Task 1.

Technological lock-in mean a situation where a technology attains a monopoly on the market without actually being a monopoly. Either individuals or organizations become so dependent on the technology, that switching to alternative technologies becomes almost impossible, even if those technologies are more efficient or cost-effective.

A good example in real life is Microsoft and Windows. Windows is run on around 80% of desktops worldwide1. Most office spaces only offer Windows computers, using Windows software. Companies could switch to other operating systems, but the switch is too big of a hurdle for most companies. Personally, I am also trapped under Windows, as Windows is easily the best OS for videogames. Everything else I could do with Linux, but unfortunately videogames are almost always optimized for Windows and nothing else. Steam is trying to fight against this with Proton and SteamOS, but that is still far away from ideal.

Costs that come with leaving lock-in are the costs that come with acquiring the new technology, then retraining and adapting to that technology. Compatibility issues can arise with other systems. Harms of being in a lock-in are reduced efficiency and vulnerabilities that come with the system. Benefits of the lock-in can be added compatibility with others who are in the same lock-in.

Source:

1. <https://gs.statcounter.com/os-market-share>