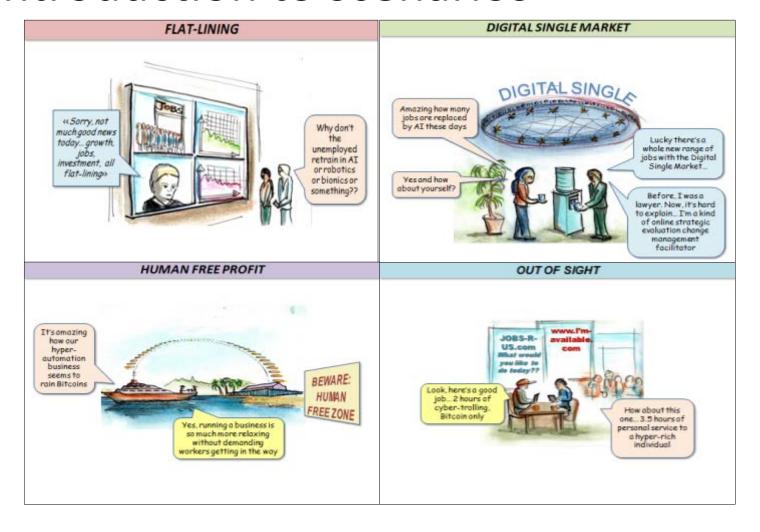






### Introduction to scenarios









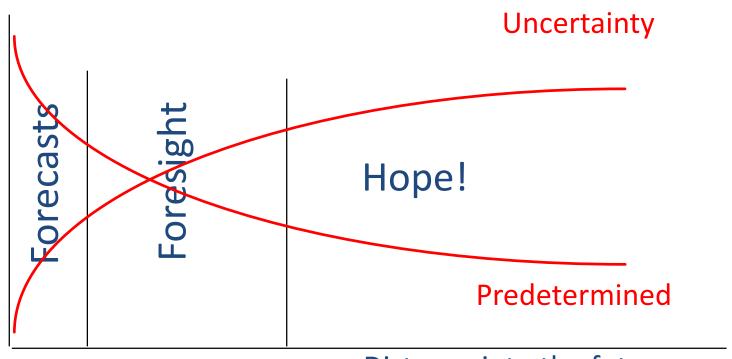
### Need for scenarios

- We are entering a world of unprecedented uncertainty
- Policies are too often driven by an 'official' view of the future
- They enable a wider range of potential opportunities to be assessed
- They enable risks to be identified and managed
- In some cases we can influence the future









Distance into the future







### What are scenarios

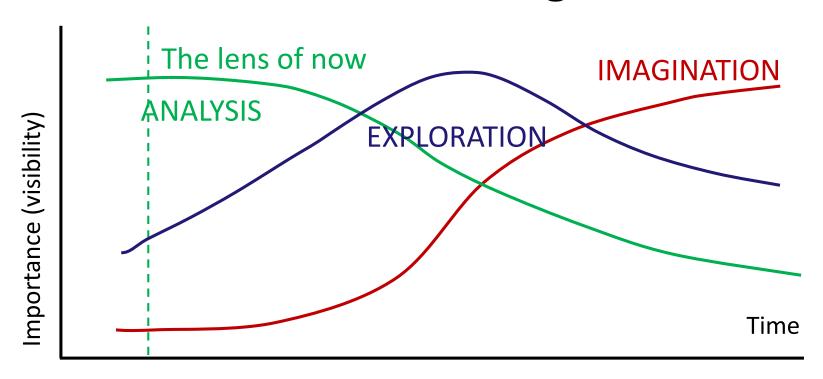
- Describe how 'the world' might look in the future
- Possible 'paths' to the future, including radical change
- Based on an analysis of key uncertainties/drivers of change
  - Societal, Technological, Economic, Environmental and Political
- Should be remarkable, convincing and plausible
- Must have internal logic and consistency
- Allow critical uncertainties and predetermined elements to be separated
- Not predictions or forecasts







