

# *Will Digital be the End of Capitalism*

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**Abstract**—This research paper investigates the transformative effects of digital technologies on the capitalist framework, specifically analyzing the transition from tangible to intangible products and their broader economic implications.

The methodology utilizes a structured analytical matrix, in which the study explores interactions between tangible and intangible products and three pivotal market elements: Regulations, Market Dynamics, and Consumer Behaviors. This approach integrates qualitative analysis from industry reports and academic literature with quantitative data to examine the depth of digital impacts across these dimensions.

Contrary to the prevailing assumption that digital technologies may lead to the demise of capitalism, our findings suggest that these technologies are instead driving its evolution, introducing new economic practices that coexist with and enhance traditional models. This evolution is characterized by the increased integration of digital capabilities in traditional markets, altering production, consumption, and regulatory practices

**Keywords** — Digital Transformation, Capitalism, Tangible Products, Intangible Products, Market Dynamics, Consumer Behavior, Regulatory Impact

## I. INTRODUCTION

The advent of digital technologies has not only revolutionized the interface of daily consumer interactions but has also profoundly challenged and reshaped the underlying structures of capitalist economies. This study addresses the critical question: "Will digital be the end of Capitalism?" By examining how innovations such as the Internet of Things (IoT), cloud computing, and digital marketplaces redefine the lifecycle of products and services, we seek to understand their cumulative impact on traditional economic models.

Our methodology is anchored in a novel matrix framework that systematically evaluates how digital technologies impact tangible and intangible products across different market segments—highlighting regulatory influences, market dynamics, and consumer behaviors [1], [2]. This approach not only illuminates the mechanisms through which digital technologies influence economic activities but also offers a comprehensive perspective on their potential to remodel or sustain capitalist structures.

Scholars such as Schumpeter [3] have long posited that technological innovation acts as a catalyst for the 'creative destruction' of economic orders, paving the way for new forms of industrial and commercial arrangements. In line with Schumpeter's theories, our findings indicate that digital technologies do not eradicate capitalist practices but rather modify them, fostering an adaptive economic environment where traditional and emerging models coalesce [3], [4].

As digital platforms lower barriers to market entry and redefine consumer engagement, they create novel opportunities for value creation that challenge traditional economic paradigms [5]. This research contributes to the ongoing discourse on the

sustainability of capitalism in the face of rapid technological advancement, suggesting a nuanced view of digital transformation as an evolutionary rather than a revolutionary force within capitalist societies.

## II. LITERATURE REVIEW

### 2.1 Digital Transformation: Tangible vs. Intangible Product

#### a. Defining Tangible and Intangible Products

In the landscape of modern commerce, products are categorized into two primary types: tangible and intangible. Tangible products are physical items that can be seen, touched, and physically possessed. These include consumer electronics like smartphones and laptops, vehicles, clothing, and food items. The production of these goods involves physical processes from raw material acquisition to manufacturing and distribution, each incurring distinct costs related to labor, materials, and logistics, as detailed in the works of Krugman and Wells on economic production factors.

Intangible products, on the other hand, do not possess a physical form and are often characterized by their digital or data-driven nature. This category includes software, digital media such as music and videos, e-books, and various services that are delivered digitally, such as cloud-based technologies, streaming services, and digital marketing. The production of intangible products primarily involves intellectual labor, creativity, and technological infrastructure, rather than traditional physical manufacturing processes. Despite lacking physical manifestation, intangible products still incur significant costs related to development, maintenance, and distribution, as discussed by Brynjolfsson and McAfee [7] in their analysis of digital goods economics.

#### b. The Shift from Tangible to Intangible: Technological Milestones

The transition from a dominance of tangible products to a burgeoning prevalence of intangible goods marks a significant shift in global economic paradigms, driven largely by key technological advancements. This shift can be traced back to the advent of personal computing and the internet. The development of the personal computer in the late 20th century, epitomized by the introduction of the Apple Macintosh and IBM PCs, democratized access to digital tools, laying the groundwork for the creation of myriad intangible products.

The commercialization of the internet in the 1990s paved the way for a new era of digital products, enabling instant communication, the birth of the digital marketplace, and access to a global audience. The introduction of the World Wide Web, along with subsequent advancements in web technologies, further facilitated this shift. Online platforms such as Amazon and eBay transformed traditional shopping, allowing digital and physical products to be sold side-by-side but with very different operational and logistical frameworks, as observed by Shapiro and Varian [8] in their discussion on network economics.

