# ICT: Emerging Technological Trends and Society

TuK



Btech IT/CT/CCN Year IV term 3

LECTURE 1 pt A INTERESTING COMPUTING APPLICATION AREAS

SUBJECT CODE: ECII/ECSI/ECCI 4204

# INTERESTING COMPUTER

## **APPLICATION**

**AREAS pt 1A** 

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# **LECTURE OVERVIEW**

- 1. Lecture Aims & Objectives
- 2. Lecture Outline
- 3. Recommended chapter from recommended reading list
  - **4.Lecture Topic**
  - 5. Q&A

# **COMPUTER APPLICATION AREAS**

#### •The aims of this topic are to:

- 1) Identify different areas where interesting computer h/w, s/w & network applications are used
- 2) Introduce students to different s/w, h/w & network emerging trends in traditional & non-traditional areas of computer application
- **3)** Identify and explain the history, evolution, development, function, characteristics and strengths and of h/w, s/w & network computer applications aforementioned
- **4)** Discuss the social and ethical implications on society related to use of the aforementioned applications

## COMPUTER APPLICATION AREAS

#### •The objectives of this topic are to:

- 1)Study how traditional h/w, s/w & network computing applications in common areas of society evolved & developed over time leading to disruption and innovation in key areas
  - 2)Learn the front end, middleware and backend architecture of the traditional Vs Emerging computing applications
  - 3) Learn and re-design h/w, s/w & network models to predict future disruptions to current computer applications in society

#### LECTURE OUTLINE

#### PART A:- ALGORITHM COMPETITION FOR HUMAN EYEBALLS

1A) From analog long form video editing to digital short video creation using computers -technologically advanced video editing software (video editing software and computer applications:-history, evolution and development OF video)

#### PART B:- SMART CLOTHING TECHNOLOGY

2 A) From shoes to computers on your feet-smart shoe technology-technologically advanced footwear (Feet of the human body and computer applications:-history, evolution and development)

2 B) From clothes to wearing computers on clothes -clothing technology-technologically advanced wear :- (the human body and computer applications:-history, evolution and development)-hats and socks and shoes

## RECOMMENDED READING LIST

- 1. Fawad A Khan, Jason M Anderson "Digital Transformation Using Emerging Technologies:- A CxO's Guide To Transform Your Organization" Independently Published 2021
- 2, Sarah Pink "Emerging Technologies/Life at the Edge of the Future" Routledge 2022
- 3. Kelly and Zach Weinersmith "Soonish: Ten Emerging Technologies That'll Improve and/or Ruin Everything" Penguin Press 2017
- 4. Schwab, Klaus "The Fourth Industrial Revolution", 2018.

# COMPUTER APPLICATION AREAS

## McKinsey & Company 2016

Half of today's work activities could be automated as early as 2035-

(Disruption WARNING)

# • БУДЬТЕ В БЕЗОПАСНОСТИ БРАТЬЯ

BE

SAFE BROTHERS

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# COMPUTER APPLICATION AREAS

#### **Bill Gates**

We always Overestimate the change that will occur in the next 2 years and underestimate the change that will occur in the next 10. Don't let yourself be lulled into inaction

(Disruption WARNING:)

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HUMAN BODY AND COMPUTER APPLICATIONS



# SUMMARY OF LUDDITE Vs NON-LUDDITE

FOCUS ON
BILL JOY AND JOHN MESSERLEY

# WILLIAM "BILL" JOY

Wrote the 2000 essay Why The Future Doesn't Need Us, in which he expressed deep concerns over the development of modern EMERGING technologies.

Argued: "Our most powerful 21st-century technologies—robotics, genetic engineering, and nanotech—threaten to make humans an endangered species."

"Developing (aka EMERGING) technologies provide a much greater danger to humanity than any technology before"

## WHY THE FUTURE DOESN'T NEED US BY "BILL" JOY

"20th-century technologies of destruction (e.g. nuclear bomb etc.) are limited to large governments, complex, expensive & difficult to acquire required raw materials"

21st Century technologies "Are a potential nightmare scenario, in which a mad scientist creates a virus capable of wiping out humanity"

## WHY THE FUTURE DOESN'T NEED US BY "BILL" JOY

"increasing computer power will eventually become more intelligent than we are, leading to dystopian scenarios e.g. robot rebellion"

"In Summary – Genetics, nanotechnology, robotics etc. are too dangerous to pursue; we should abandon them"

BILL J:- Emerging technologies have problems as tech (NON-LUDDITE-ANTI-TECHNOLOGY ARGUMENT)

JOHN M Response COUNTER (LUDDITE-PRO-TECHNOLOGY ARGUMENT)

1. Big fish eat little fish argument "Biological species almost never survive encounters with superior competitors-robots will be superior to us, (NON-LUDDITE ANTI TECHNOLOGY)"

Big fish counter argument:-" But it isn't obvious that robots will be superior to us and, even if they will be, they may be less troublesome than our neighbors next door.

(LUDDITE-PRO-TECHNOLOGY)

2. Mad scientist argument "scientists can be mad, leading to construction and dissemination of contagious plagues that kill" (What is the LUDDITE PRO-TECHNOLOGY COUNTER ARGUMENT?)

