

BE SMART IN TODAY'S EUROPEAN DIGITAL WORLD



WHAT'S INSIDE?

ADVANTAGES

DISADVANTAGES

**CHALLENGES FOR THE
FUTURE**

FUTURE JOBS

**TODAY'S SCIENCE
FICTION,
TOMORROW'S REALITY**

DIGITAL DEVICES IN EVERYDAY LIFE

**YOU MUST BE THE CHANGE YOU
WISH TO SEE IN THE WORLD**

Berufskolleg des Kreises Olpe - Germany

I.I.S. Leonardo da Vinci-Fascetti - Italy

Instituto de Educacao e Formacao do
Sorraia - Portugal

Liceul Matei Basarab Craiova - Romania

ADVANTAGES

- It helps us communicate with the world.
- Technology can improve the quality of education and learning.
- Social media is a great way to share your knowledge and expertise with others.
- We can use technology for shopping.
- Technology lets us have fun in unique ways.
- Technology adds convenience to our lives (when we travel, make a reservation, order food etc.).
- We have more knowledge available to us because of technology.
- We become innovators because of technology.
- Communication is so easy and very fast
- Information and texts can be carried around

Technology can be applied in various fields like Medicine, Craft Works and many others to improve quality of life of people

- Fluidity of monetary transactions
- To reduce physical barriers and consolidate communication in a global perspective.
- To allow greater autonomy to the older population, increasing quality of life.
- To find personalised solutions in an approach of partnership with digital devices and not of antagonism towards their presence in children's routines.
- To make profitable the partnerships between the most developed countries, the most disadvantaged ones and those that technologically have the knowledge and means to look for solutions to common problems.



ADVANTAGES

- The internet can be "asked" in almost every situation
- Music and films are at hand everywhere
- You can draw, write, copy, search, learn...everywhere and everytime
- Better security systems, e.g. warning systems for natural disasters
- More precise medical surgeries via modern technology
- Remote work from any place, e.g. during a pandemic
- Technology is getting more advanced, so prices drop and products get better.
- Quick access to any information
- Using everyday devices for substantial and sustainable improvement in the area of agriculture, making it self-sufficient, using renewable energies and contributing to saving water.

Communication is easier, we are always interconnected and we can keep in touch with people all over the world.



- To find forms of partnership between man and machine without mechanizing the former and humanizing the latter.
- Using everyday devices for substantial and sustainable improvement in the area of agriculture, making it self-sufficient, using renewable energies and contributing to saving water.
- To contribute to the gradual elimination of the consequences of DNA alteration diseases.
- Use everyday technology to strengthen international relations.
- To create digital and cyber security.

DISADVANTAGES

- Every move we make online is recorded, and we leave digital footprints wherever we visit
- Social isolation is increasing due to personal computer technology like smartphones and laptops. Both teens and youngsters spend more time on social media, Internet surfing, playing video games, and ignoring their real lives
- Modern technology has replaced many human jobs; machines and robots are doing the same work that humans do, so many firms have used automated machines and robots in their production houses to improve productivity and efficiency.
- Studies have shown that gadgets like smartphones and computers distract children and teens from moral and educational values

Unrealistic stories in social media accounts make people feel bad

- Some people (especially older generations) have more difficulties to adapt to digital changes
- Cyber-attacks and hackers
- People who cannot afford digital devices may have fewer possibilities in society
- Misinformation and fake news
- Social Media can be very addictive, especially for young people. We should pay more attention and invest in psychological help in order to solve these problems.
- Decreases empathy
- Smart phones are too important right now for our society so we should learn to use them properly and safely



DISADVANTAGES

- Students can copy ready-made projects, homework, research projects, and assignments directly from other sources, leading to ineffective education.
- People can threaten others anonymously because of technology.
- Technology allows us to manipulate content to create fake news or a false reality.
- Stress (too much at a time)
- Dependence on technology (sometimes it doesn't work)
- Cyberbullying
- A parallel world sometimes makes people lose every inhibition level

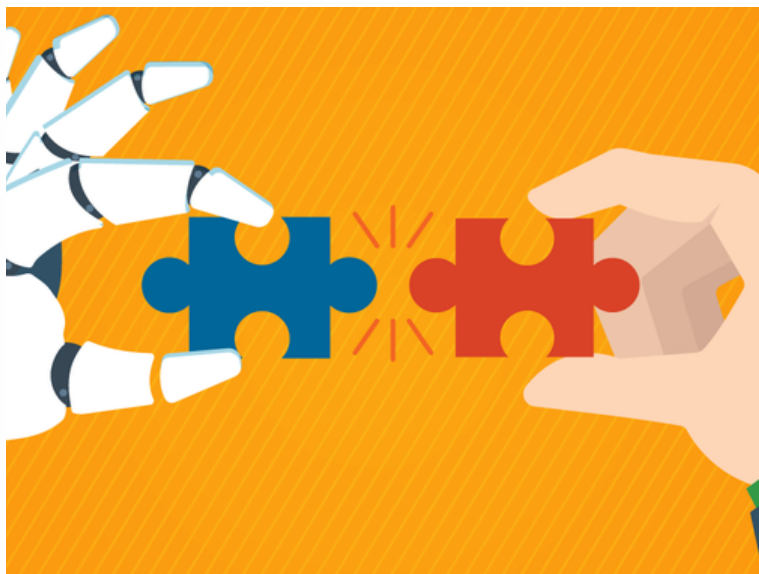
Addiction significantly reduces brain activity and leads to no mental exercise. We assign too many tasks using different devices, which is convenient but not very beneficial for the brain.