The proliferation of mobile technology, highlighted by the release of the first iPhone in 2007, has been another critical milestone. Smartphones expanded the market for mobile applications and services, inherently intangible, creating an entirely new ecosystem where software products could be developed, delivered, and monetized directly through mobile platforms, as noted by West and Mace [9] in their study on the impact of mobile technologies.

Moreover, cloud computing has been pivotal, allowing businesses and consumers alike to use software and hardware managed remotely, further emphasizing the value of intangible assets. Services like Amazon Web Services, Microsoft Azure, and Google Cloud Platform have shifted significant portions of business operations from being dependent on tangible hardware to being managed as intangible services hosted on shared infrastructure, as explored in the work of Armbrust et al. [10] on cloud computing.

These technological milestones illustrate not just a shift in the types of products being developed and sold, but also a fundamental transformation in how global economies operate and how value is created and distributed in the digital age. This transformation, while enhancing efficiencies and creating new opportunities, also challenges traditional economic models by changing the cost structures and economic dynamics associated with production and consumption.

### 2.2 Regulatory Impacts and Data Governance

#### a. Influence of Laws and Regulations on Digital Product Development

The regulatory landscape significantly shapes the development and distribution of digital products. For example, the General Data Protection Regulation (GDPR) mandates stringent user data protections, influencing global practices. As Kuner [11] discuss in their analysis, GDPR's impact extends beyond the European Union, setting a global standard for data protection that affects digital product development worldwide [11]. In the United States, regulations like the Children's Online Privacy Protection Act (COPPA) set specific requirements for digital services aimed at children, shaping how products are developed and marketed to ensure safety and privacy for this vulnerable demographic [12].

#### b. Data Privacy, Intellectual Property, and Cross-Border Data Flows

**Data Privacy:** Regulations such as the GDPR and the California Consumer Privacy Act (CCPA) impose strict guidelines on how companies manage and protect user data, significantly affecting product design to ensure compliance. Schwartz and Solove [13] discuss how such privacy laws compel companies to design their digital products with privacy as a foundational element, ensuring user control over personal information [13].

**Intellectual Property (IP):** Intellectual property laws are crucial in protecting the rights of creators in the digital economy. For example, copyright laws help safeguard digital content, from software to multimedia, ensuring creators can monetize their innovations while combating piracy [14]. Patent protections also play a vital role, particularly in shielding novel technological inventions, including unique software algorithms [15].

**Cross-Border Data Flows:** The management of data across borders is governed by complex regulations that dictate data handling practices. The EU's Digital Services Act, for instance, outlines how digital services must manage user data across EU member states, impacting international data flow strategies [16]. These laws necessitate that companies operating internationally maintain flexible data architectures to comply with varying national standards, including data localization requirements in countries like Russia and China [17].

### 2.3 Market Dynamics and Industry Evolution

#### a. Adapting to and Driving Changes from Tangible to Intangible Products

The shift from tangible to intangible products has required significant adaptation by companies across various sectors. This transformation is not merely about adopting new technologies but also involves rethinking business models, revenue streams, and customer engagement strategies. According to a study by Bharadwaj [1], businesses that proactively embrace digital capabilities can fundamentally transform their market offerings, delivering value through digital channels that were previously constrained by physical mediums [1].

For example, Adobe Systems' transition from selling physical software packages to providing software as a service via the Adobe Creative Cloud represents a significant shift. This change not only affected Adobe's product delivery but also its pricing model, customer interaction, and revenue structure, moving from one-time sales to recurring subscriptions [2].

#### b. Case Studies of Industry Transformation Due to Digital Innovations

**The Music Industry:** The transition from physical media (like CDs and vinyl) to digital formats (such as MP3s and streaming services) drastically altered the music industry. Companies like Spotify and Apple Music have led this shift, capitalizing on digital technologies to offer vast music libraries accessible anytime and anywhere. This digital model has disrupted traditional revenue streams and distribution channels, fundamentally changing how music is monetized and how artists connect with listeners [18].