# Built from drivers of change



Horizon 1: e.g. Current drivers and trends

Horizon 2: e.g. Emerging drivers of change

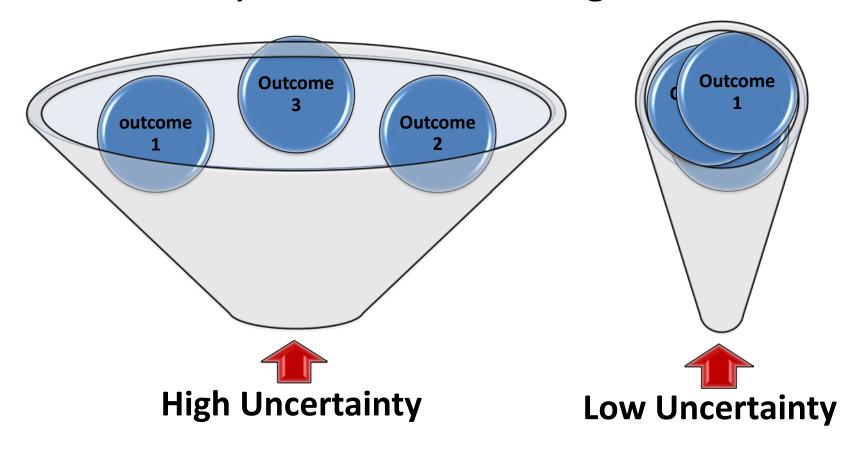
Horizon 3: e.g. Weak signals of emerging drivers of change







# Uncertainty of driver of change









# Axis 1 – Governance and public attitudes

- The environment in which ICT-ET will be exploited
- The levels of acceptance from the public/workers
- The levels of leadership from governments, business and workers' representatives







#### LOW/RESISTIVE

- -Break down in trust
- -Limits to data sharing
- -Non-compliance
- -Protectionism, nationalism and tribalism
- -More discrimination, bullying and exploitation
- -Entrepreneurs find opportunities to exploit

# GOVERNANCE AND PUBLIC ATTITUDES

- -Level of public trust determines the political and regulatory appetite
- -Does Government, business leadership and citizens' movements encourage a consensual approach?

### HIGH/ SUPPORTIVE

- -Mutually supportive society and Government
- -Understanding and management of privacy and ethics
- -Less discrimination and polarisation
- -Inter-government support
- -Risk of 'Red tape'









# Governance and public/workers' attitudes

#### Governance

- The European Digital Single Market
- Governance of ICT-ET
- Regulation of new working patterns
- Open intellectual property movement

### Public/workers attitudes

- The future of collective action
- Social media
- Security and privacy
- Attitudes to online privacy and ethics
- Discrimination, violence and bullying
- Technology demand and adoption rates







# Axis 2 – Growth and technology application

- The level of economic growth and investments in technology and skills
- The application of the developments of ICT-Enabled Technologies (ICT-ET)
- The level of impact on the nature and locations of work; and the associated changes to business structures





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### HIGH

- -High GDP growth
- High investment in infrastructure, research and capital investment
- Many existing jobs lost, but new ones emerge
- -Change affects all levels of workforce
- -Opportunities for adaptable, skilled workers
- -Thriving small start-up sector

#### LOW

- -Low GDP growth
- Limited investment in infrastructure, research and capital expenditure
- -Limited number of jobs lost to new tech
- -Loss of (mainly unskilled) jobs
- -Patchy adoption of new tech
- -Shortage of work for low-skilled



- Economic growth and investment
- -Advances in **ICT-ET**
- -Changes in nature and location of work
- -Changes to business structures











# Economic growth and technology adoption

- Economic growth and investment
  - EU growth
  - Availability of investment funding
  - Investment in education and employment initiatives
  - Changes in levels of globalisation
  - Tax planning and avoidance
- The application of the developments of ICT-Enabled Technologies (ICT-ET)
  - How the demand for and adoption of technology will evolve
- Impact on the nature and locations of work
  - Virtual workplaces
  - Crowd-working
  - Gaps in ICT skills







