agricultural trade, international tourism, dreadnought battleship	Mid 19th century

GPT	Spillover Effects	Time
Internal combustion engine	Automobile, airplane, oil industry, mobile warfare	Late 19th century
Electricity	Centralized power generation, factory electrification, telegraphic communication	Late 19th century
Automobile	Suburbs, commuting, shopping centres, long-distance domestic tourism	20th century
Airplane	International tourism, international sports leagues, mobile warfare	20th century
Mass production	Consumerism, growth of US economy, industrial warfare	20th century
Computer	Digital Revolution, Internet	20th century
Lean production	Growth of Japanese economy, agile software development	20th century
Internet	Electronic business, crowdsourcing, social networking, information warfare	20th century
Biotechnology	Genetically modified food, bioengineering, gene therapy	20th century
Nanotechnology	Nanomaterials, nanomedicine, quantum dot solar cell, targeted cancer therapy	21st century
Artificial Intelligence	Worker productivity and creativity, industrial automation	21st century

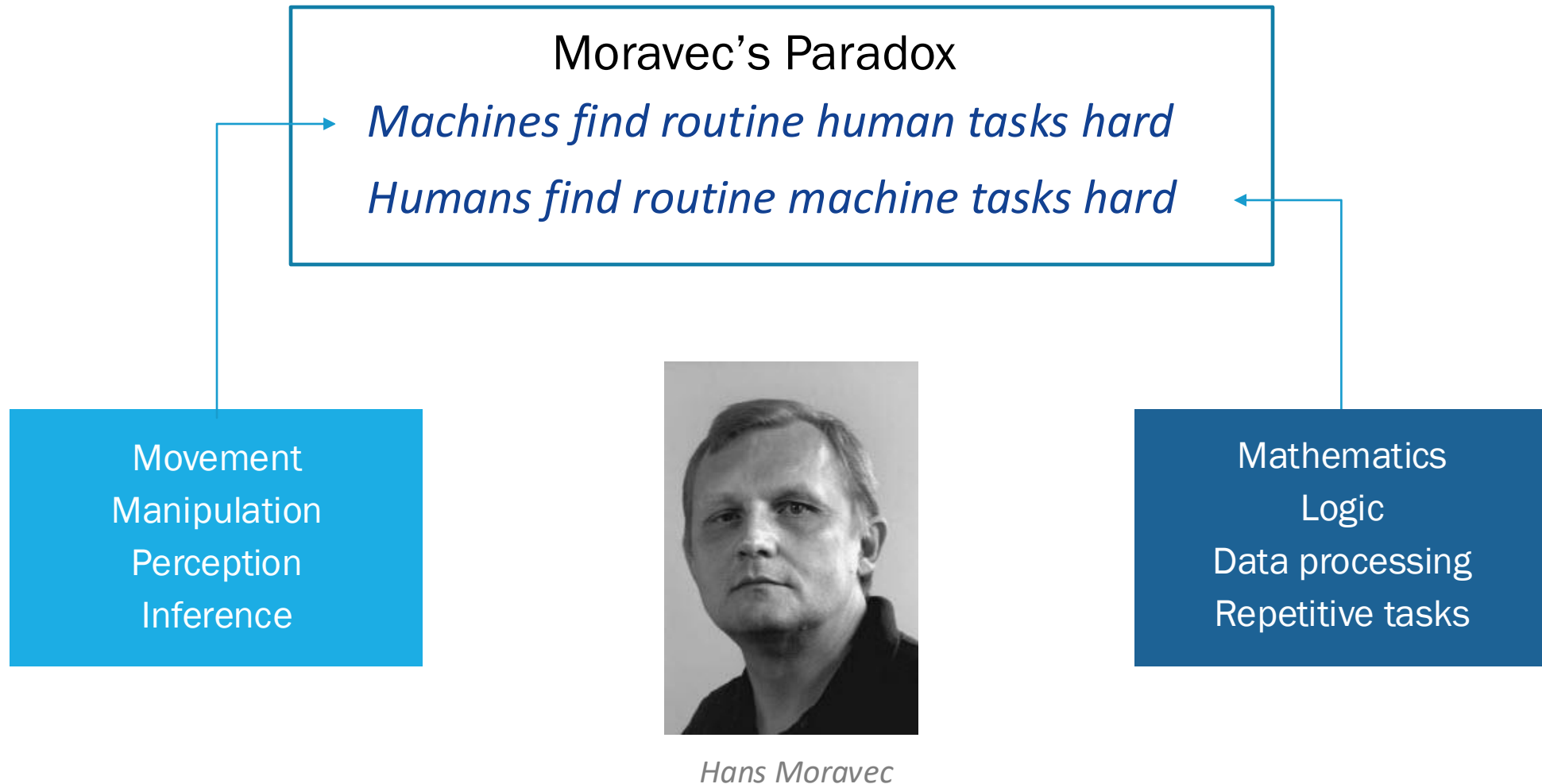
INNOVATION POTENTIAL OF GENERATIVE AI



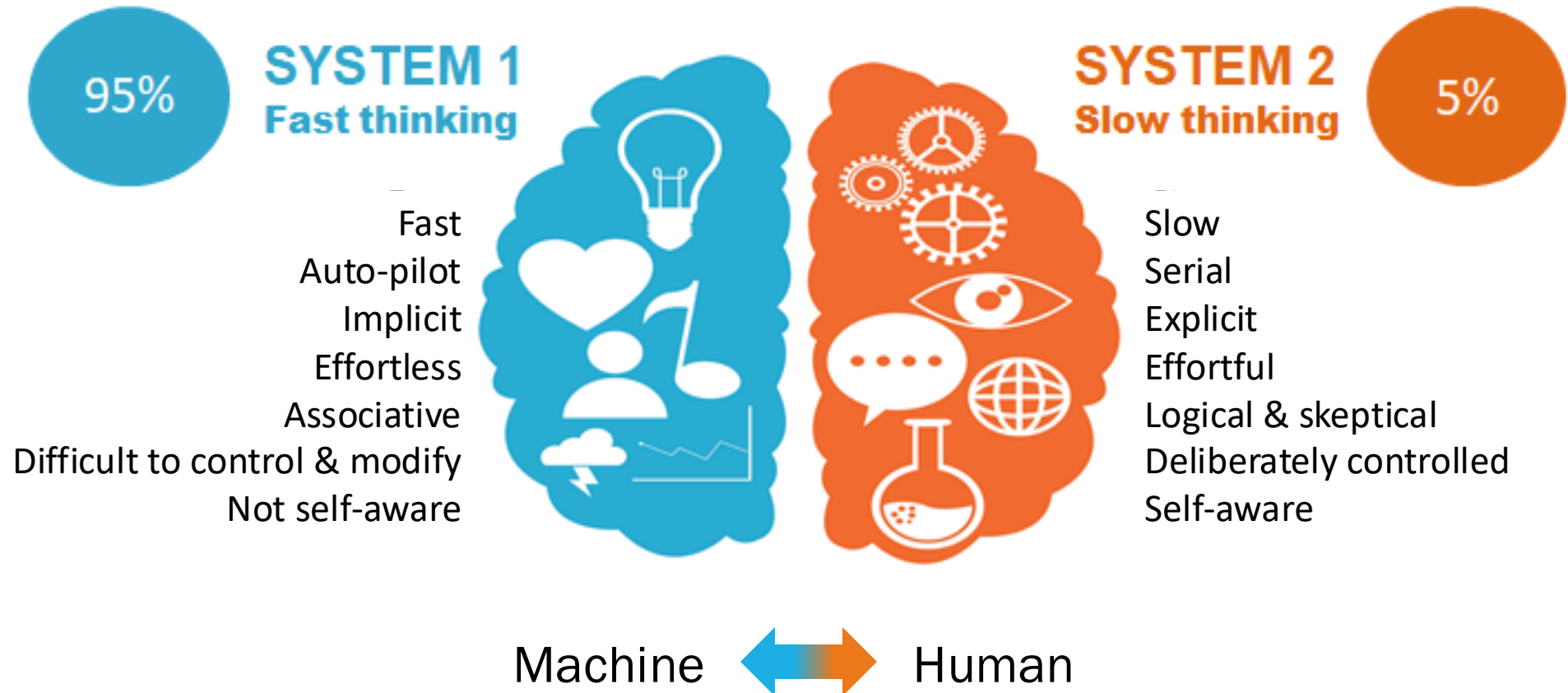
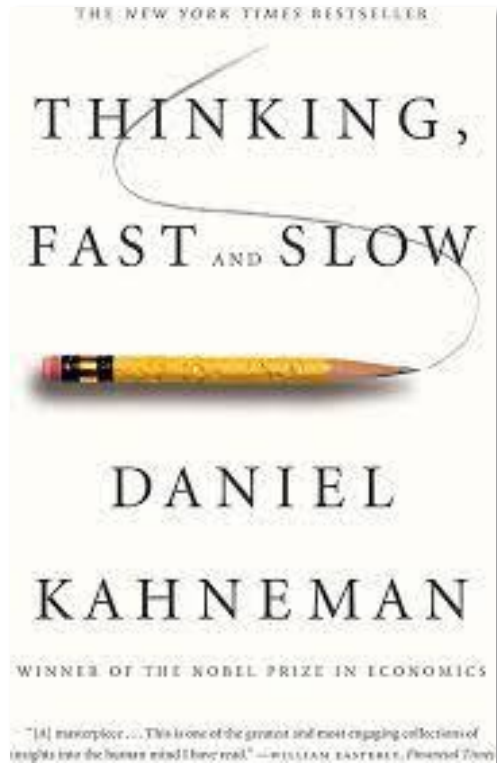
2/3 of businesses will be impacted through AI co-piloting and assistance

