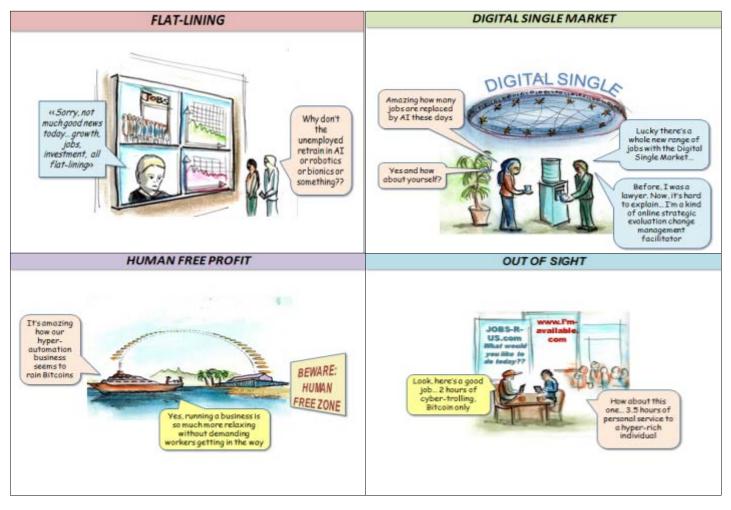






### Introduction to scenarios



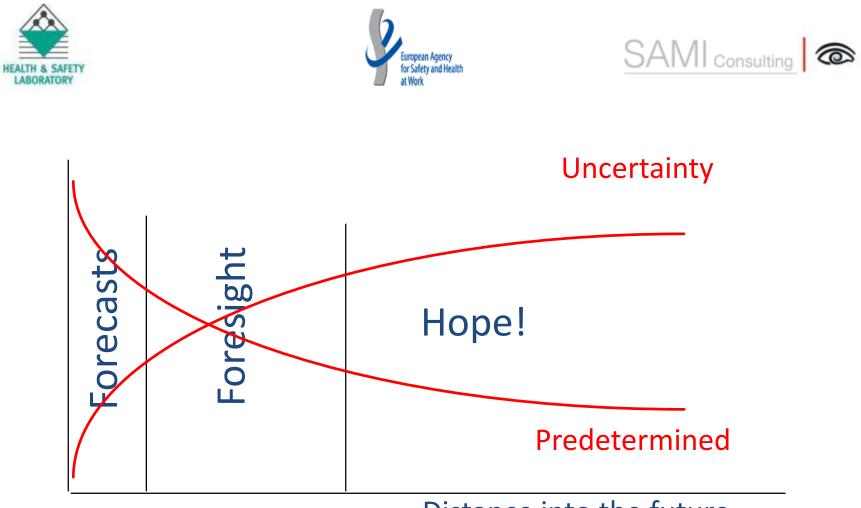






### Need for scenarios

- 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

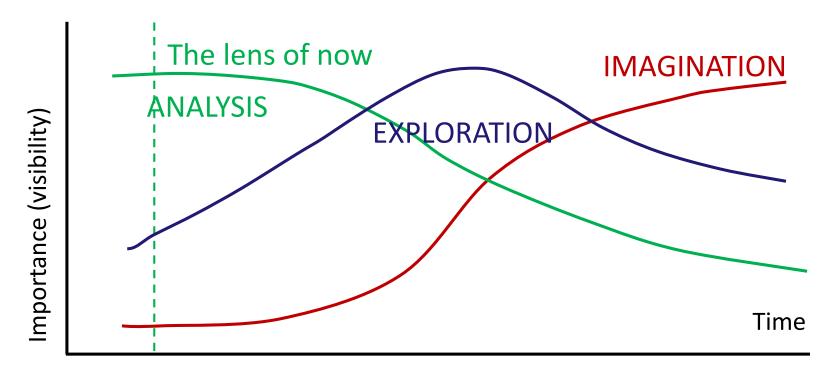
- Describe how 'the world' might look in the future
- Possible 'paths' to the future, including radical change
- Based on an analysis of key uncertainties/drivers of change
  - Societal, Technological, Economic, Environmental and Political
- Should be remarkable, convincing and plausible
- Must have 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