**The Publishing Industry:** Similarly, the publishing industry has seen a significant transformation with the rise of e-books and digital reading devices. Amazon's Kindle and other e-readers have disrupted the traditional model of book distribution and sales. Publishers and authors now face the dual task of managing physical book sales and optimizing digital distribution, which offers global reach and instantaneous delivery without the costs associated with physical printing and logistics [19].

**The Automotive Industry:** Digital innovations have also impacted the automotive industry, particularly through advancements in electric vehicles (EVs) and autonomous driving technologies. Tesla, Inc. has been at the forefront, integrating substantial software and digital interfaces into its vehicles. Tesla's approach goes beyond mere product changes; it has also revolutionized aspects of the automotive industry's value chain, from production to customer engagement to post-sale services [20].

### **2.4 Consumer Behavior and Market Demand**

#### **a. Changes in Consumer Behavior Due to Digital Technologies**

Digital technologies have dramatically altered consumer behavior across multiple dimensions. The convenience, speed, and customization possible with digital products have reshaped expectations and purchasing habits. A seminal study by Chaffey and Ellis-Chadwick [21] highlights how the adoption of smartphones and high-speed internet access has led consumers to favor online shopping, which offers instant access to a vast array of products at competitive prices. This shift is particularly evident in the rise of e-commerce giants like Amazon and Alibaba, which have redefined retail norms.

Social media platforms have also transformed consumer behavior by influencing purchasing decisions through peer reviews, influencer endorsements, and targeted advertisements. As noted by Kietzmann [22], social media not only facilitates the sharing of product information and reviews but also enables consumers to engage directly with brands, creating a two-way dialogue that can significantly impact brand loyalty and consumer preferences.

#### **b. Digital vs. Physical Goods: Influencing Market Trends**

The preference for digital versus physical goods continues to influence market trends significantly. In sectors like music, books, and video games, digital products have largely supplanted physical copies due to the convenience of access and storage, coupled with often lower prices. For instance, the shift from purchasing physical CDs to streaming music on platforms like Spotify or Apple Music has drastically reduced the production and distribution costs associated with music, as detailed by Aguiar and Waldfogel [18].

However, in other sectors, the preference for physical goods remains strong due to sensory and experiential factors. For example, despite the rise of e-books, many consumers still prefer physical books for the tactile experience they offer. This dual market dynamic is discussed in Throsby's [23] exploration of the cultural economics of artistic goods, where he outlines how digital and physical products often coexist, serving different consumer needs and preferences.

Additionally, the advent of augmented reality (AR) and virtual reality (VR) technologies is blurring the lines between digital and physical realities, offering new ways for consumers to interact with products before making a purchase. This is particularly evident in the furniture and home decor sector, where companies like IKEA allow customers to visualize how products would look in their own homes through AR apps, as investigated by Javornik [24].

### **2.5 Labor Market Transformations**

#### **a. Impact of Digital Technologies on Jobs**

The rise of digital technologies has had profound and dual impacts on the labor market, affecting job availability both negatively and positively across different sectors. Many traditional roles, particularly in manufacturing and retail, have seen significant job losses due to automation and e-commerce. Autor [25] discusses how automation has displaced a range of routine manual and cognitive tasks previously performed by humans, leading to a decrease in manufacturing jobs in many developed economies. Similarly, the rise of e-commerce platforms like Amazon has impacted traditional retail jobs, as fewer workers are needed in physical store settings.

Conversely, digital technologies have also created new job opportunities, particularly in the tech sector, including roles in software development, digital marketing, and cybersecurity. As per a report by the World Economic Forum [26], new technologies are expected to create 133 million new roles by 2022 as businesses adapt to the digital economy and establish new ways of working. This growth is especially pronounced in fields related to AI, machine learning, and robotics. In a different report released by McKinsey Global Institute (Figure 1) [27] showing across all countries, the categories with the highest percentage job growth net of automation include health-care providers; professionals such as engineers, scientists, accountants, and analysts; IT

professionals and other technology specialists; managers and executives, whose work cannot easily be replaced by machines; educators, especially in emerging economies with young populations; and "creatives", a small but growing category of artists, performers, and entertainers who will be in demand as rising incomes create more demand for leisure and recreation.