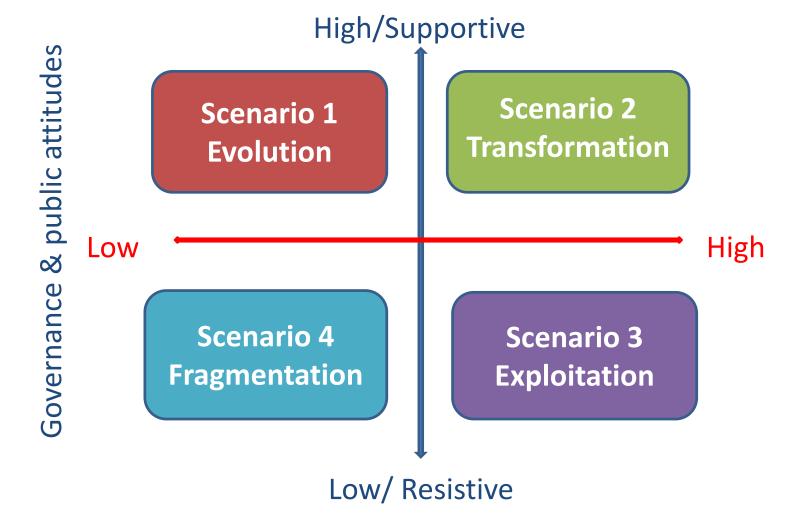
## Economic growth and technology innovation

- Impact on the nature and locations of work cont.
  - Quickening pace of knowledge transfer
  - More frequent and bigger shifts in skill required for work
  - Offshoring and reshoring
- Changes to business structures
  - Micro, small and medium-sized enterprises
  - Rise of the entrepreneur
  - Sub-contracting
  - Increase in e-commerce
  - Alternative distribution chains and manufacturing
  - Sharing economy
  - Pseudo self-employment







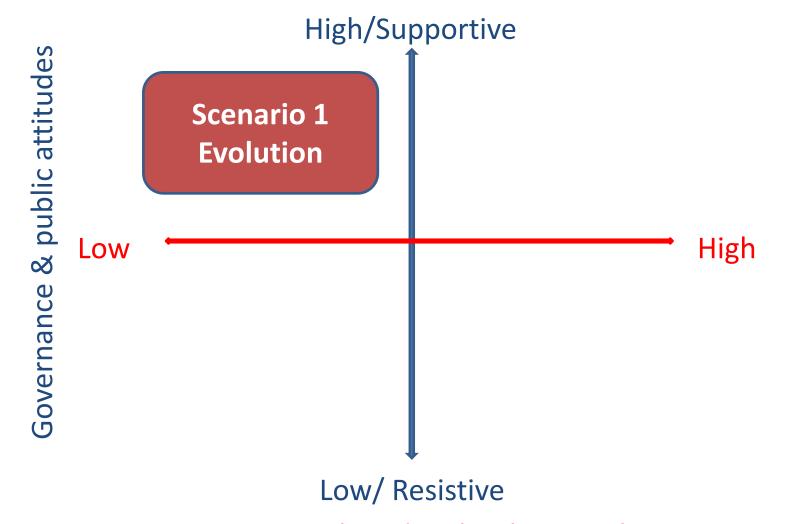


Economic growth and technology application









Economic growth and technology application







## Scenario 1 – 'Evolution'

- GDP growth about 1%
- Limited investment in research, infrastructure and capital assets
- Slow innovation and technological change
- Moderate investment in skills (variable quality MOOCs)
- Technology exploited by companies to build a more secure future
- 10% of jobs fundamentally changed or lost, 40% moderately changed