Source: *The Potentially Large Effects of Artificial Intelligence on Economic Growth*, Goldman Sachs (2023)

AI: INNOVATING THE HUMAN-MACHINE RELATIONSHIP



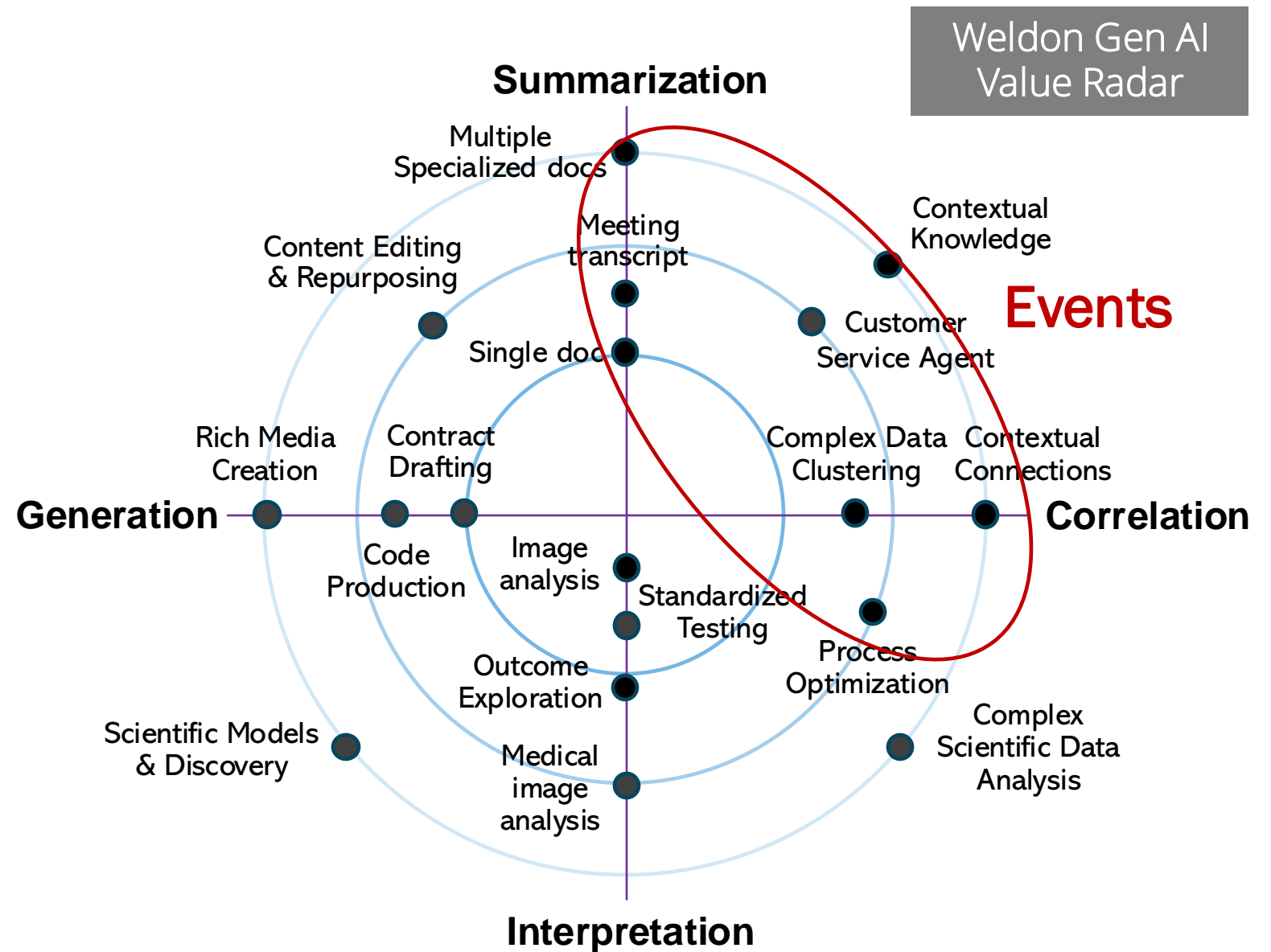