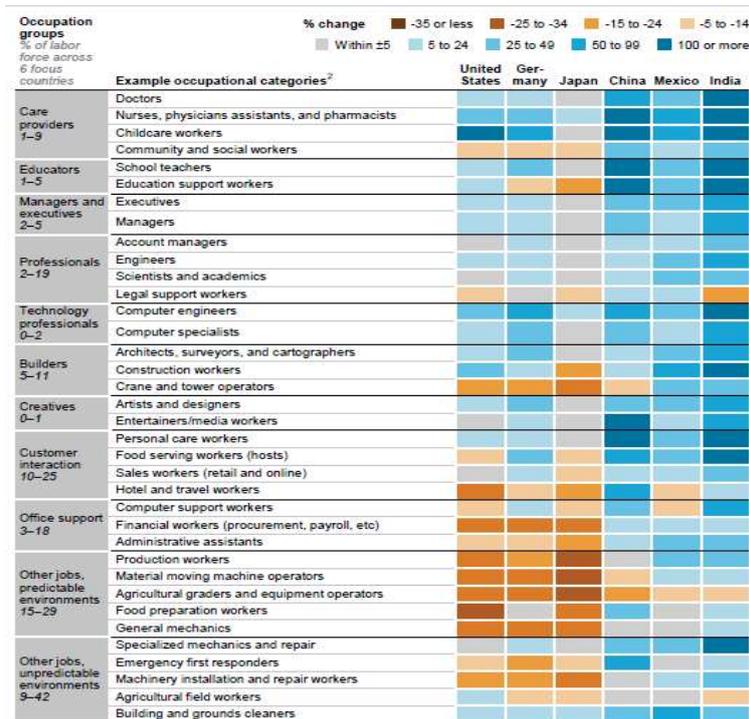


Figure 1: Jobs of the future: Employment growth and decline by occupation

**b. Cyclical Nature of Job Creation and Destruction**

Theories on the cyclical nature of job creation and destruction in the digital era suggest that while technology initially displaces workers, it also generates new employment opportunities through new products and markets. Schumpeter's concept of "creative destruction" [3] describes this process where old industries are decimated as new ones emerge. This theory is particularly relevant in the context of digital technologies, where the decline of industries like print media and video rental has been accompanied by the rise of digital marketing and streaming services.

Empirical findings support this cyclical nature. For instance, studies by Bessen [28] illustrate that while automation displaces some jobs, it also lowers production costs, leading to increased demand and potentially more employment in other areas of the economy. Furthermore, as digital platforms lower barriers to market entry, they enable the creation of micro-enterprises and gig economy jobs, as explored by Sundararajan [5].

**2.6 Economic Theories on Capitalism and Digitalization**

**a. Review of Economic Theories on Digital Technology and Capitalist Structures**

The relationship between digital technology and capitalist structures is a pivotal area of study within economic theory. Scholars such as Schumpeter [3] have long argued that technological innovations drive the "creative destruction" necessary for economic evolution within capitalist systems, a concept that has become increasingly relevant in the digital age. Schumpeter's theories suggest that new technologies disrupt existing markets and value chains, leading to the demise of obsolete industries and the emergence of new ones [3].

More recent theoretical frameworks, like those proposed by Castells [4] in The Information Age series, focus on how digital technologies are integral to forming a network society, where the flow of information is central to economic, social, and cultural activities. Castells argues that this shift influences the structure of capitalist economies by prioritizing information flows and knowledge over industrial production, which fundamentally alters the labor market and capital accumulation processes [4].

**b. Digital Technologies: Creating a New Form of Capitalism?**

The debate on whether digital technologies are creating a new form of capitalism or merely transforming existing models is ongoing. Some theorists, like Rifkin [29] in *The Zero Marginal Cost Society*, argue that digital technologies are ushering in a near-zero marginal cost economy, which could lead to the end of capitalism as traditionally understood. In this scenario, the cost of producing additional units of a good (especially digital goods) becomes virtually free, potentially undermining the capitalist model of profit maximization [29].

On the other hand, authors like Mason [30] in *PostCapitalism* suggest that while digital technologies are transforming economic structures, they do not spell the end of capitalism but rather evolve it into a more complex system. Mason posits that digitalization facilitates new forms of economic behavior that integrate capitalist and non-capitalist elements, such as collaborative production and shared economies, which coexist with traditional market mechanisms [30].