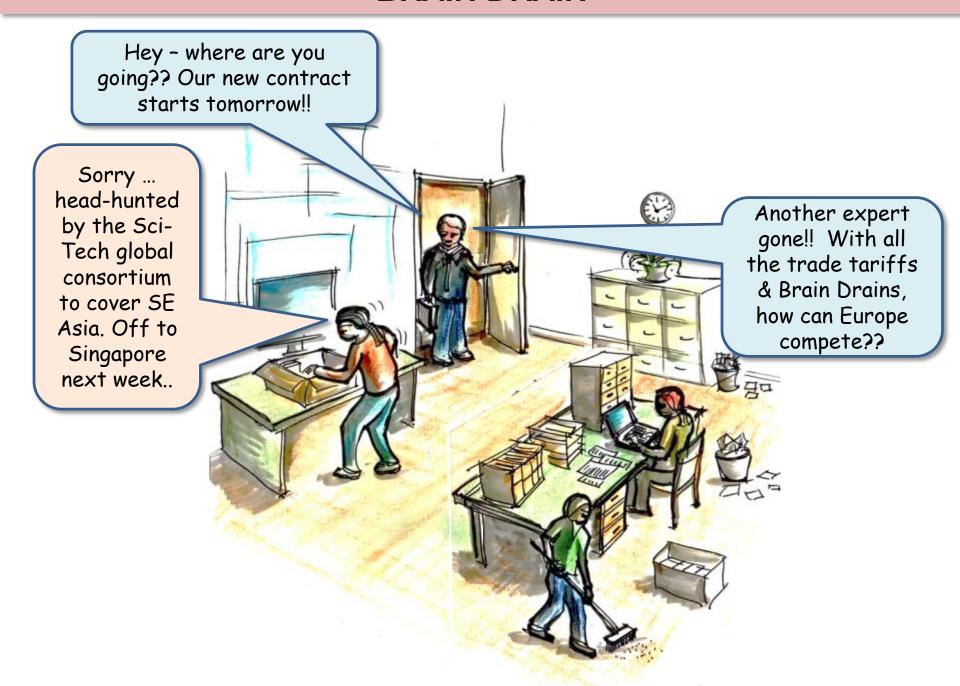
# Scenario 1 – 'Evolution'

- High level of unemployment and migration across and out of Europe
- Inclusive society with workers' interests taken into account, accompanied by increased regulation to protect traditional jobs
- Protectionist policies with increasing trade barriers
- Sharing economy with some online labour exchanges owned by workers with shared values
- Increasing pay inequality
- Cyber attacks have remained a serious threat

