

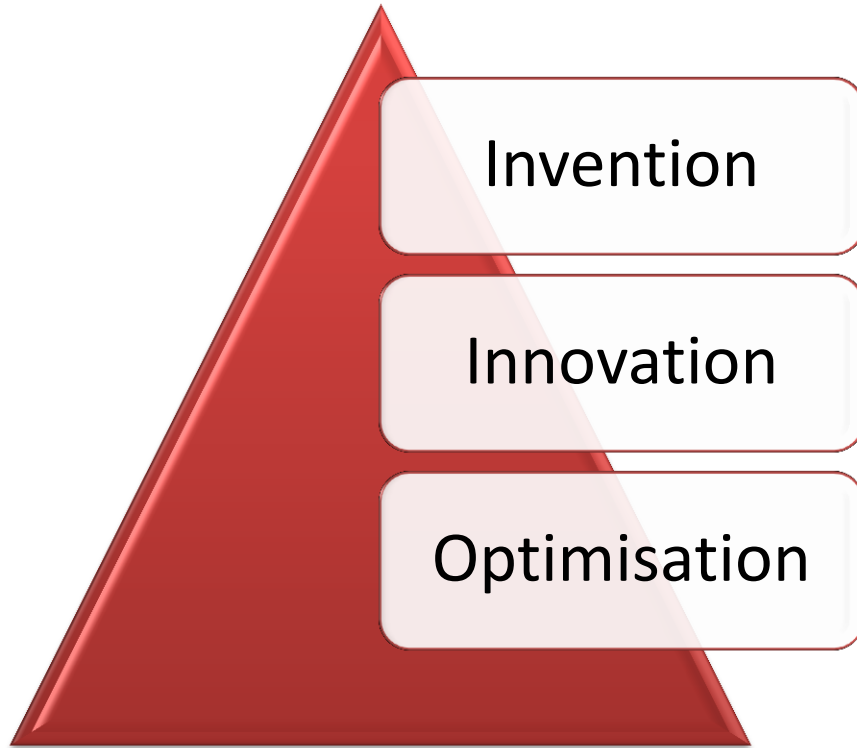


Cloud: Platform Shift or Game Changer?