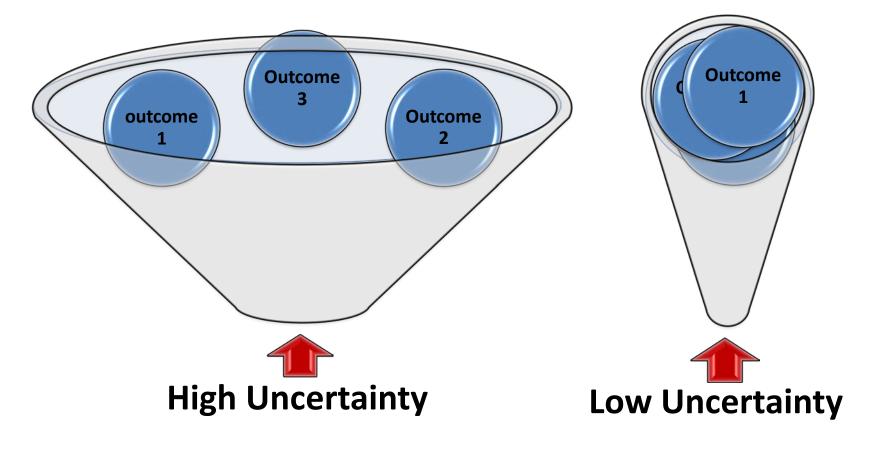
Horizon 3: e.g. Weak signals of emerging drivers of change







### 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?





- -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



#### <u>LOW</u>

-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 European Agency for Safety and Health at Work

ECONOMIC GROWTH & TECHNOLOGY APPLICATION

- Economic growth and investment

-Advances in

ICT-ET

-Changes in nature and location of work

-Changes to business structures SAMI Consulting



#### <u>HIGH</u>

-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







### 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







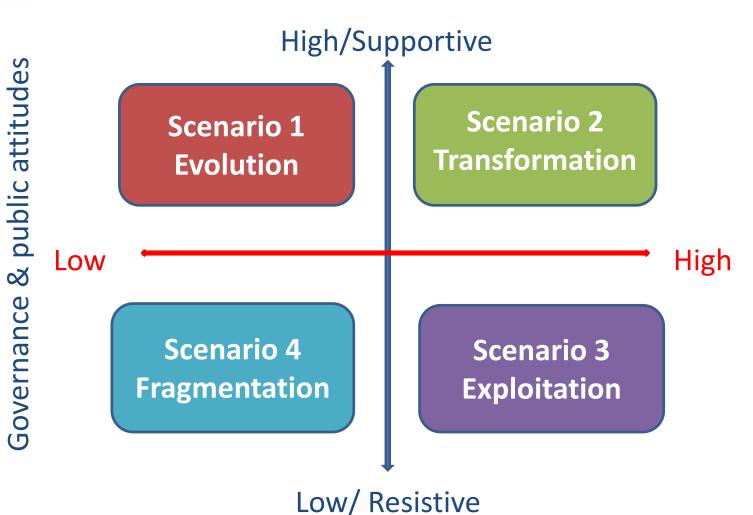
### Economic growth and technology innovation