#### **FLAT-LINING**



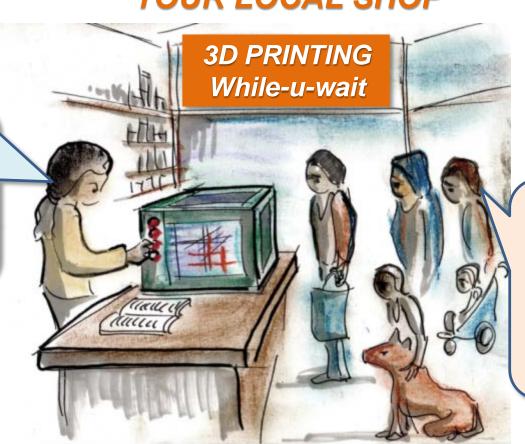
#### **BRAIN DRAIN**



#### **PRINTER JAM**

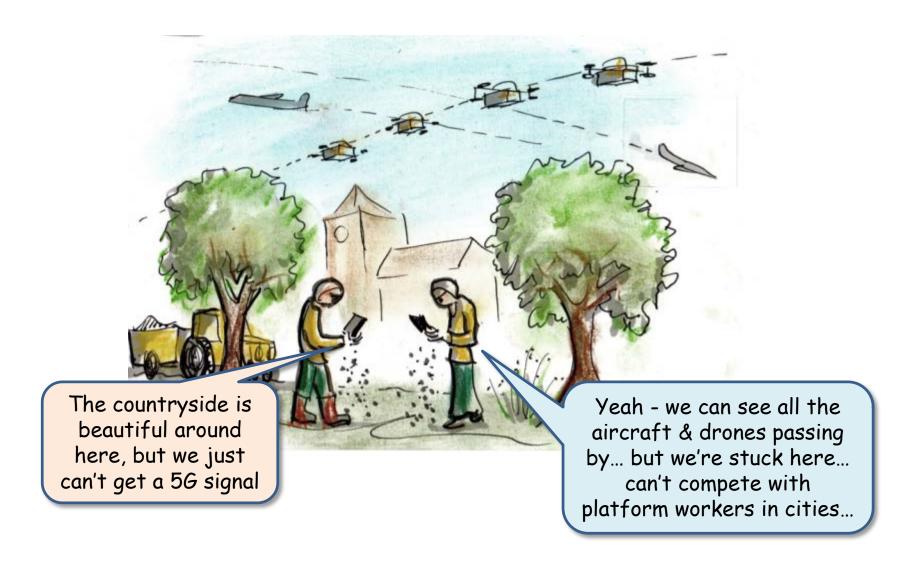
#### YOUR LOCAL SHOP

Hmmm... I have not used this material before??
This manual does not help



We should support our local start up... but it would have been easier to order online

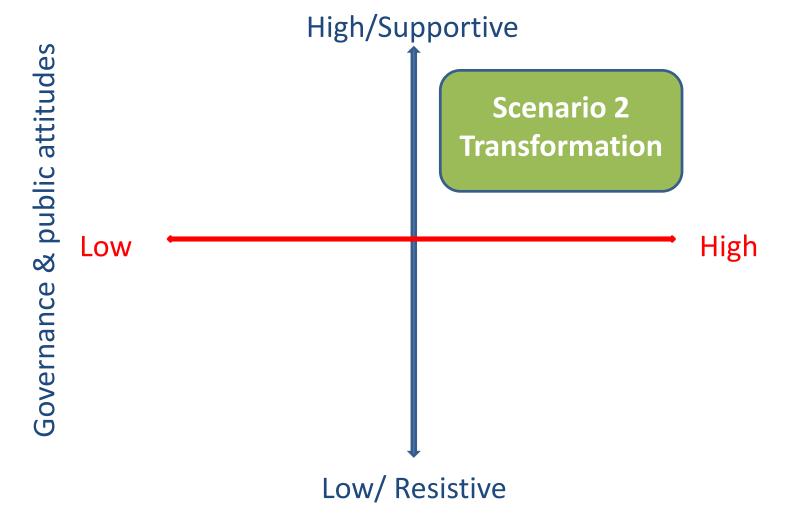
#### **RURAL BYPASS**











Economic growth and technology application







# Scenario 2 – 'Transformation'

- GDP growth of around 4%
- High investment in research, infrastructure capital assets and skills
- Evidence-based and responsive government policy
- High levels of innovation and pace of technological change
- Technology exploited across the economy



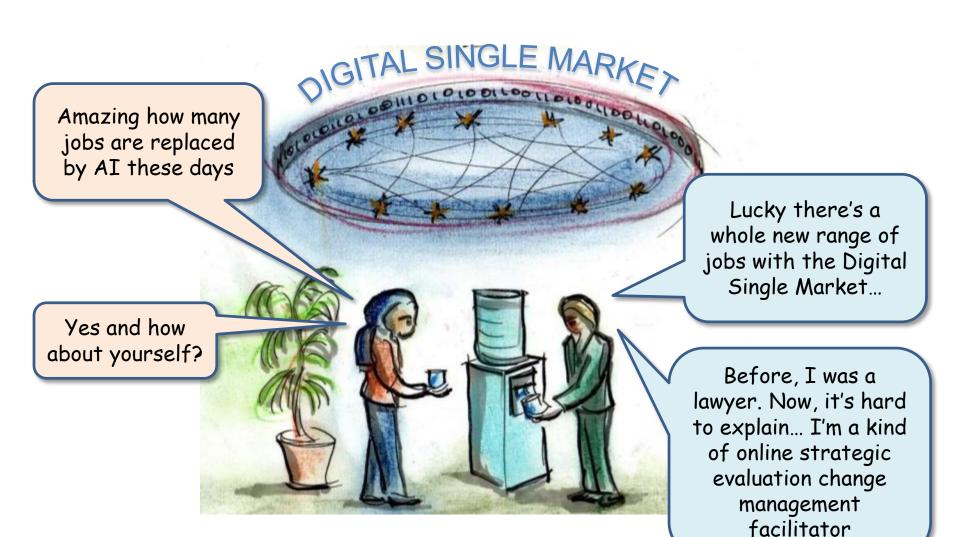




# Scenario 2 – 'Transformation'

- 50% of jobs fundamentally changed or lost, many new types of job created
- Low level of unemployment
- Workers' interests increasingly taken into account, accompanied by increased innovative regulation
- Increasingly ethical business models
- Inclusive society with shared values typified by trust, collaboration and consensus