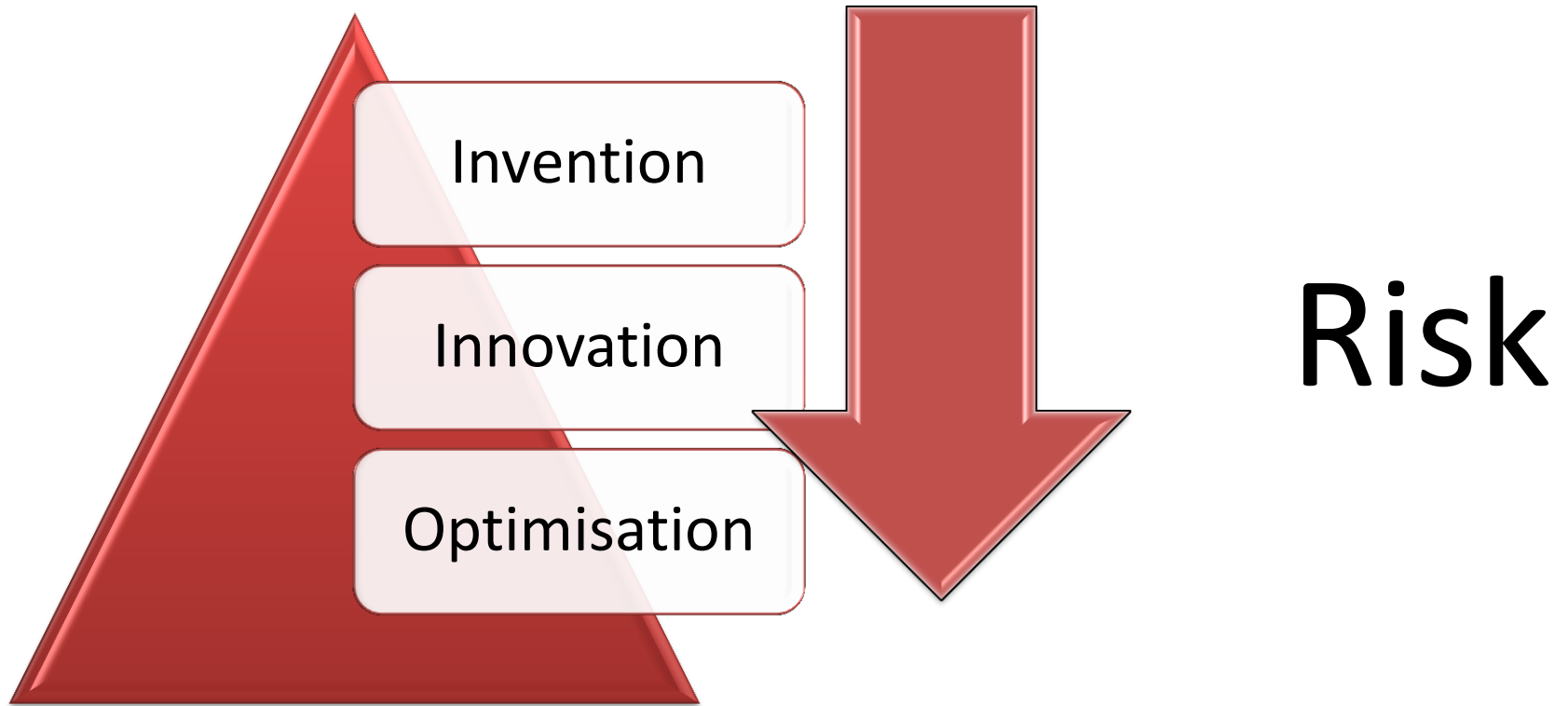
Clive Longbottom,
Service Director
Quocirca