- 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







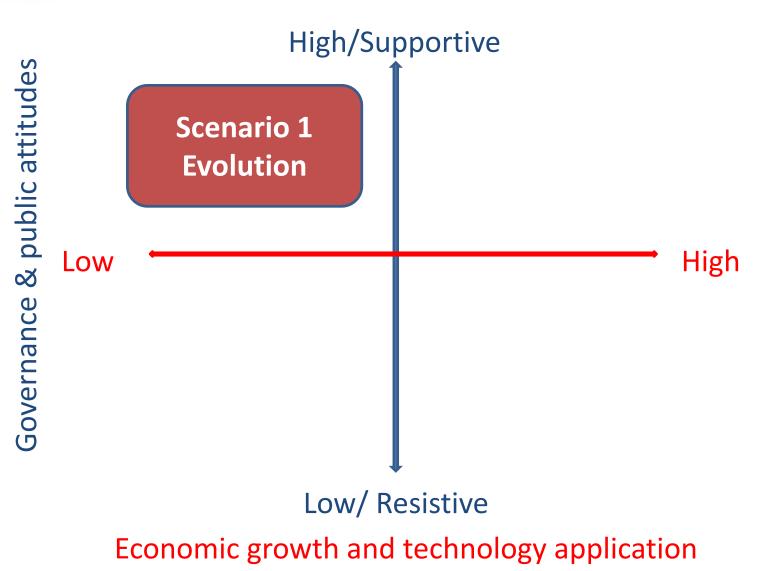


Economic growth and technology application















## 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



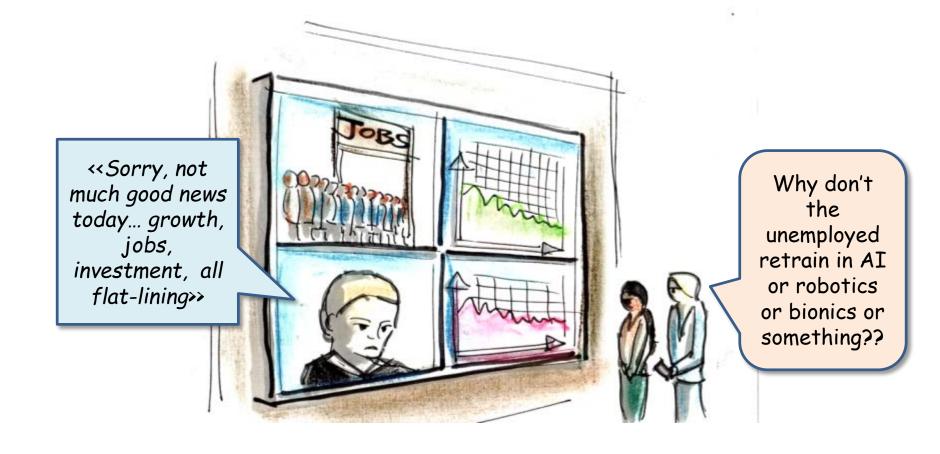




# Scenario 1 – 'Evolution'

- 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

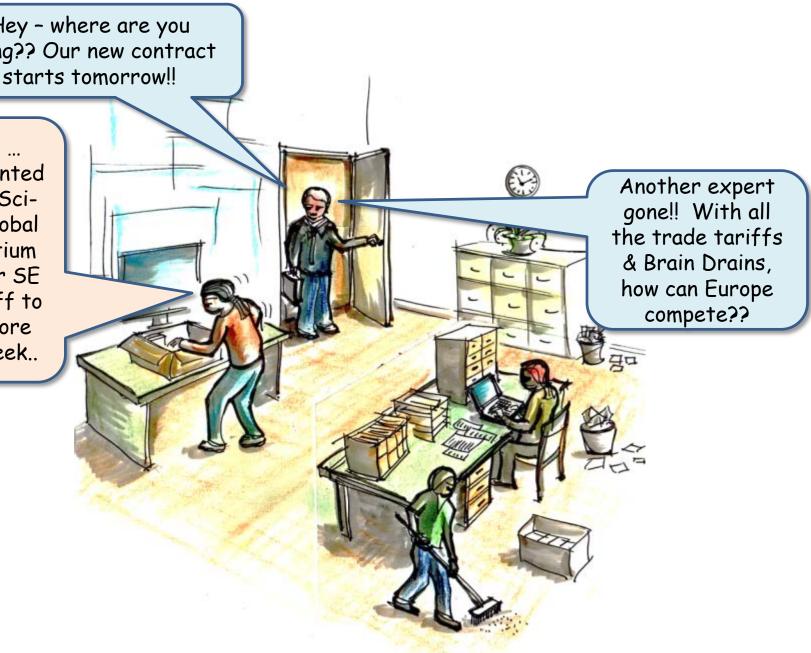
#### **FLAT-LINING**



#### **BRAIN DRAIN**

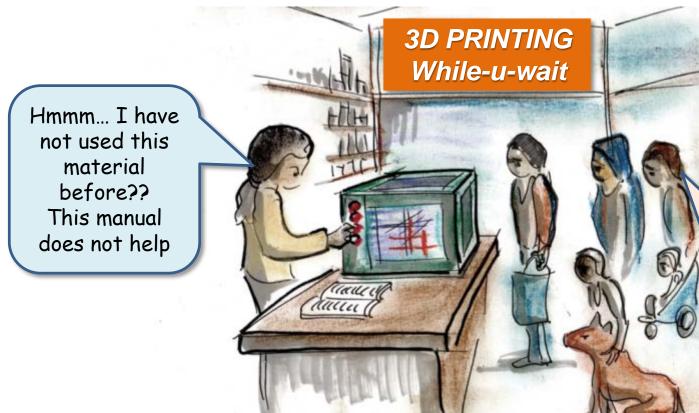
Hey - where are you going?? Our new contract starts tomorrow!!