- Digital illiteracy that does not allow everyone the autonomy to use digital devices.
- Risk that economic interests override the search for common solutions.
- Encountering situations in which the use of digital devices is fallible because Soft Skills are not mastered and create records that do not always correspond to reality.
- The area of agriculture is wrongly associated with digital illiteracy and there are no opportunities for viable technological advances.
- There are no caregivers with digital skills to ensure support for follow-up situations through digital devices.
- In the case of international business, information leakage and the unequal use of competitive power.

CHALLENGES FOR THE FUTURE

- Prevent addiction
- Fight internet crime
- Investment in education and training must be boosted and reoriented to emphasize the skills for the jobs of the future.
- The key to winning the race with technology is not to compete against machines but to compete with machines.
- Technology use can accentuate the inequalities between people, countries; it will take a great deal of concern and effort to ensure that the benefits are distributed with some lesser degree of inequality than previously, to more people.
- Genetic modification of humans.
- The domination of artificial intelligence in our lives.
- Find strategies to prevent hacker attacks
- Prevent cyberbullying
- Maintenance costs of the digital technology could increase because of the complexity and sensitivity of the technology
- Collecting resources for batteries, recycling of old and disposed devices
- Developing more efficient and resourceful technology
- Finding cheaper ways of collecting electricity
- Acceleration of tele-medicine, e.g. for rural areas
- Making young people aware of the time they spend on technological devices



The use of GRIN technologies – the genetics, robotics, information and nano revolutions in medicine, economy, science for the good of humanity.

- Use of technology to fight pollution and climate change
- To provide a space for sharing information and results for solutions that present the answer to a global problem, as is the case of the pandemic.
- To create a platform for gathering information so that it can be used for the benefit of the older population.
- Minimise the effects of the emotional constraints caused by the pandemic, particularly on the education of children and young people.
- To find a way to make the use of the digital apparatus an efficient tool in collecting data for interpretation and validation of hypotheses by man, in various fields.
- Using point technology, with sensors, to monitor pests and irrigation, making resources profitable and allowing an increase in production, particularly in affected and economically disadvantaged areas.
- With the advance of technology, to be able to map the genes and study more and more about human DNA and its alterations so that, without interfering with conception, to prevent malformations that comply with ethical principles, reducing the body's response to genome manipulation.
- To manage, through digital communication, to provide moments of dialogue and optimise business and social relationships.

FUTURE JOBS

- Industrial machinery mechanics
- Information security analysts
- Space Pilot
- Bioprinting engineer (will create viable tissue for human implants, using hardware and software associated with next generation 3D printers).
- Chief digital augmentation officer (will select the AI technology and other technological solutions, such as robotics and augmentations, for organisations)
- Cyborg psychologist (will work with people who have synthetic organs, robotic limbs, and body implants, to help them come to terms living as cyborgs).
- Robot mechanics (will maintain robots and autonomous vehicles to keep them running smoothly).
- Space tourism operator (will lead real-life tours across the solar system).
- Human habitat designer (will develop and design land and built environments to create effective living and working arrangements in large settlements).
- Pilot of a (humanoid) robo - Once robots with a cockpit exist, somebody must be able to pilot them
- Programmers for VR-software

**Human habitat designer –
will develop and design land
and built environments to
create effective living and
working arrangements in
large settlements**



- Smell system developers for gaming companies - Nowadays games do not have systems that touch the sense of smell, but games already do have systems that use visual and acoustic sense of the human body.
- Pilots of spaceships (e.g. that can travel in light-year velocity)
- Jobs that combine technology and biology to help the environment
- Robot personal trainers
- Robot caregivers
- Figure of digital mentor that warns about the risks, also supporting in the search for solutions.
- Gerontology experts who master the resource and use of technological devices
- Innovation and creativity manager in the area of emotional intelligence.
- Specialist in "Machine Learning"
- Genetic manipulation scientist
- New business manager in artificial intelligence.
- Digital ethics provider

TODAY'S SCIENCE FICTION, TOMORROW'S REALITY

- Driverless cars
- Flying cars
- Surgical and manufacturing robots
- Androids, Cyborgs
- The Internet of Things
- Time travel
- Colonies on other planets
- Teleportation
- Controlling digital devices through mind
- Only renewable energy as a source of collecting electricity
- Tourism into space
- Hologram with which you can interact as if they had their own physics
- Virtual lab that allows to test the impact of online information and manage it appropriately.
- Digital card that allows the creation and later consultation of an individual's history in order to provide support in accessing data at any point, globally and in different circumstances.

THIS PROJECT HAS BEEN FUNDED WITH SUPPORT FROM THE EUROPEAN COMMISSION. THIS PUBLICATION REFLECTS THE VIEWS ONLY OF THE AUTHOR, AND THE COMMISSION CANNOT BE HELD RESPONSIBLE FOR ANY USE WHICH MAY BE MADE OF THE INFORMATION CONTAINED THEREIN.

Controlling digital devices through mind

- Specialised techniques in emotional intelligence, with apps that allow working on and gradually implementing Soft Skills
- Collection, through algorithms and codes to combine scientific knowledge to find useful data in various areas, social, economic and health.
- Supervision at the moment so that data analysis allows different realities to be adapted according to the variables that arise.
- Drones designed for specific areas such as agriculture.
- Preventive design of genetic malformations, ethically appropriate to each situation.
- Global market in the supply of services that integrate different areas, developed virtually, allowing for increased international trade relations and contributing to economic development.
- Digital platform that safeguards the rights of the user of digital devices with the power to act immediately for full protection in the case of computer crimes.



Co-funded by the
Erasmus+ Programme
of the European Union