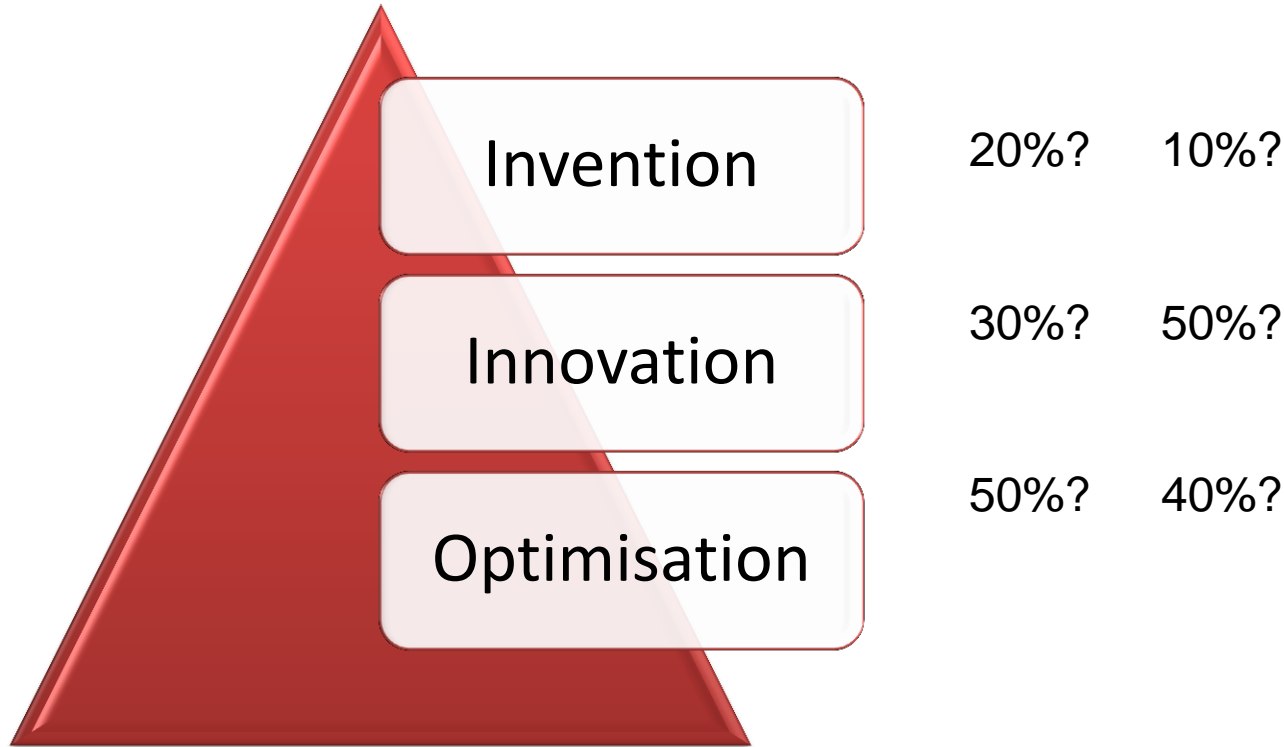
The dynamic business



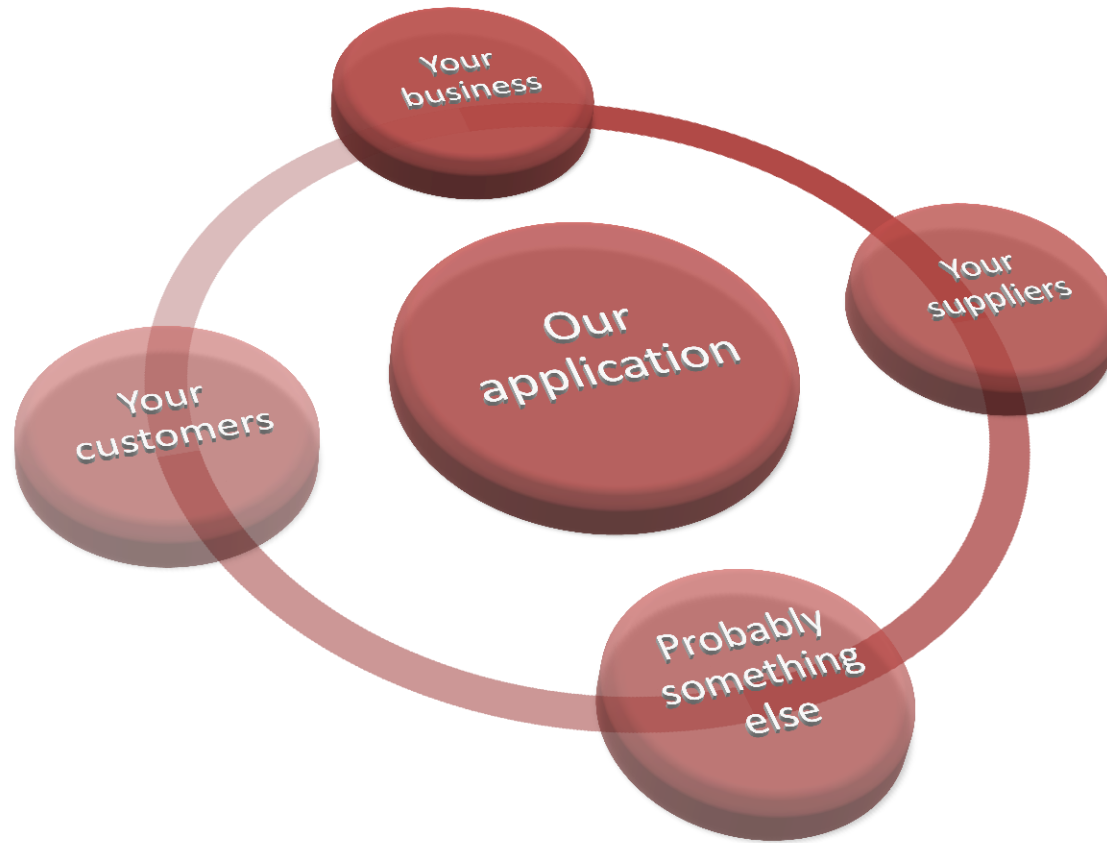
The dynamic business