- 3. Lack of control argument "self-replication amplifies the danger: -a bomb is blown up only once—but one bot can become many, and quickly get out of control.(What is the LUDDITE PRO-TECHNOLOGY COUNTER ARGUMENT?)
- 4. Easy access argument "20th-century technologies require rare "raw materials and highly protected information", but 21st-century technologies are widely within reach thus knowledge alone enables their use" (What is the LUDDITE PRO-TECHNOLOGY COUNTER ARGUMENT?)

- 5. Poor design abilities argument "we overestimate our design abilities, and should proceed with great caution" (What is the LUDDITE PRO-TECHNOLOGY COUNTER ARGUMENT?)
- 6. Immortality argument-scientists dream of building conscious machines to achieve immortality by downloading human consciousness into them (What is the LUDDITE PRO-TECHNOLOGY COUNTER ARGUMENT?)

## WHY THE FUTURE DOESN'T NEED US BY "BILL" JOY

#### Summary of all Bill Joy's 9 point arguments

- 7. Other technologies make things worse argument- "ET's increases ability to perfect bodies, eliminate disease, prevent deformity etc". (What is the LUDDITE PRO-TECHNOLOGY COUNTER ARGUMENT?)
- 8. It's never been this bad argument- "As a species in the history of earth our voluntary actions have made us a danger to itself." (What is the LUDDITE PRO-TECHNOLOGY COUNTER ARGUMENT?)

#### **EMERGING TREND LIFECYCLE**

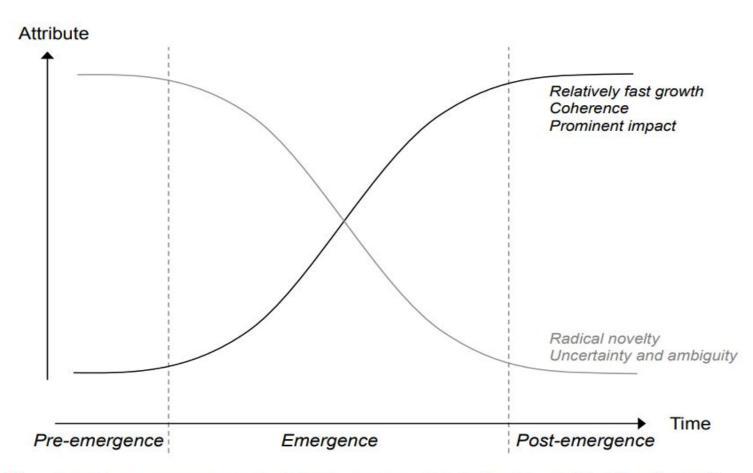


Figure 2: Pre-emergence, emergence, and post-emergence: attributes and 'stylised' trends. Source: authors' elaboration.

#### VINE 2012-2016:POSTMORTEM OF AN EXTINCT EMERGING TREND

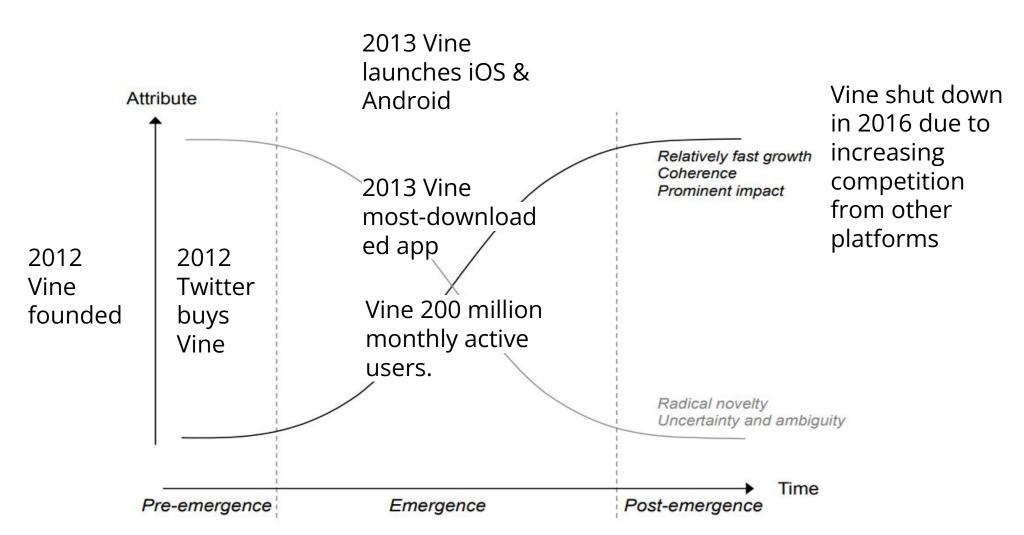
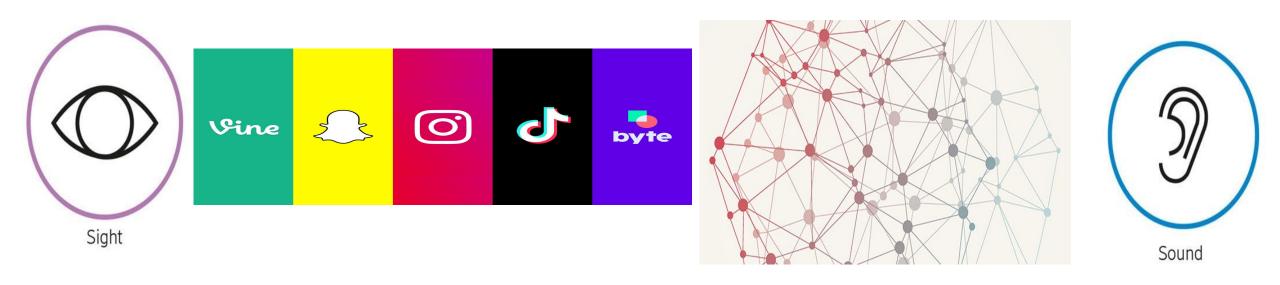