#### **DIGITAL SINGLE MARKET**



#### TARGET PRACTICE

# TARGETS:

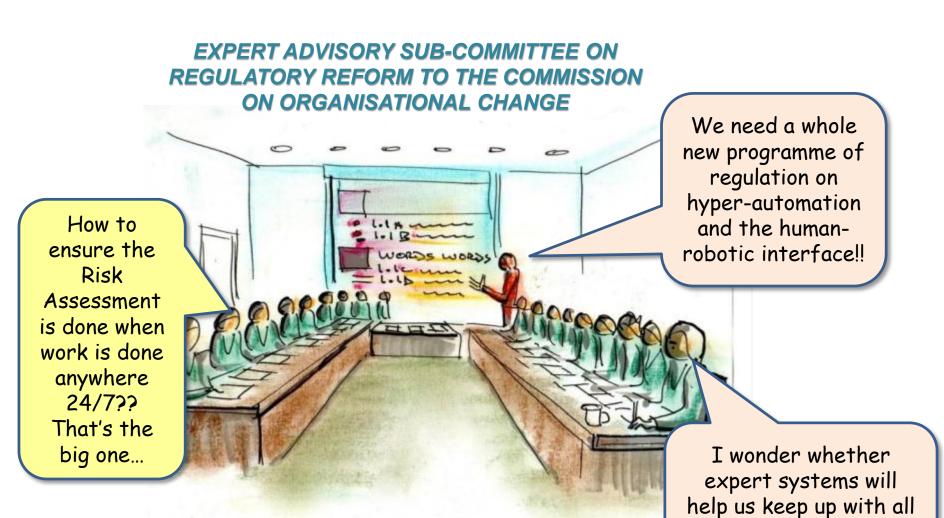
Output index
Self-evaluation
CO2 saving
Productivity
Communications
Benchmark skills
BREAK DUE IN 10
MINUTES!!

This online
education is very
stressful... I can't
keep up with all the
targets...



If you want to get ahead you have to conform.... That's how we got to where we are today....