The dynamic business



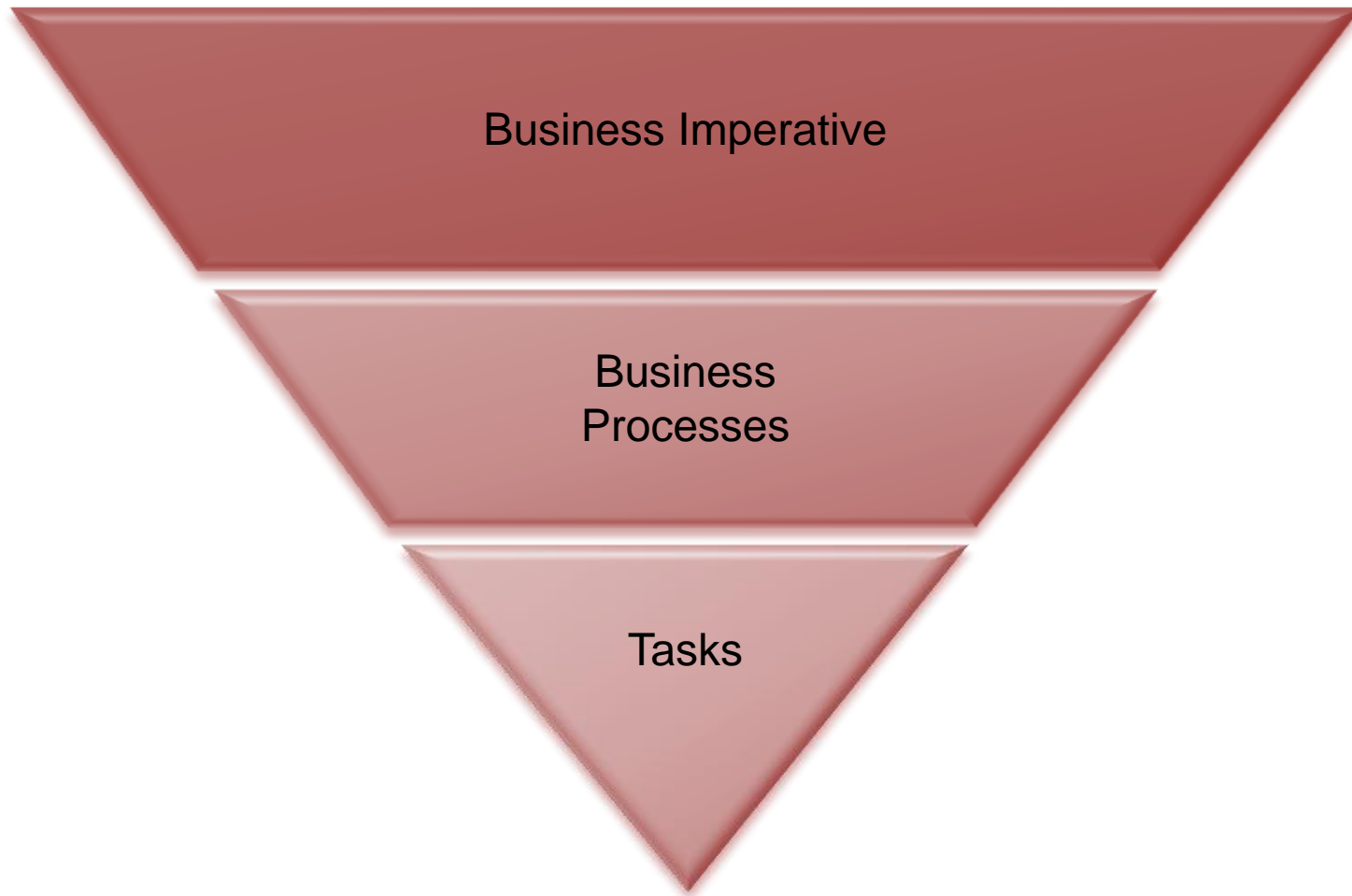
An application vendor's view



The death of the enterprise application

