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Several European governments subsidized private corporations, and Japan fostered R&D in private firms
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From Mainframes to Smartphones \u2013 Martin Campbell-Kelly ...

From Mainframes to Smartphones: A History of the International Computer Industry (Critical Issues in
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From Mainframes to Smartphones: A History of the International Computer Industry Martin Campbell-Kelly and Daniel D. Garcia-Swartz Harvard University Press 2015 240 pages \$49.95 Hardcover Critical Issues in Business History HD9696 Written for computer science students and professionals, and for readers with a specialist interest in the history ...

From Mainframes to Smartphones: A History of the ...

From mainframes to smartphones: a history of the international computer industry. [Martin Campbell-Kelly; Daniel D Garcia-Swartz] -- "The aim of this book is to provide a compact and up-to-date business and economic history of the computer industry.

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A mainframe computer, informally called a mainframe or big iron, is a computer used primarily by large organizations for critical applications, bulk data processing (such as the census and industry and consumer statistics, enterprise resource planning, and large-scale transaction processing). A mainframe computer is larger and has more processing power than some other classes of computers, such ...

Mainframe computer - Wikipedia

As well as looking at the sequence 'mainframe - PC - web - smartphone', we should probably also think about what was going on underneath: 'database - client/server - open source - cloud', perhaps.

What Comes After Smartphones? | Seeking Alpha

Instead, we'll rely on much lighter devices like laptops, smartphones, tablets, and more. Interestingly, this total switch has yet to occur. Despite companies and individuals migrating their work and products to the cloud, mainframes are actually on the rise among certain ...

Why Mainframes are Key to Green IT & Environmentally ...

The World Economic Forum is an independent international organization committed to improving the state of the world by engaging business, political, academic and other leaders of society to shape global, regional and industry agendas. Incorporated as a not-for-profit foundation in 1971, and headquartered in Geneva, Switzerland, the Forum is tied to no political, partisan or national interests.

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How mobile phones can save, not waste, energy | World ...

Smartphones use more energy compared with regular mobile phones even if smart applications are rarely used. Although smartphone battery capacity has increased, the duration of the battery is shorter compared to a regular mobile phone. (Brocanelli & Wang 2017, 2288). According to Rahmati, Qian and Zhong (2007, 265), 80% of smartphone users have been

Energy efficient use of the smartphones

30 years with ECIS: Our role in the interoperability debate through the eras of Mainframe, Client Server and Cloud; ECIS White Paper on "The importance of openness and interoperability in cybersecurity and cloud services" ECIS Statement on the adoption of the Cybersecurity Act

Interoperability & Open Standards | ECIS

The mainframe computers. The mainframe computers are the efficient and power packed devices that are used in the large institutions for extreme work operations that are difficult to work with such as bulk data input and processing and planning of the enterprise resources or by the government institutions for working on the census.

Difference Between Personal Computers And Mainframes ...

Mainframes are an excellent way to meet the complex demands of achieving energy efficiency in an enterprise environment. Sometimes pressure to realize cost savings results in decisions based on ...

Are mainframes the answer to IT's energy efficiency ...

Product energy efficiency has long been one of IBM's environment and climate protection objectives. It was formalized as one of the company's corporate objectives when IBM's Product Stewardship program was established in 1991.

This compact history traces the computer industry from 1950s mainframes, through establishment of standards beginning in 1965, to personal computing in the 1980s and the Internet's explosive growth since 1995. Martin Campbell-Kelly and Daniel Garcia-Swartz describe a steady trend toward miniaturization and explain its consequences.

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A business history of the software industry from the days of custom programming to the age of mass-market software and video games. From its first glimmerings in the 1950s, the software industry has evolved to become the fourth largest industrial sector of the US economy. Starting with a handful of software contractors who produced specialized programs for the few existing machines, the industry grew to include producers of corporate software packages and then makers of mass-market products and recreational software. This book tells the story of each of these types of firm, focusing on the products they developed, the business models they followed, and the markets they served. By describing the breadth of this industry, Martin Campbell-Kelly corrects the popular misconception that one firm is at the center of the software universe. He also tells the story of lucrative software products such as IBM's CICS and SAP's R/3, which, though little known to the general public, lie at the heart of today's information infrastructure. With its wealth of industry data and its thoughtful judgments, this book will become a starting point for all future investigations of this fundamental component of computer history.

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Information infrastructure. With its wealth of industry data and its thoughtful judgments, this book will become a starting point for all future investigations of this fundamental component of computer history.