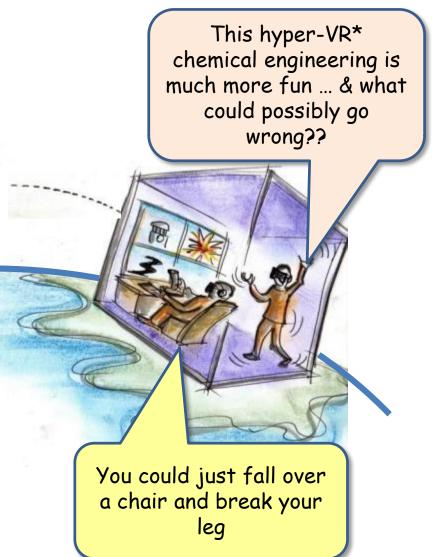
#### REFORM FOR REFORMERS



the accelerating need for new regulations

#### **CHEMISTRY FOR BEGINNERS**



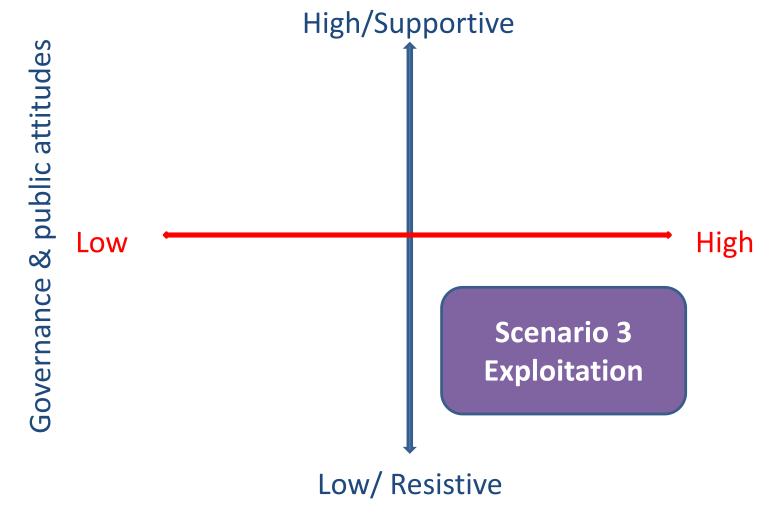


\* 'VR' = virtual reality









Economic growth and technology application







# Scenario 3 – 'Exploitation'

- GDP growth 3%
- High but patchy investment in research, infrastructure and capital assets
- Low investment in skills
- High levels of innovation and pace of technological change
- Exploitation of technology uneven and driven by profit





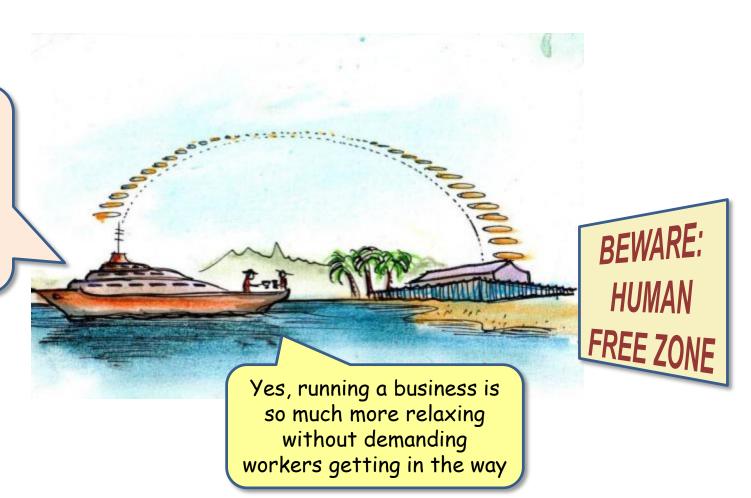


# Scenario 3 – 'Exploitation'

- 60% of jobs fundamentally changed or lost, some new types of job created (for people)
- Very high levels of unemployment
- Workers' interests lower priority and weak regulation
- Increased inequality between high and low paid

#### **HUMAN FREE PROFIT**

It's amazing
how our
hyperautomation
business
seems to
rain Bitcoins



#### **WORKERS ARE EVERYWHERE**





I used to drive a limo... until it began to drive itself.....

#### **PRODUCTIVITY PROBLEMS**

<<We need your final
report in 30 minutes>>

<<Your productivity is
10% below the required
 standard>>

<<Please dictate after the tone for autotranslation to Japanese>>



If this AI is so clever why can't it see that humans are being emotionally destroyed??

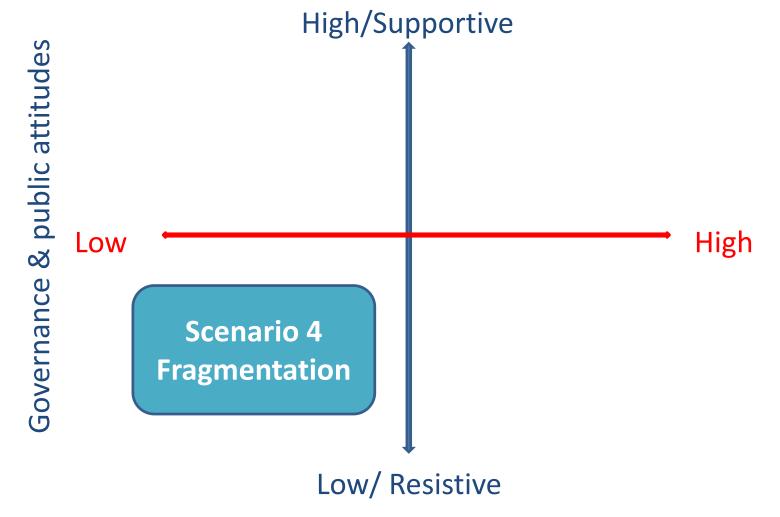
#### **POWER GAMES**











Economic growth and technology application







# Scenario 4 – 'Fragmentation'

- GDP growth about 1%
- Low investment in research, infrastructure, capital assets and skills
- Slow innovation and technological change
- Exploitation of technology uneven and driven by profit