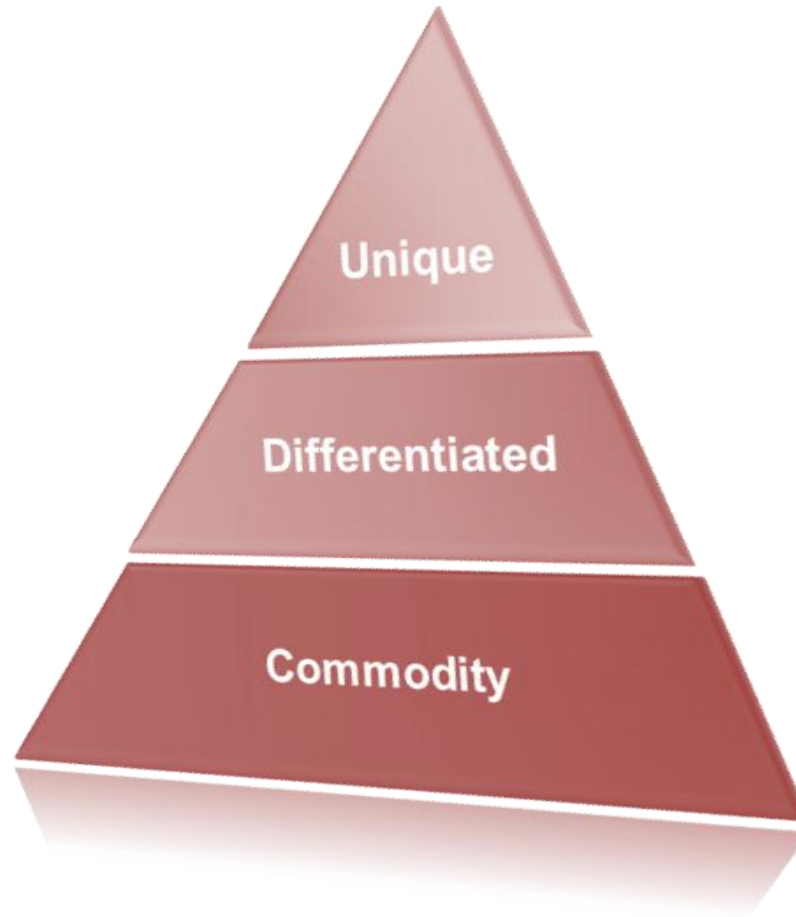
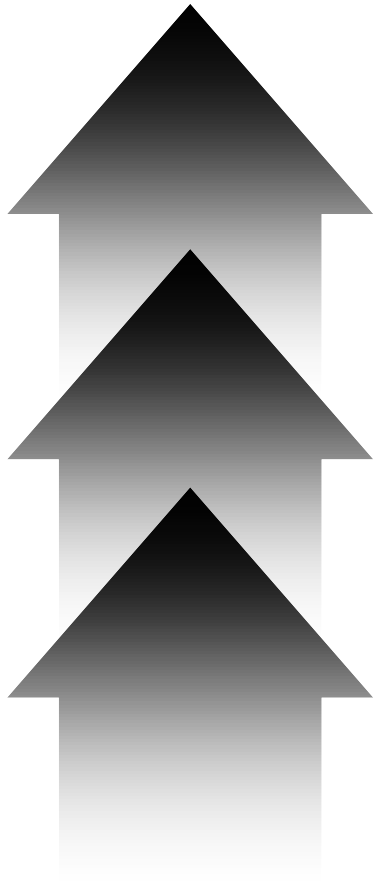


What is the purpose of a business?