INNOVATION PERSPECTIVE: ASSIST HUMAN THINKING WITH AI



WHAT ARE THE KEY GEN AI USE CASES ?

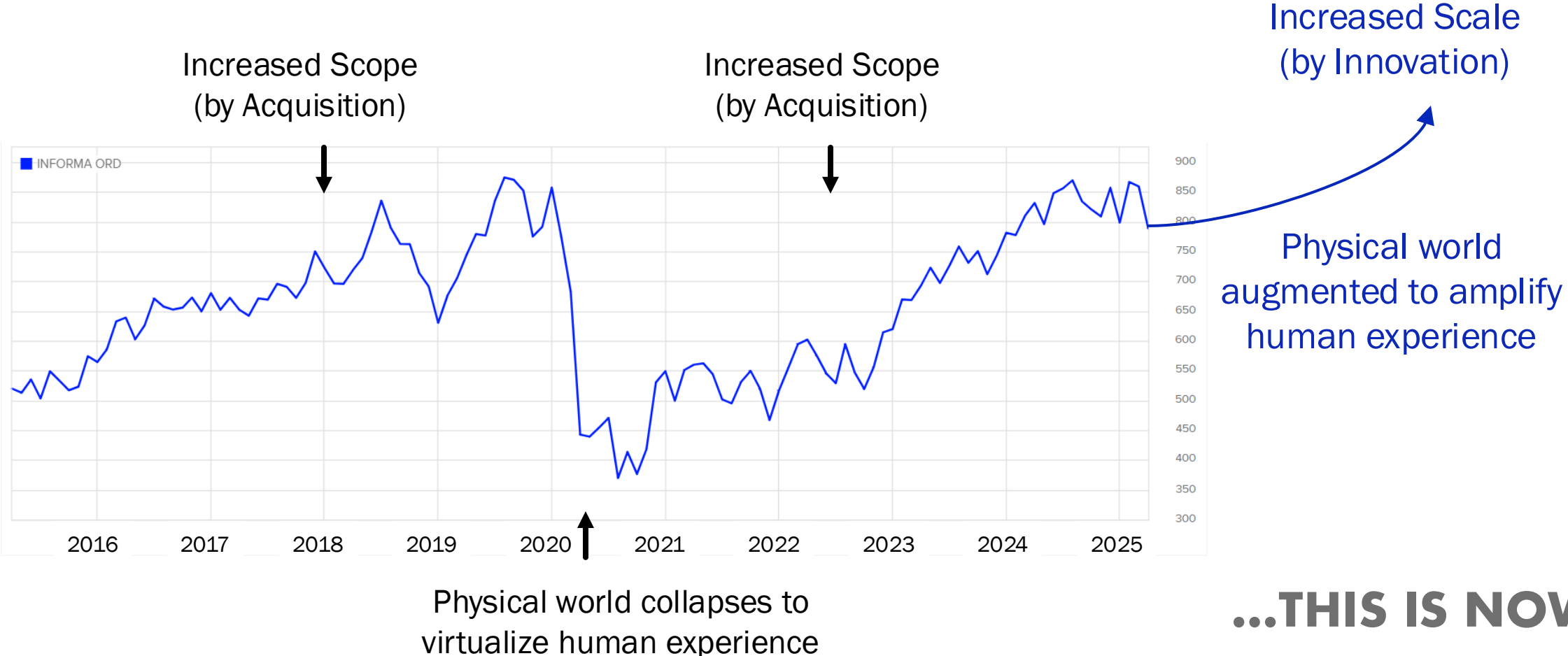
4 Key Value Dimensions:

- 1) **Summarization:**
Essential text analysis
- 2) **Generation:** New or edited content
- 3) **Interpretation:** Novel data insights
- 4) **Correlation:** Cluster & connect any data



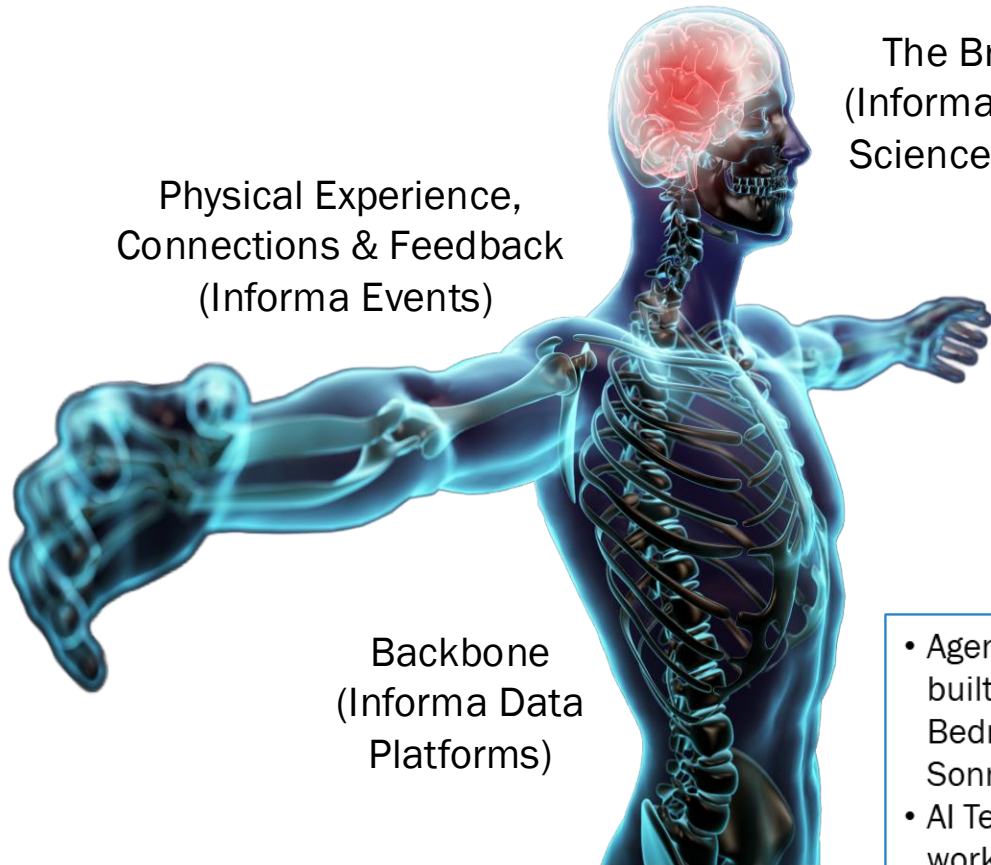
THE INFORMA JOURNEY (1/2): THE WHAT

THAT WAS THEN...

