

#### FICHA TÉCNICA DE LA ASIGNATURA

Datos de la asignatura		
Nombre completo	Economía Digital/Digital Economics	
Código	E000012125	
Impartido en	Grado en Administración y Dirección de Empresas y Grado en Análisis de Negocios/Business Analytics [Quinto Curso]	
Nivel	Reglada Grado Europeo	
Cuatrimestre	Semestral	
Créditos	6,0 ECTS	
Carácter	Optativa (Grado)	
Departamento / Área	Departamento de Economía	
Responsable	Juan Jung	
Horario	Tuesday 16:45 - 18:15 / Wednesday 16:45 - 18:15	
Horario de tutorías	Write e-mail to professor to schedule meeting	
Descriptor	This course introduces the main features of the Digital Economy. The analysis includes an understanding of the digital ecosystem value chain, the economic fundamentals behind digital markets and platform economy, and the role of newer advances such as artificial intelligence, blockchain and other innovations. Contents also include the analysis of how the digitization process impacts in the society.	

Datos del profesorado		
Profesor		
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Departamento / Área	Departamento de Economía	
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# DATOS ESPECÍFICOS DE LA ASIGNATURA

# Contextualización de la asignatura

# Aportación al perfil profesional de la titulación

The digital technologies are producing a massive transformation on social interactions and production processes. As a result, it has been widely identified that fostering the digitalization is a necessary condition to increase social welfare, productivity, and economic growth. However, the Digital Economy can be characterized by large market power in certain segments, non-monetary pricing, multi-sided markets, feedback mechanisms, and technological evolution. In this context, the aim of this course is to introduce the students with the main features of the Digital Economy. As a starting point, we will analyze the value chain of the digital ecosystem: from developers and content creation to end-users. The we will focus on describing some of the fundamentals behind digital markets, in terms of pricing, competition and platform economy. Furthermore, we will study the role of newer advances such as artificial intelligence, blockchain and other innovations. After that, we will analyze how this digitization process impacts in the society in terms of social interactions, business strategies, economic growth, productivity, employment, and main emerging challenges. Finally, we will analyze specifically some of the most relevant markets: telecommunications, media, advertising, e-commerce, and the sharing / gig economy.



# **Prerrequisitos**

Basic knowledge of microeconomics

# **Competencias - Objetivos**

# **Competencias**

#### Instrumental skills

- CGI 1. Analytical capacity and ability to synthesize
- CGI 2. Problem resolution and decision-making ability
- CGI 4. Ability to manage information from diverse sources
- CGI 7. Oral and written communication in a foreign language

#### Interpersonal skills

- CGP 9. Interpersonal skills: listen, discuss and debate
- CGP 10. Leadership capacity and ability to work in group situations
- CGP 11. Critical capability
- CGP 13. Recognition of, and respect for, diversity and multiculturalism

#### Systemic skills

- CGS 14. Capacity to learn and work independently
- CGS 17. Capacity to elaborate and transmit ideas, projects, reports, solutions and problems

#### Learning outcomes (intellectual skills)

- Describe and comprehend the main fundamentals of the Digital Economy
- Analytical capacity and ability to synthesize the basic functioning of the Digital Economy markets.
- Understand the main effects of Digital Economy on the society
- · Acquire the basic knowledge about the potential market failures and distortions associated to Digital Markets

### Learning outcomes (practical skills)

- Use and interpret basic economic data.
- Development of oral presentational skills, and capacity to work in groups and to pursue
- independent study.



#### **Learning outcomes (attitudinal)**

• Listen, argue and criticize the social and ethical implications of the Digital Economy

# **BLOQUES TEMÁTICOS Y CONTENIDOS**

### **Contenidos – Bloques Temáticos**

# **Block I. Fundamentals of the Digital Economy**

#### Chapter 1. Introduction

- 1.1 A history of industrial revolutions
- 1.2 Digital Economy in perspective
- 1.3 The pace of technological diffusion
- 1.4 Digital Ecosystem: stakeholders and relationships

# Chapter 2. Pricing and competition

- 2.1. Introduction to industrial organization
- 2.2. Producing in the traditional economy vs. digital economy
- 2.3. Digital goods and services
- 2.4. Formation of monopolies in the digital economy
- 2.5. Pricing with zero marginal costs
- 2.6. Price discrimination, non-linear pricing and bundling
- 2.7. Product differentiation and customer lock in
- 2.8. Gatekeepers and EU regulation

#### Chapter 3. Platform economy

- 3.1. Multi-sided markets
- 3.2. Network effects
- 3.3. The long-tail
- 3.4. Recommendation and matching systems
- 3.5. Business models and monetization
- 3.6. The Chicken and Egg problem



Chapter 4. Economics of Blockchain		
4.1. Immutable distributed databases		
4.2. Applications		
4.3. Bitcoin		
Chapter 5. Digital innovation		
5.1. Artificial intelligence: uses and applications		
5.2. Sharing economy		
5.3. Gig economy		
5.4. Startup economy		
5.5. GovTech		
Block II. Individual market analysis		
Chapter 6. Individual market analysis		
6.1. Telecommunications market		
The basics about telecom regulation		
European framework		
Spanish market		
6.2. E-commerce		
6.3. Advertising market		
Block III. Impact of the Digital Economy on the society		
Chapter 7. Socio economic impact of the digitalization		
7.1. Economic impact of digital technologies		
Digital transformation and Industry 4.0		
Adoption and diffusion		
Economic impact at the firm-level		
Heterogeneous effects		
7.2. Environmental impact		
7.3. Impact on health		
7.4. Impact on financial inclusion		