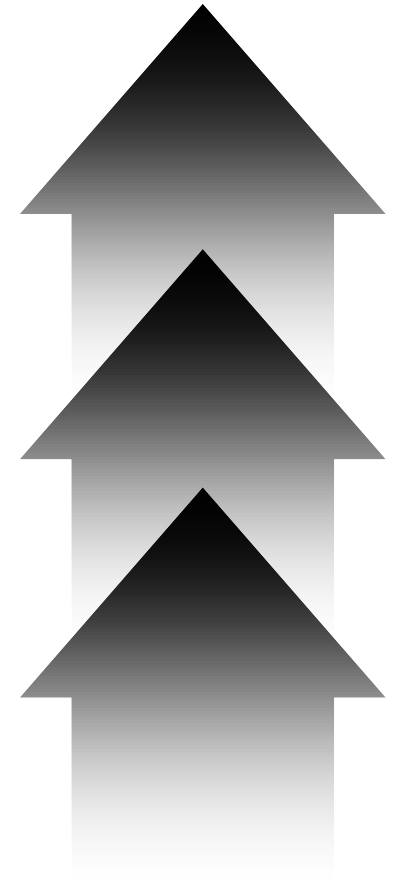


The process triangle

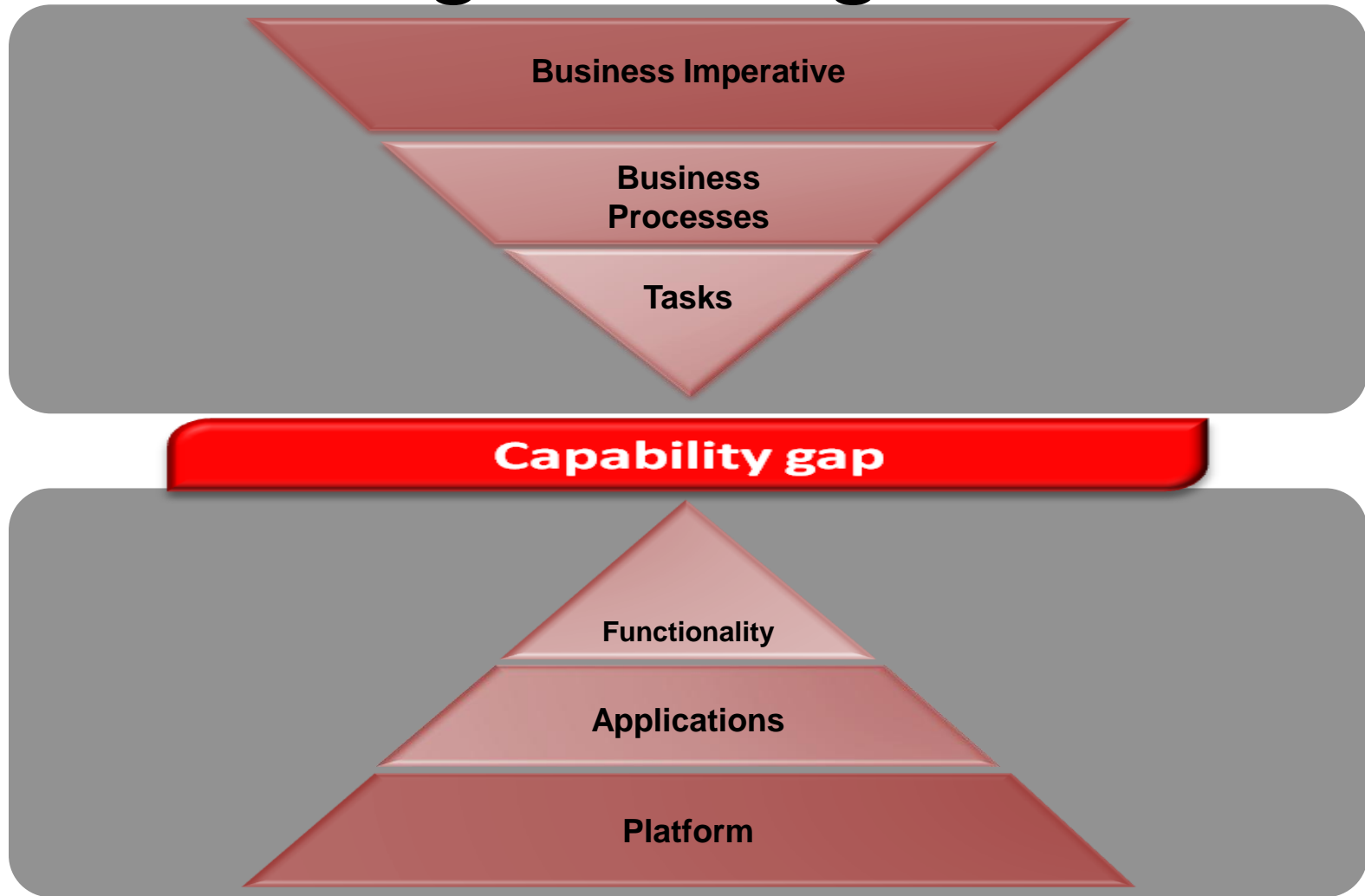