Most introductory books about computers are long, detailed technical books such as those used in a computer science course or else tutorials that provide instructions on how to operate a computer with little description of what happens inside the machine. This book fits in the large gap between these two extremes. It is for people who would like to understand how computers work, without having to learn a lot of technical details. Only the most important things about computers are covered. There is no math except some simple arithmetic. The only prerequisite is knowing how to use a web browser. As an alternative or adjunct to reading the book, you can watch a series of short videos by going to youtube.com and searching for "Understanding Computers, Smartphones and the Internet". Only current day technology is covered. People who are interested in learning about how computers evolved from the earliest machines can read the companion book "A Concise History of Computers, Smartphones and the Internet". While originally intended for people who are not in the computer field, this book is also useful for those taking a coding course or an introductory computer science course. Even people already in the computer field will find things of interest in this book.

In this IBM® Redbooks® publication we demonstrate that it is possible to combine the traditional strengths of the mainframe to manage large volumes of data and run business transactions with the Web 2.0 paradigm. We can get simpler interfaces, better integration among different services, lightweight protocols for communication, and much more, together with the availability, security, and reliability of mainframe data. And we will show how mainframe data can be accessed by smartphones such as Android or iPhone. But we can do more to demonstrate how flexible the mainframe platform is. Through the use of pervasive devices it is possible to add new possibilities to mainframe applications, extending System z® capabilities. We can receive notifications in real time, for example, of successful or unsuccessful termination of a TWS job stream, or we can immediately get alerts about abends that occurred in a critical application. This book is another demonstration that the mainframe is alive and kicking and can and should play a key role in modern application architectures.

Confused about zSeries Mainframes? Need to understand the z/OS operating system - and in a hurry? Then you've just found the book you need. Avoiding technical jargon, this book gives you the basic facts in clear, light-hearted, entertaining English. You'll quickly learn what Mainframes are, what they do, what runs on them, and terms and terminology you need to speak Mainframe-ese. But it's not all technical. There's also invaluable information on the people that work on Mainframes, Mainframe management issues, new Mainframe trends, and other facts that don't seem to be written down anywhere else. Programmers, managers, recruitment consultants, and industry commentators will all find this book their new best friend when trying to understand the Mainframe world.

The Structure of Digital Computing takes a fifty year perspective on computing and discusses what is significant, what is novel, what endures, and why it is all so confusing. The book tries to balance two point of views: digital computing as viewed from a business perspective, where the focus is on marketing and selling, and digital computing from a research perspective, where the focus is on developing fundamentally new technology.

The oldest known mathematical table was found in the ancient Sumerian city of Shuruppak in southern Iraq. Since then, tables have been an important feature of mathematical activity; table making and printed tabular matter are important precursors to modern computing and information processing. This book contains a series of articles summarising the technical, institutional and intellectual history of mathematical tables from earliest times until the late twentieth century. It covers mathematical tables (the most important computing aid for several hundred years until the 1960s), data tables (eg. Census

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tables), professional tables (eg. insurance tables), and spreadsheets - the most recent tabular innovation. The book is presented in a scholarly yet accessible way, making appropriate use of text boxes and illustrations. Each chapter has a frontispiece featuring a table along with a small illustration of the source where the table was first displayed. Most chapters have sidebars telling a short "story" or history relating to the chapter. The aim of this edited volume is to capture the history of tables through eleven chapters written by subject specialists. The contributors describe the various information processing techniques and artefacts whose unifying concept is "the mathematical table".

The Internet needs no introduction, and its significance today can hardly be exaggerated. Today, more people are more connected technologically to one another than at any other time in human existence. For a large share of the world's people, the Internet, text messaging, and various other forms of digital social media such as Facebook have become thoroughly woven into the routines and rhythms of daily life. The Internet has transformed how we seek information, communicate, entertain ourselves, find partners, and, increasingly, it shapes our notions of identity and community. The SAGE Encyclopedia of the Internet addresses the many related topics pertaining to cyberspace, email, the World Wide Web, and social media. Entries will range from popular topics such as Alibaba and YouTube to important current controversies such as Net neutrality and cyberterrorism. The goal of the encyclopedia is to provide the most comprehensive collection of authoritative entries on the Internet available, written in a style accessible to academic and non-academic audiences alike.

The history of ICL is synonymous with the history of the British computer industry. ICL was formed by a series of mergers in response to the increasing market dominance of the large American corporations, particularly IBM. The struggles between these two giants and the inherent problems and implications of competing with US multi-nationals are examined in detail in Campbell Kelly's wide ranging study. At the time of writing in the late 1980s, the author was given unrestricted access to ICL archives and his lucid account of the company, its set-backs and successes makes for a compelling and informative read. This book, which was Winner of the Wadsworth Prize for Business History (1989), will be of great interest to anyone involved in business or the computing industry.

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