Sorry ... head-hunted by the Sci-Tech global consortium to cover SE Asia. Off to Singapore next week ..



#### **PRINTER JAM**

#### YOUR LOCAL SHOP



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

#### **RURAL BYPASS**

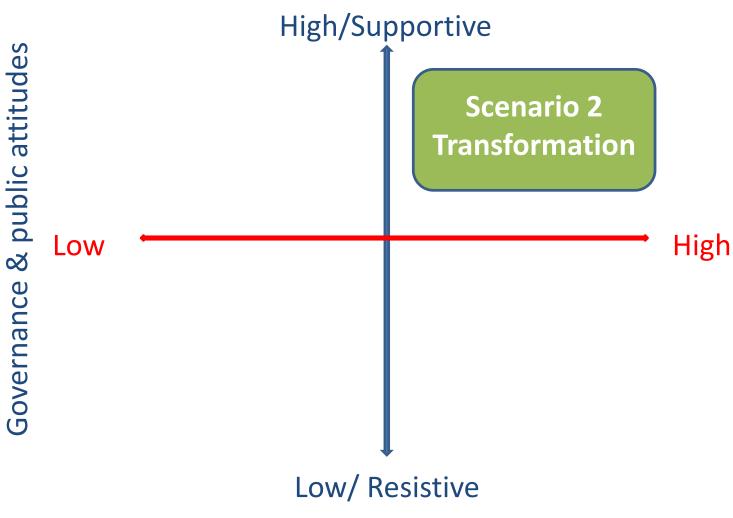
The countryside is beautiful around here, but we just can't get a 5G signal

Yeah - we can see all the aircraft & drones passing by... but we're stuck here... can't compete with platform workers in cities...









