

Identification: (Sa ubos magtuon)

1. _____ - Emerging technology may take the form of progressing technology.
2. _____ - began in the 19th century, new technological systems that use electricity were introduced during this revolution, which allowed for even greater production and more sophisticated machines.
3. _____ - can also be generated by putting existing technology to a new use.
4. _____ - Emerging technologies show relatively fast growth rates compared to non-emerging technologies.
5. _____ - Emerging technology is a convergence of previously separated research streams and technologies that have already moved beyond the purely conceptual stage.
6. _____ - Emerging technology provides benefits for a wide range of sectors, transforms an industry, and exerts much enhanced economic influence.
7. _____ - it defines as “new technologies that are currently developing or will be developed over the next five to ten years, and which will substantially alter the business and social environment.”
8. _____ - The prominent impact of emerging technologies lies somewhere in the future.
9. _____ - began in the 18th century, the introduction of mechanical production using hydroelectric and steam-powered equipment.
10. _____ – is the technology that overlays computer-generated display, sound, text, and effects on a user’s view of the real world.
11. _____ – is the simulation of human intelligence processes by machines. These processes include learning, reasoning, and self-correction.
12. _____ – This is the application of AI that provides a machine with the ability to learn from experience like humans.
13. _____ – Computers that use quantum mechanics to perform calculations can solve some problems far more efficiently than a conventional computer.
14. _____ - is analogous to the standard bit (0 or 1), but it is in a quantum superposition between two (2) computational quantum states.
15. The stages of production technology are called the _____.
16. _____ - is the current and developing environment, the disruptive and cutting-edge technologies, such as the Internet of Things (IoT), robotics, virtual reality (VR), AR, and AI, are changing the way we live and work.

17. _____ – is the process of collecting, organizing, and analyzing large sets of data from different resources to discover patterns and other useful information.
18. _____ – is a computing concept that describes the idea of everyday physical objects being connected to the Internet and being able to communicate and interact with other devices.
19. _____ – is the general term for anything that involves delivering hosted services over the Internet.
20. _____ – support a variety of services, such as selecting parts in a warehouse and sending repair instructions over mobile devices.
21. _____ - began with the first computer era, evolved the use of electronics and information technology (IT) to automate a production process further.

Answer Key:

1. **Radical novelty** - Emerging technology may take the form of progressing technology.
2. **Second Industrial Revolution (Industry 2.0)** - began in the 19th century, new technological systems that use electricity were introduced during this revolution, which allowed for even greater production and more sophisticated machines.
3. **Novelty or newness** - can also be generated by putting existing technology to a new use.
4. **Relatively fast growth** - Emerging technologies show relatively fast growth rates compared to non-emerging technologies.
5. **Coherence** - Emerging technology is a convergence of previously separated research streams and technologies that have already moved beyond the purely conceptual stage.
6. **Prominent impact** - Emerging technology provides benefits for a wide range of sectors, transforms an industry, and exerts much enhanced economic influence.
7. **Emerging Technology** - it defines as “new technologies that are currently developing or will be developed over the next five to ten years, and which will substantially alter the business and social environment.”
8. **Uncertainty and ambiguity** - The prominent impact of emerging technologies lies somewhere in the future.
9. **First Industrial Revolution (Industry 1.0)** - began in the 18th century, the introduction of mechanical production using hydroelectric and steam-powered equipment.
10. **Augmented Reality (AR)** – is the technology that overlays computer-generated display, sound, text, and effects on a user’s view of the real world.
11. **Artificial Intelligence (AI)** – is the simulation of human intelligence processes by machines. These processes include learning, reasoning, and self-correction.
12. **Machine learning** – This is the application of AI that provides a machine with the ability to learn from experience like humans.
13. **Quantum Computers** – Computers that use quantum mechanics to perform calculations can solve some problems far more efficiently than a conventional computer.
14. **Qubit** - is analogous to the standard bit (0 or 1), but it is in a quantum superposition between two (2) computational quantum states.
15. The stages of production technology are called the **industrial revolution**.

16. **Fourth Industrial Revolution (Industry 4.0)** - is the current and developing environment, the disruptive and cutting-edge technologies, such as the Internet of Things (IoT), robotics, virtual reality (VR), AR, and AI, are changing the way we live and work.
17. **Big Data Analytics** – is the process of collecting, organizing, and analyzing large sets of data from different resources to discover patterns and other useful information.
18. **Internet of Things (IoT)** – is a computing concept that describes the idea of everyday physical objects being connected to the Internet and being able to communicate and interact with other devices.
19. **Cloud Computing** – is the general term for anything that involves delivering hosted services over the Internet.
20. **Augmented Reality (AR)** – support a variety of services, such as selecting parts in a warehouse and sending repair instructions over mobile devices.
21. **Third Industrial Revolution (Industry 3.0)** - began with the first computer era, evolved the use of electronics and information technology (IT) to automate a production process further.