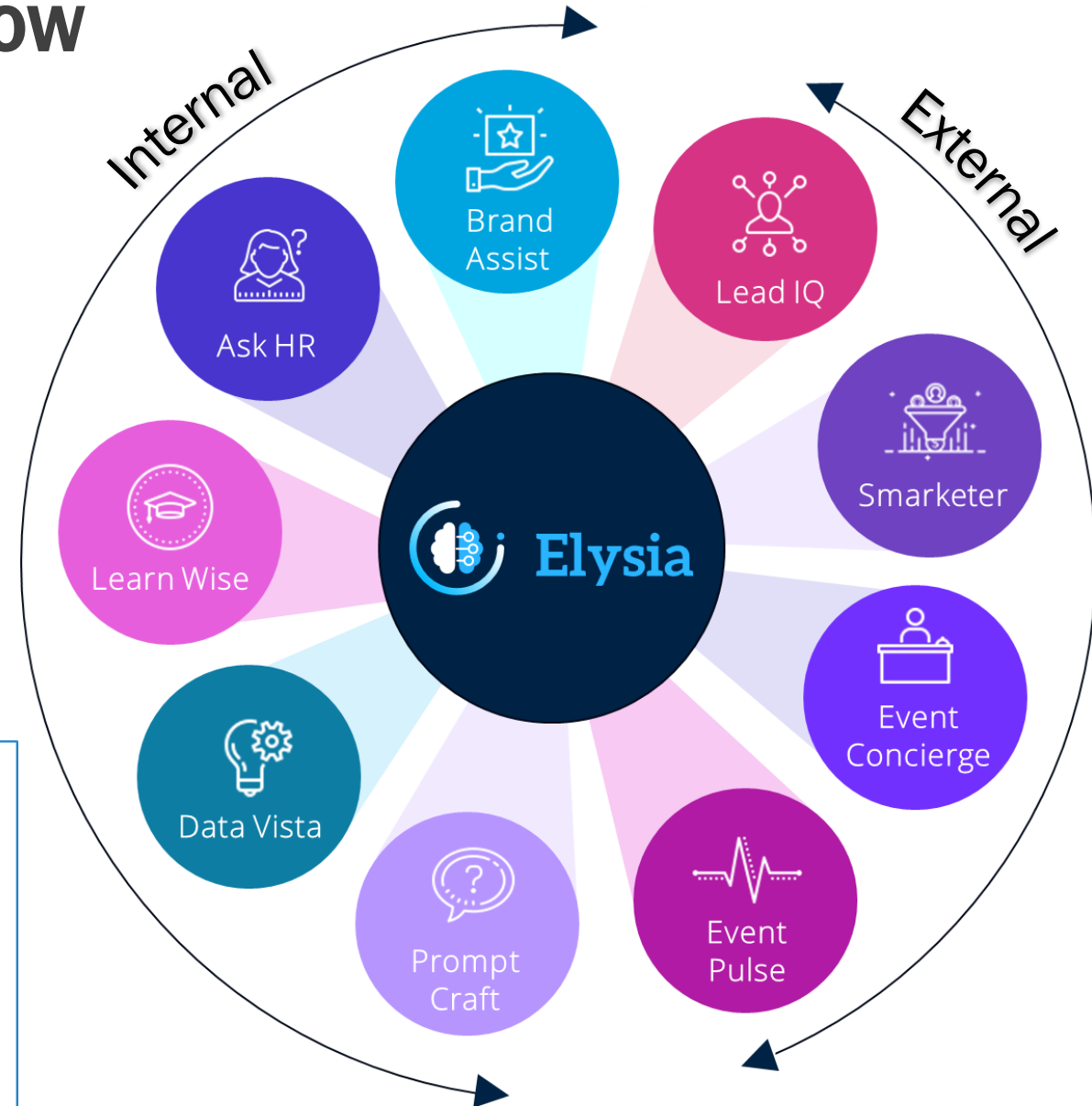


...THIS IS NOW

THE INFORMA JOURNEY (2/2): THE HOW



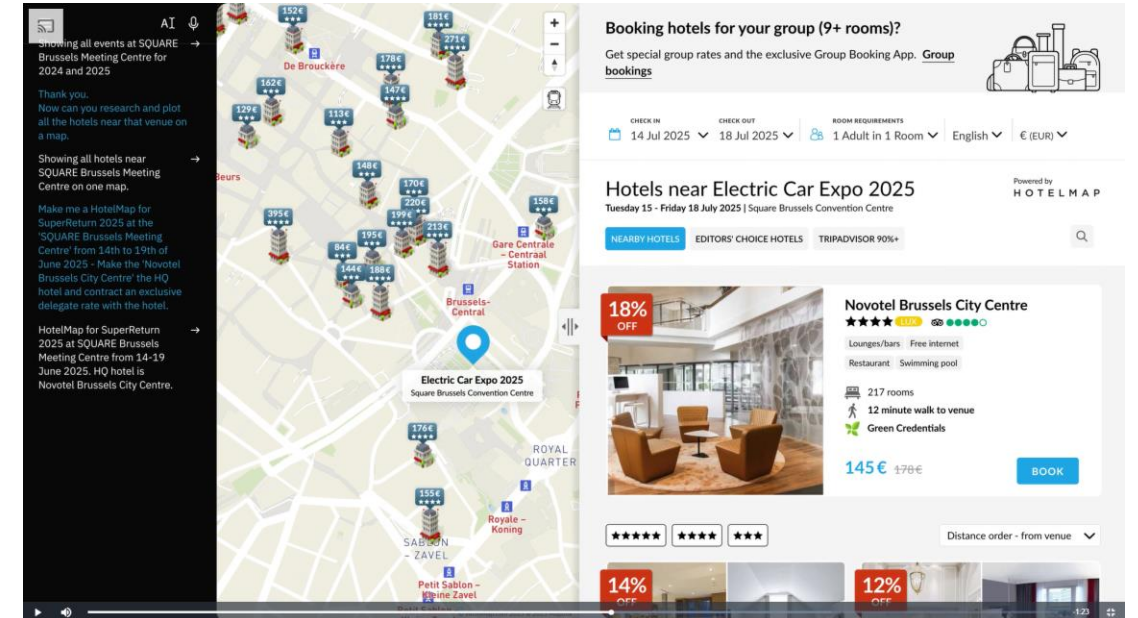
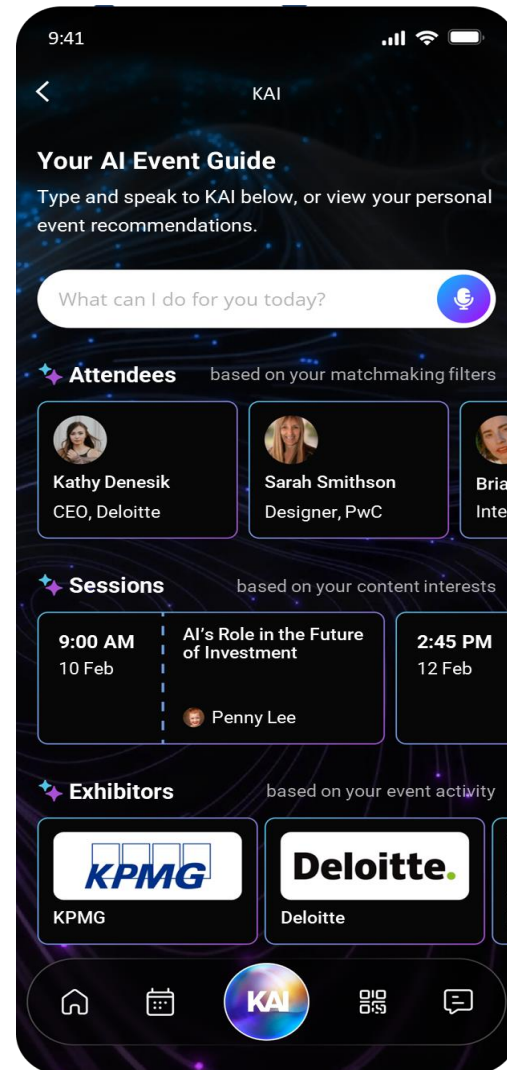
- Agentic architecture built on Amazon Bedrock & Claude Sonnet 3.7
- AI Team of ~10-12 working for 1 year
- Unified Customer Data platform (IIRIS) = 4 years of development