**III. RESEARCH METHODOLOGY**

The methodology of this research paper aims to systematically investigate the hypothesis that while digital technologies profoundly transform economic and social structures, they do not herald the end of capitalism but rather modify its dynamics. Our analytical framework is structured around a matrix that examines the interplay between tangible and intangible products and three critical aspects of the market: Regulations, Market Dynamics (Sellers), and Consumers (Buyers). This matrix approach allows us to explore how each element influences and shapes the others in the context of digital transformation.

The methodology involves a mixed-methods approach, combining qualitative analysis of industry reports, case studies, and academic literature with quantitative data where available, to assess the impacts of digital technologies across these dimensions.

The illustrated below is a proposed 3 by 2 matrix where each cell represents the interaction between the product types (tangible and intangible) and the three market elements (Regulations, Market Dynamics, and Consumers). This framework will guide our exploration of how digital transformation affects these interactions and the broader capitalist ecosystem.

Product Type \ Market Element	Regulations	Market Dynamics	Consumers
<b>Tangible Products</b>	Regulatory impact on production and distribution of physical goods.	How sellers adapt physical goods in the digital era.	Consumer preferences for physical goods and how these are changing.
<b>Intangible Products</b>	Impact of data governance and intellectual property on digital goods.	Evolution of market strategies for digital offerings.	Shifts in consumer behavior towards digital consumption.

**IV. RESULT AND DISCUSSION**

**4.1 Regulations**

In the evolving global market, several key regulatory frameworks have been established to govern both tangible and intangible products, ensuring protection, fairness, and innovation. These regulations are designed to address the complexities and challenges posed by digital transformation, globalization, and the increasing interconnectivity of economies.

One of the most comprehensive data protection laws globally, implemented by the European Union, sets strict guidelines on how companies must handle personal data, ensuring privacy and security. This regulation affects both tangible products, such as smart devices that collect user data, and intangible products, such as digital services and platforms that process personal information. Key provisions include data protection measures, rights of data subjects, and mandatory data breach notifications. These regulations compel companies to ensure privacy by design, impacting how data is collected, stored, and used [31]. To ensure achieving such governance, a comprehensive global framework has been set as shown in (Figure 2) [32].