#### Chapter 8. Emerging challenges

- 8.1. Digital Divide
- 8.2. Digitalization and jobs
- 8.3. Privacy and Cybersecurity
- 8.4. Jurisdiction challenges
- 8.5. Ethical and social challenges of Artificial Intelligence
- 8.6. Geopolitics

# **METODOLOGÍA DOCENTE**

### Aspectos metodológicos generales de la asignatura

# Metodología Presencial: Actividades

KEYNOTE CLASSES: taught by the corresponding teacher in which the basic knowledge of each of the program topics will be presented.

CASE-STUDY CLASSES: sessions where more specific issues of each topic of the program will be addressed through readings and case-studies.

INDIVIDUAL TEST RESOLUTION: as the syllabus of the subject progresses, students must respond individually to a series of tests at a certain date.

WORK IN GROUPS: students (in groups) will have to present a specific reading or case-study provided by the professor, in which they will be able to show their understanding in the field.

#### Metodología No presencial: Actividades

CONTINUOUS STUDY. Through continuous work at home, the student will analyze, understand, and preferentially go deeper in the explained contents.

WORK IN GROUPS: students (in groups) will have to analyze a specific reading or case-study provided by the professor, in which they will be able to show their understanding in the field.

INDIVIDUAL TUTORIALS: Throughout the course, the student may attend individual tutorials with the professor, at the times previously established, to resolve doubts related to the student's individual study.

#### RESUMEN HORAS DE TRABAJO DEL ALUMNO

LECTURES: 36

**ACTIVITY BASED CLASSES: 24** 

CASE STUDY ANALYSIS: 18

WRITTEN TESTS: 5



INDIVIDUAL EXERCISE	SOLVING: 3	30
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**WORK PRESENTATION: 12** 

WORK IN GROUPS: 15

**INDEPENDENT STUDY: 40** 

**ECTS CREDITS: 6** 

# **EVALUACIÓN Y CRITERIOS DE CALIFICACIÓN**

- Continuous evaluation (40%)
  - Case studies to analyze in class
  - Paper / Case study analysis and presentation
  - Work in groups
- Assistance and participation (10%)
- Final Exam (50%)

Misuse of ChatGPT or any other IAG will be considered a serious offense, according to the General University Regulations, art. 168.2.e: "carrying out actions intended to falsify or defraud academic performance evaluation systems." The consequences will be "temporary expulsion of up to three months or prohibition from taking the exam in the next session, or the imposition of a sanction, in one or more subjects in which the student is enrolled, [...] in addition to resulting in a fail grade (0) in the respective subject, [...] [and] prohibition from taking the exam in that subject in the next session." The use of ChatGPT to write activities to be submitted is considered misuse, although its use as a support tool is accepted.

# **Calificaciones**

#### **Ordinary Period**

Exercises and paper / case study analysis, individually or in groups, will represent 40% of the final grade. The final exam will represent 50% of the final grade. Assistance and participation will represent 10% of the final grade.

#### **Extraordinary Period**

Course practical grades could be taken into account if those help the student. The final qualification will be 20% course work and 80% the final exam, or 100% the final exam (what benefits the student the most).

# **BIBLIOGRAFÍA Y RECURSOS**

#### Bibliografía Básica

- Class slides available via moodle
- International Telecommunication Union and the World Bank (2020). Digital Regulation Handbook. Geneva. Licence: CC BY-NC-SA 3.0 IGO. Download available: <a href="https://www.itu.int/dms\_pub/itu-d/opb/pref/D-PREF-TRH.1-2020-PDF-E.pdf">https://www.itu.int/dms\_pub/itu-d/opb/pref/D-PREF-TRH.1-2020-PDF-E.pdf</a>



# **Bibliografía Complementaria**

- Øverby, H., & Audestad, J. A. (2021). Introduction to digital economics: Foundations, business models and case studies. Springer Nature.
- Varian, H. (2014). Intermediate Microeconomics: A modern approach. 9th edition.
- Brynjolfsson, E., & McAfee, A. (2014). The second machine age: Work, progress, and prosperity in a time of brilliant technologies. WW Norton & Company.
- Parker, G. G., Van Alstyne, M. W., & Choudary, S. P. (2016). Platform revolution: How networked markets are transforming the economy and how to make them work for you. WW Norton & Company.
- Varian, H. (1997) Versioning Information Goods. Download available: http://people.ischool.berkeley.edu/~hal/Papers/version.pdf
- Church, J. and Ware, R. (2000). Industrial Organization: A Strategic Approach. Download available: <a href="http://works.bepress.com/jeffrey\_church/23/">http://works.bepress.com/jeffrey\_church/23/</a>
- McAfee, R., Lewis, T. , and Dale, D. (2014). Introduction to Economic Analysis. Download available: <a href="https://www.kellogg.northwestern.edu/faculty/dale/ieav21.pdf">https://www.kellogg.northwestern.edu/faculty/dale/ieav21.pdf</a>
- Krishna, V. (2009). Auction Theory. 2nd Edition. Academic Press