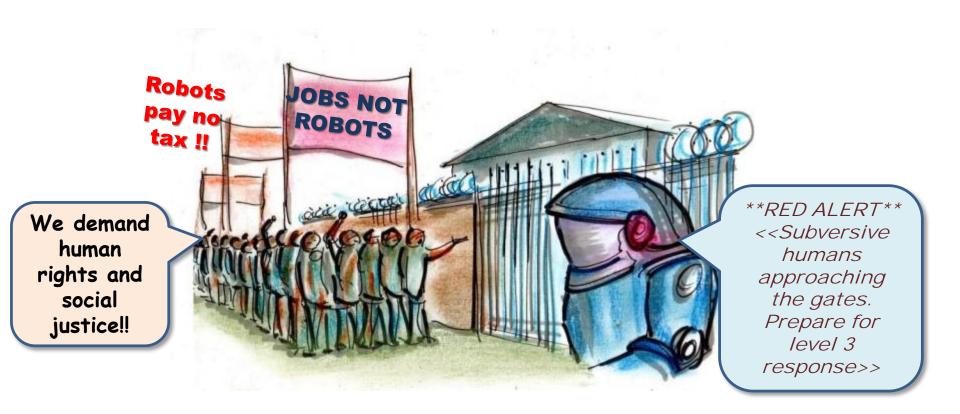
# Scenario 4 – 'Fragmentation'

- 30% of jobs fundamentally changed or lost, few new types of job created (for people)
- Increasing levels of unemployment
- Workers' interests low priority and weak regulation
- Increased inequality between high and low paid
- Cyber attacks have remained a serious threat

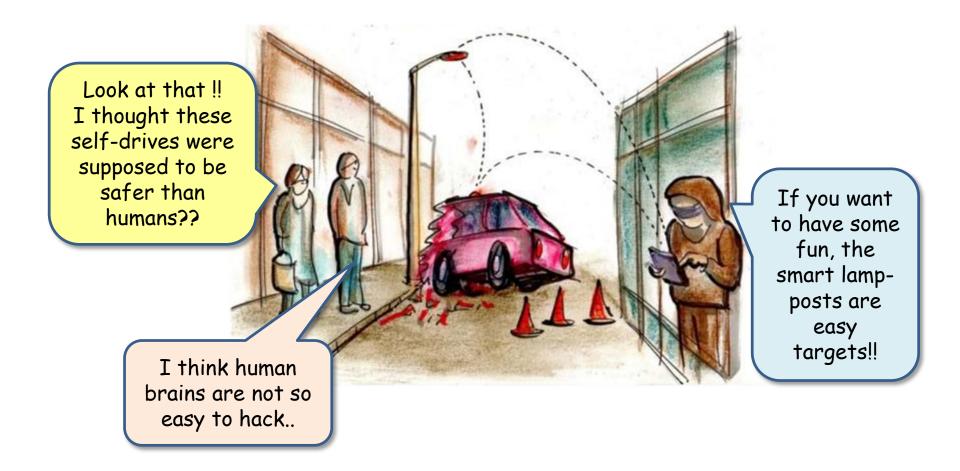
#### **OUT OF SIGHT**



#### **LOCKED OUT**



#### **SMART CITY FUN**



#### INSTRUCTIONS NOT INCLUDED

It's not responding...

I can do flatpack furniture... but putting a tool in a robot is risky



These
instructions
are in 28
languages but
they don't tell
you what to do

Best to keep out of its way until the help desk responds