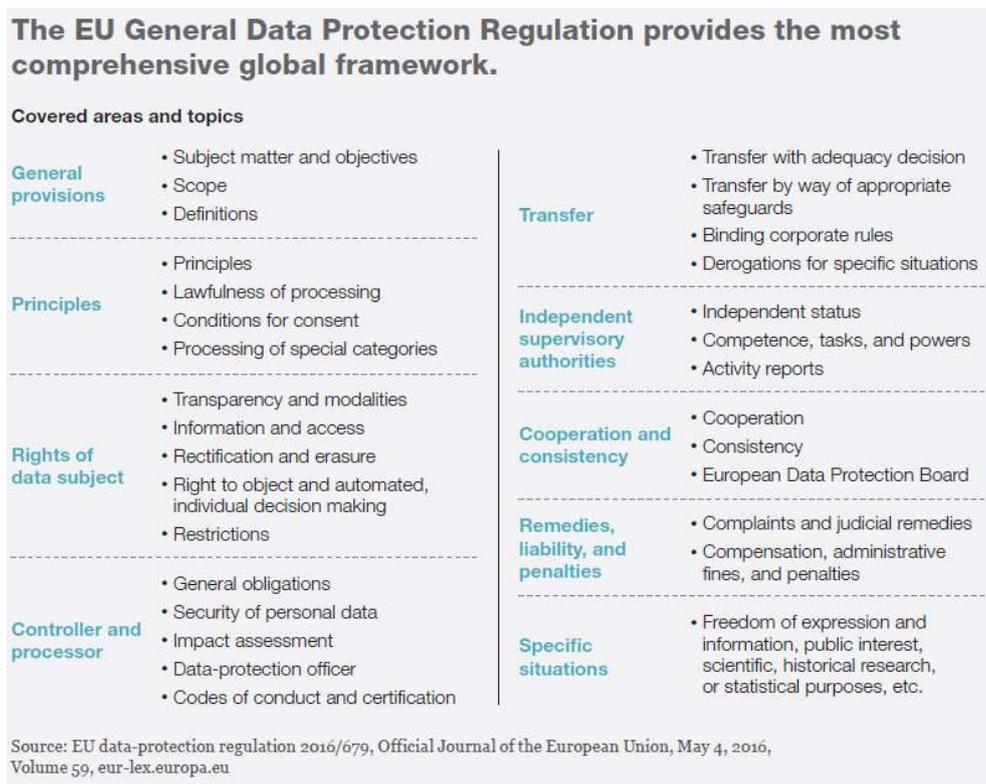


Figure 2: EU GDPR provides the most comprehensive global framework

**a. Tangible products**

Regulations play a crucial role in shaping the production, distribution, and consumption of tangible products. Key areas impacted by regulations include safety standards [33], environmental regulations [34], and trade tariffs [35], each of which has a significant influence on the cost, availability, and marketability of physical goods.

In an article published McKinsey & Company [32], it discusses how GDPR affects businesses dealing with physical goods and the broader implications of compliance, highlighting that while GDPR presents significant compliance challenges and costs for companies dealing with tangible products, that may requires companies to invest over €10 million, depending on their initial compliance status to meet the regulatory requirements, also provides opportunities to enhance consumer trust and streamline data management practices. Properly implemented, GDPR can support digital transformation and improve overall business operations, ensuring companies remain competitive in a data-driven economy.

**b. Intangible products**

For intangible products, the regulatory focus is primarily on data protection, intellectual property rights, and the management of cross-border data flows, which are pivotal to how these products are created, distributed, and monetized.

**Data Protection Laws:** The General Data Protection Regulation (GDPR) in the EU sets a precedent for how data is handled globally, affecting all digital products that process personal data of EU residents.

**Copyright Regulations:** Copyright laws protect creators of digital content, such as software developers, musicians, and writers, by giving them exclusive rights to use and distribute their work. The Digital Single Market strategy by the EU aims to modernize copyright frameworks to cater to the digital age, affecting how content is accessed and shared across borders [36]. In an annual single market report released in 2023 [37], the Digital Single Market is estimated to boost the EU economy by €415 billion per year. This is achieved by improving online access to goods and services, creating a level playing field for digital networks and maximizing the growth potential of the digital economy.

**Cross-Border Data Flow Restrictions:** Various countries have regulations that restrict the international transfer of data. For example, Russia's data localization law requires personal data of Russian citizens to be processed and stored within the country before it can be transferred internationally, impacting how international tech companies operate within Russian jurisdictions [38]. On the other hand, Single Market integration has benefitted all Member States by acting not only as a driver of exports, but more generally as a source of growth and, job creation. Member States trade more within the EU (18% of world trade) than with the rest of the world (13% of world trade) [37].

### *c. Comparative analysis*

Regulatory frameworks are crucial for maintaining market balance and competitiveness in industries dealing with both tangible and intangible products. The GDPR ensures stringent data protection standards, fostering trust and creating a level playing field for both physical devices and digital services. Intellectual property laws protect innovations, encouraging the development of new products and services, with SMEs benefiting significantly through higher revenue per employee. The EU's Digital Single Market strategy removes barriers to online transactions and harmonizes digital regulations. The Digital Markets Act prevents anti-competitive practices by large digital platforms, promoting fair competition and innovation. Consumer protection regulations ensure transparency and fair terms, enhancing consumer trust and market participation. These mechanisms collectively promote innovation, protect consumer rights, and ensure fair business practices across various sectors.

## **4.2 Market Dynamics and Products**

### *a. Tangible Products: Integration of Digital Technologies*

The integration of digital technologies into traditional industries has significantly enhanced the capability and value of tangible products. A prominent example is the Internet of Things (IoT) in manufacturing, which exemplifies how digital technology can revolutionize product offerings and production processes. In manufacturing, the use of IoT devices allows for greater automation, improved real-time analytics, and enhanced operational efficiency. Companies like General Electric have pioneered the use of digital twins, which are virtual replicas of physical devices that can be used for simulation and analysis, leading to improvements in product development and maintenance [39]. In other industries, incorporating IoT aims to enhance user interactivity and functionality, thereby adding value to traditional home appliances through connectivity and smart features [40].