Value



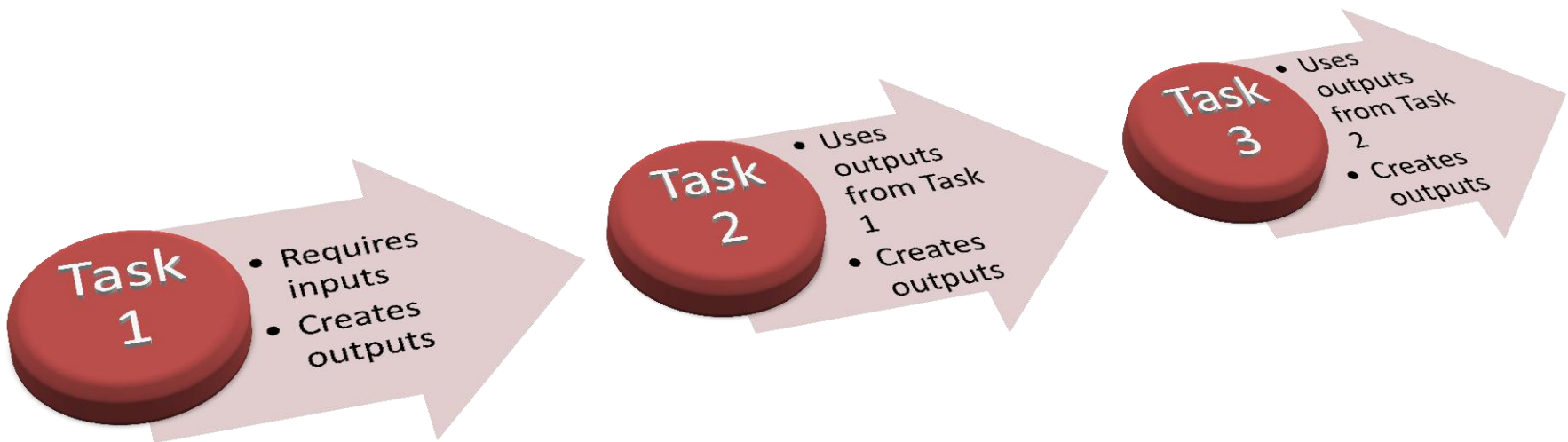
Risk



Bring them together...