Figure 2: Pre-emergence, emergence, and post-emergence: attributes and 'stylised' trends. Source: authors' elaboration.

#### COMPUTING APPLICATION EMERGING TECHNOLOGY TRENDS



# •HOW ALGORITHMS RULE THE WORLD:- THE COMPETITION FOR HUMAN EYEBALLS

 From analog long form video editing to digital short video creation using computers -video editing software and computer applications:-history, evolution and development

#### COMPUTER APPLICATION AREAS

#### HOW ALGORITHMS RULE THE WORLD:- THE BATTLE FOR HUMAN EYEBALLS

- Video creation and editing algorithms
- present videos
- •edit/create
- variations

- •The questions being raised about algorithms at the moment are:-
- •how they structure society?
- •how they use data?
- •Data privacy?

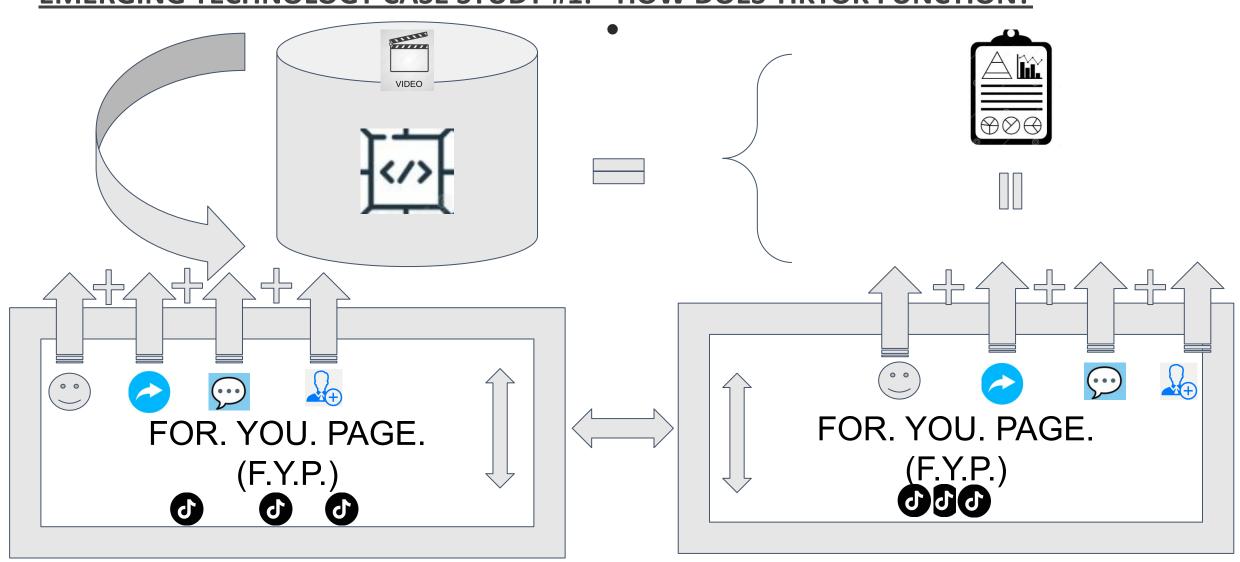
BATTLE OF THE ALGORITHM:- TIKTOK BAN. WHY HAVE More than Six Countries have banned Tiktok?

ICT: Emerging Tech &

Society

#### COMPUTING APPLICATION EMERGING TECHNOLOGY TRENDS

#### **EMERGING TECHNOLOGY CASE STUDY #1:- HOW DOES TIKTOK FUNCTION?**



#### COMPUTING APPLICATION EMERGING TECHNOLOGY TRENDS

#### IT'S AN ALGORITHMIC WORLD:- WE ARE JUST LIVING IN IT



- •What is next in The battle of the Algorithms?
- What is NEXT after Tiktok and Twitter?

- •TECHNICAL LESSONS?
- •WHAT IS THE NEXT "GREAT" ALGORITHM?

- •START OVER WITH SOCIAL MEDIA?
- •LESSONS LEARNT?

- OPEN NATURED
- •TOGETHERNESS
- •DATA! DATA! DATA!

# **QUESTION AND ANSWER SESSION**

ANY
QUESTIONS
?