According to MarketsandMarkets [41], the global IoT market was valued at USD 605.69 billion in 2021 and is projected to reach USD 1.5 trillion by 2030, growing at a CAGR of 25.4%

### *b. Intangible Products: Transition from Physical to Digital-First*

The shift from physical to digital-first business models is evident across multiple industries, but is particularly striking in sectors like entertainment and software. Case studies of companies that have successfully made this transition illustrate significant shifts in business models and revenue streams. For instance, Adobe Systems' shift from selling boxed software to a subscription-based Software as a Service (SaaS) model underlines this transformation. By moving to the Adobe Creative Cloud, Adobe not only stabilized its revenue but also significantly increased its market reach and customer retention rates. The subscription model provides ongoing revenue and better customer satisfaction through continuous updates and improvements [2].

On the other hand, the entertainment industry has seen a similar shift with the rise of digital streaming services like Netflix and Spotify. These platforms have transitioned from physical distribution (DVDs, CDs) to streaming, fundamentally altering how content is consumed and monetized. This digital model benefits from lower distribution costs and wider audience reach, while also facing challenges such as digital piracy and licensing complexities [42].

### *c. Comparative analysis*

Looking at the Market changes, which touched both tangible and intangible products, increased the opportunities landscape and opened doors to competition. With more innovation gets introduced in the market, the more opportunities it creates in the market. For example, GE uses IoT and predictive analytics to improve the performance of its industrial machinery and more cost optimization [43]. Moreover, technologies like 3D printing and AI facilitate mass customization, allowing companies to produce personalized products at scale, as seen with Nike's custom-fit shoes [44]. The global 3D printed footwear market is valued at

1,140.2M USD in 2023 and expected to reach 3,663.1M USD by 2030 at a CAGR of 21.47% between 2024 and 2030, as illustrated in (Figure 3) [45].

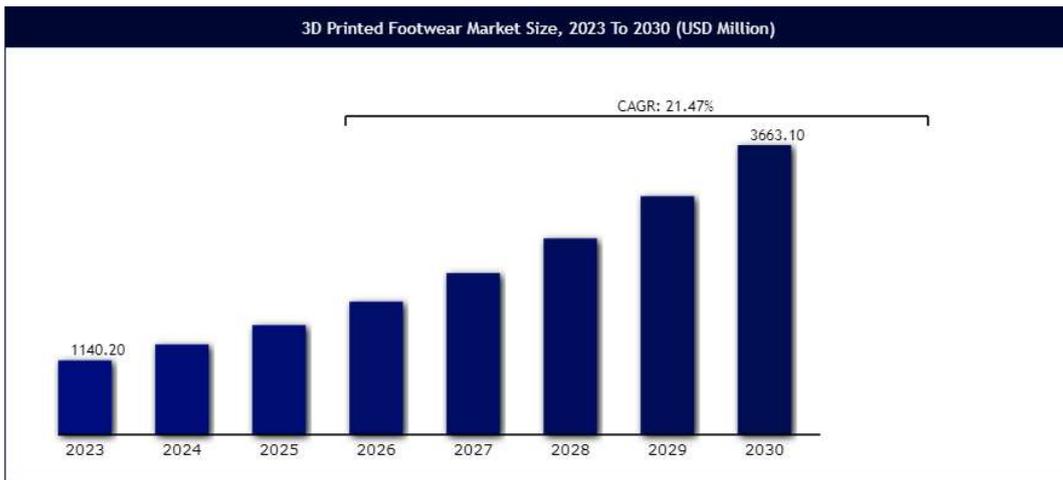


Figure 3: 3D Printed Footwear Market Size from 2023 to 2030

Additionally, the rise of e-commerce and digital platforms intensifies competition among traditional retailers, pushing them to adopt Omni-channel strategies to remain competitive against global marketplaces like Amazon. The trends set by e-commerce providers have contributed to a 23% growth in global e-commerce sales between 2022 and 2027, indicating a significant shift in sales from physical to digital stores and underscoring the worldwide impact of this transition, as illustrated in (Figure 4) [46].