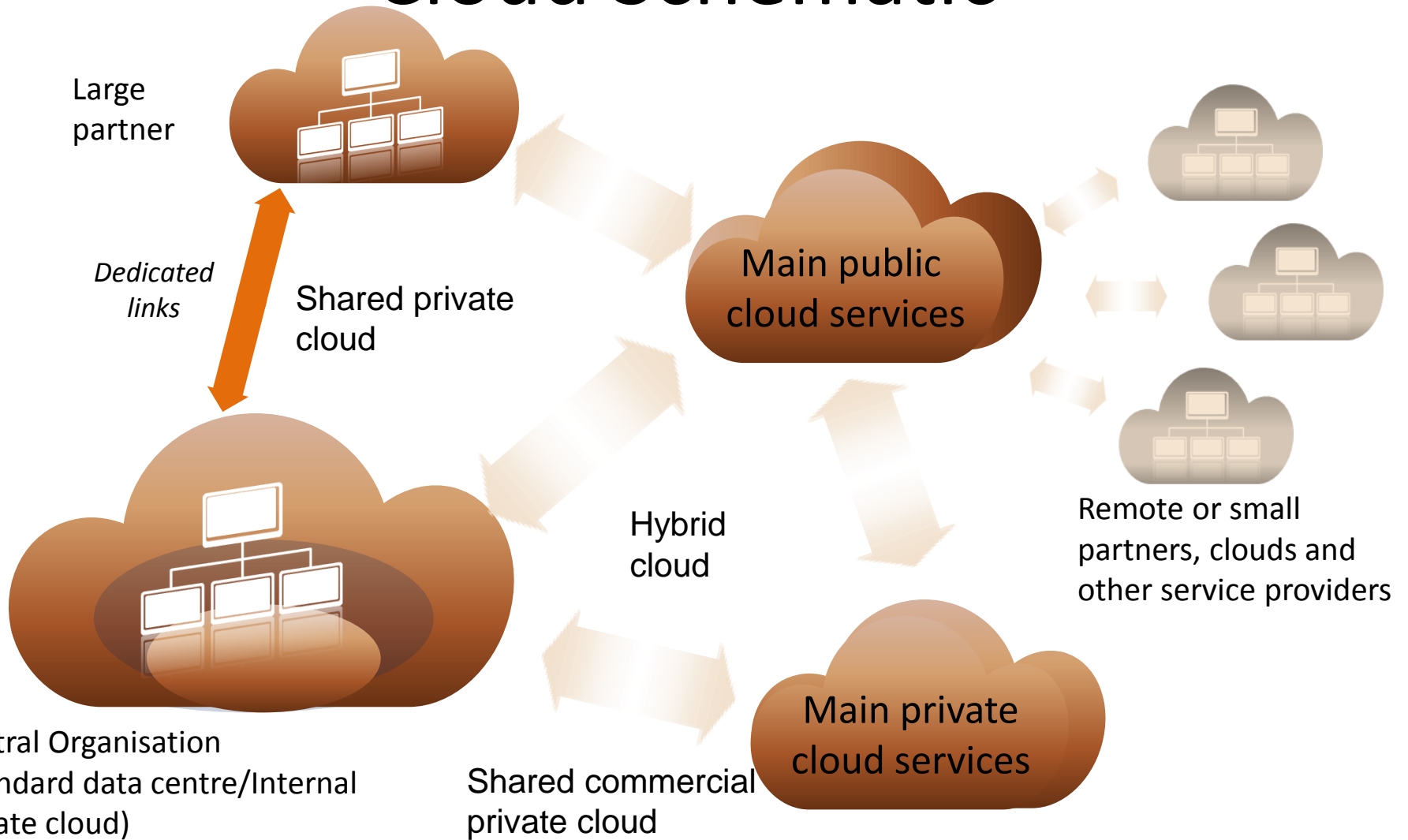
The process viewpoint...



Process and task



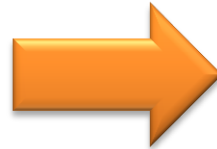
Cloud Schematic



Cloud as a platform shift



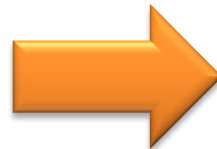
Technical
Result



Business
Results



One
Application



Multiple
Functions



One server



Virtualised
Platform



5-10% utilisation,
Static,
Error prone,
Non-continuous

50+% utilisation,
Dynamic,
Adaptive,
Highly available

How cloud is a game changer



Shared infrastructure



Speed



External
data



Flexibility



Domain expertise

What cloud isn't



The internal data centre isn't dead

Scale up isn't dead



One app per server isn't dead

Cloud is not a Silver Bullet:
It has its part to play,
It has its strengths,
It has its weaknesses



Conclusions

- Cloud is a platform evolution
 - But is also a major game changer
- Organisations have to be more dynamic
 - IT cannot be a constraint
- Functional computing is the future
 - The enterprise application is dead