INFORMA AI@EVENTS EXAMPLES

Event Concierge

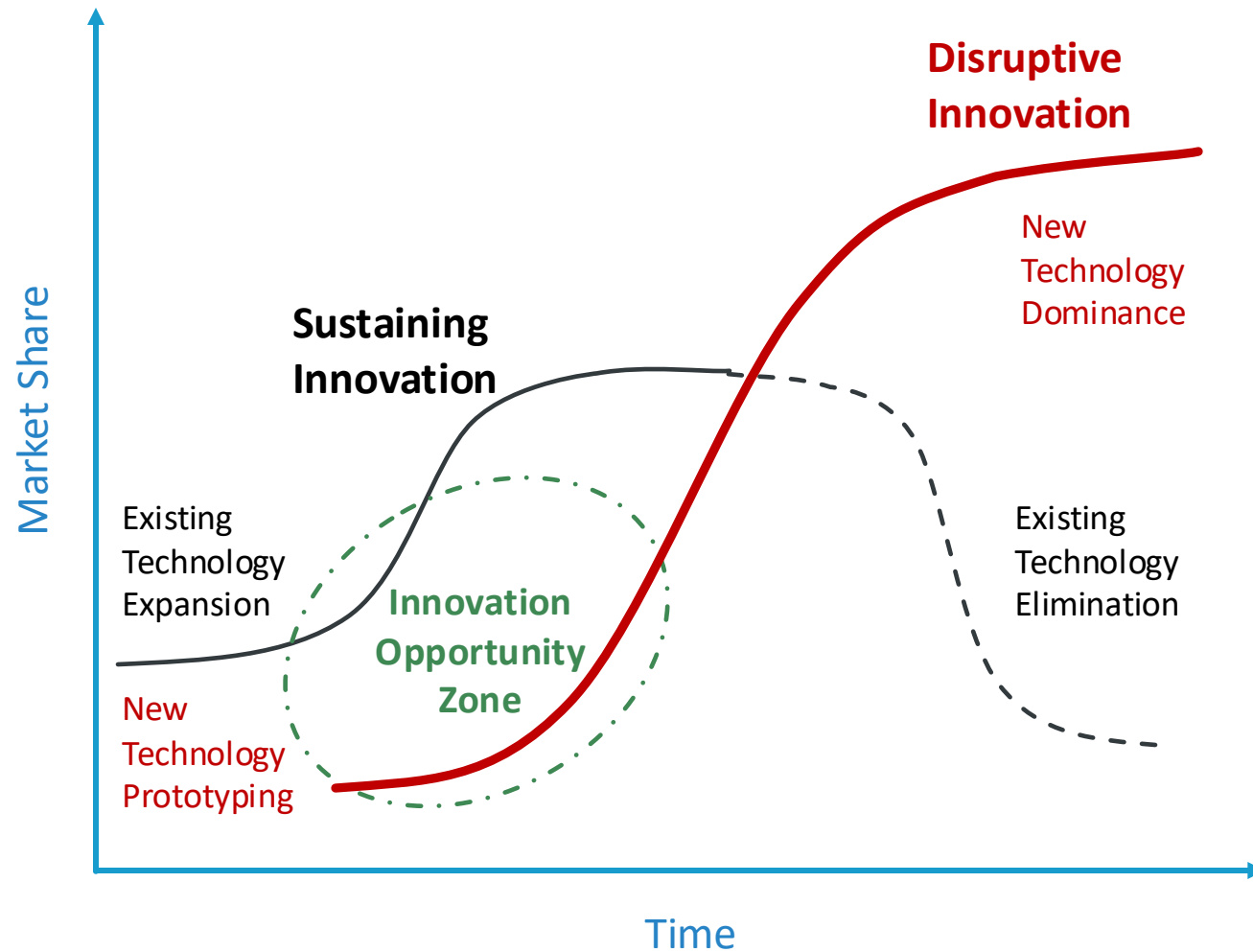
Informa data science & AI + data platforms used to create **contextualized, personalized experience for all attendees**, allowing optimal event experience, e.g. most relevant sessions, exhibitors, products, people, networking events, with continuous chat-based assistance



Hotel/Booking Concierge

Informa data science and AI + data platforms + HotelMap AI platform + agents used to **optimize discovery of optimum locations & hotels**, negotiate contract, present personalized options to attendees, and account for revenue share

PUTTING IT ALL TOGETHER



**WE ARE IN A NEW
EVENTS
OPPORTUNITY
ZONE DEFINED BY
THE **AMPLIFICATION
OF HUMAN TASKS,
EXPERIENCES &
CAPABILITIES****