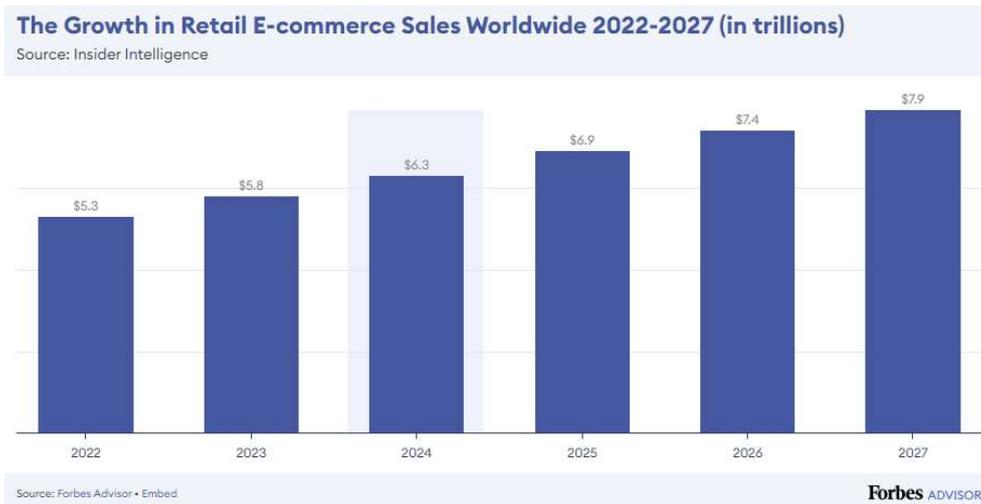


Figure 4: Growth in Retail E-Commerce between 2022 and 2027

### 4.3 Consumers and Products

#### a. Tangible Products: Consumer Trends in Physical Goods

Consumer preferences for tangible products continue to evolve, influenced by a variety of factors including technological advancements, sustainability concerns, and changing lifestyle dynamics. Notable sectors where these trends are prominently observed include automotive and retail.

In the automotive industry, there is a growing trend towards electric vehicles (EVs) and hybrid models, driven by environmental concerns and innovation in battery technologies. Consumer interest in advanced driver-assistance systems (ADAS) and integrated digital services such as GPS navigation and in-car entertainment systems also reflects a shift towards more technologically equipped vehicles. Market studies, such as those conducted by J.D. Power [47], provide insights into consumer preferences and purchase behaviors in the automotive sector [47].

In retail, the trend is towards a seamless integration of online and offline experiences, often referred to as Omni channel retailing. Consumers increasingly value the convenience of online shopping combined with the tangibility and instant gratification of in-store experiences. The resurgence of local shopping and artisanal products also highlights a consumer preference for authenticity and sustainability, as detailed in reports from McKinsey & Company [48].

### *b. Intangible Products: Consumer Adoption and Preferences*

The adoption rates and preferences for intangible products, particularly digital services, have seen significant growth, influenced by factors such as accessibility, cost-effectiveness, and user engagement.

**Digital Media and Entertainment:** Streaming services like Netflix and Spotify exemplify the high adoption rates of digital entertainment options, offering consumers vast content libraries with the convenience of access across multiple devices. The shift from physical media to digital formats is supported by data indicating strong consumer preferences for streaming services due to their customized content recommendations and subscription models [49].

**Software and Applications:** In the software industry, consumers are increasingly favoring applications that offer cloud-based functionality, reflecting a preference for accessibility and flexibility. The adoption of SaaS products in both personal and professional realms shows significant growth, as users opt for software solutions that offer regular updates, scalability, and cross-platform compatibility [50].

## V. CONCLUSION

Summarizing the previously mentioned, the aim is to provide a nuanced understanding of how digital transformation impacts capitalist systems across various sectors and global markets. Touching on the 3 areas including regulations, where both tangible and intangible products are shaped by regulatory landscapes that not only ensure market and consumer safety but also drive innovation and adaptation in product development, in addition to market dynamics, showing how companies leverage digital platforms to enhance or completely transform their product offerings, and lastly customer trends, showing that while digital products are increasingly prevalent, physical products continue to hold significant value, driven by factors like sensory experience and perceived authenticity. The initial findings from our methodology support the thesis that digital technologies, while transformative, are not leading to the demise of capitalism but are instead reshaping it. Digital technologies introduce new complexities and opportunities, suggesting an evolution of capitalism rather than its end.

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