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



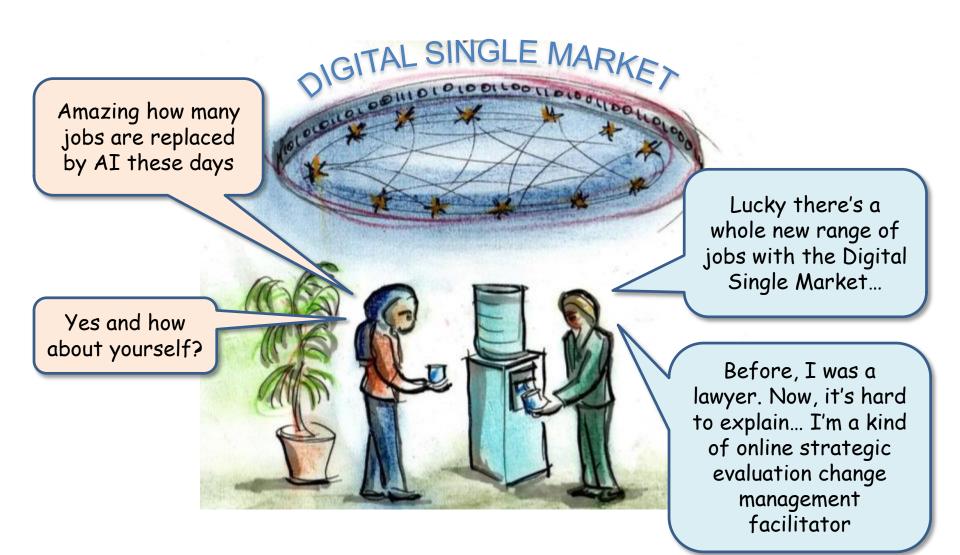




# Scenario 2 – 'Transformation'

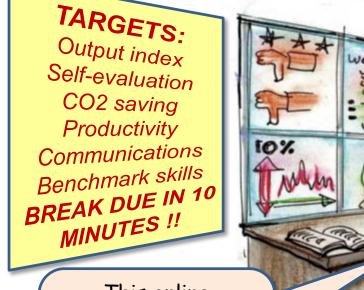
- 50% of jobs fundamentally changed or lost, many new types of job created
- Low level of unemployment
- Workers' interests increasingly taken into account, accompanied by increased innovative regulation
- Increasingly ethical business models
- Inclusive society with shared values typified by trust,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

#### DIGITAL SINGLE MARKET



#### TARGET PRACTICE

333

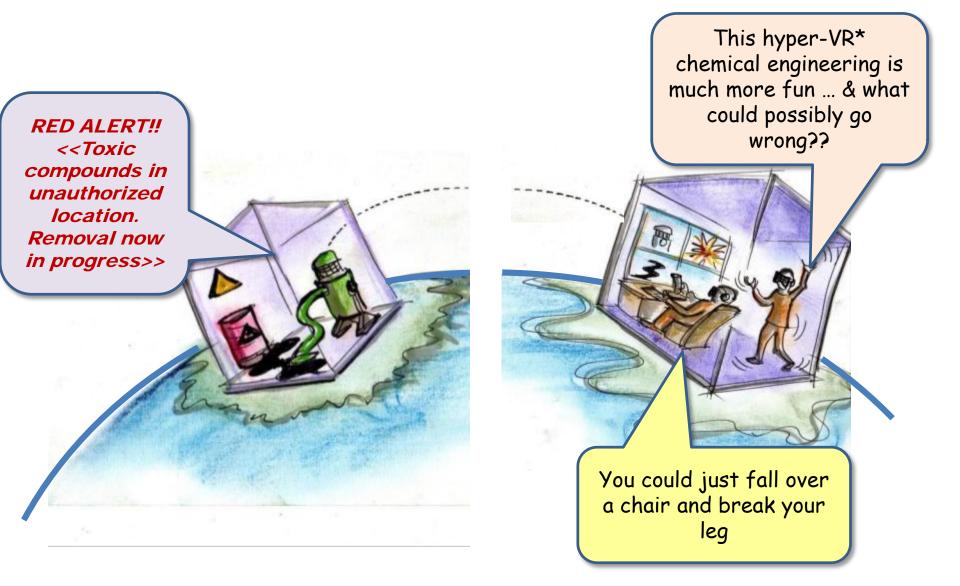


This online education is very stressful... I can't keep up with all the targets... If you want to get ahead you have to conform.... That's how we got to where we are today....

#### **REFORM FOR REFORMERS**



#### **CHEMISTRY FOR BEGINNERS**

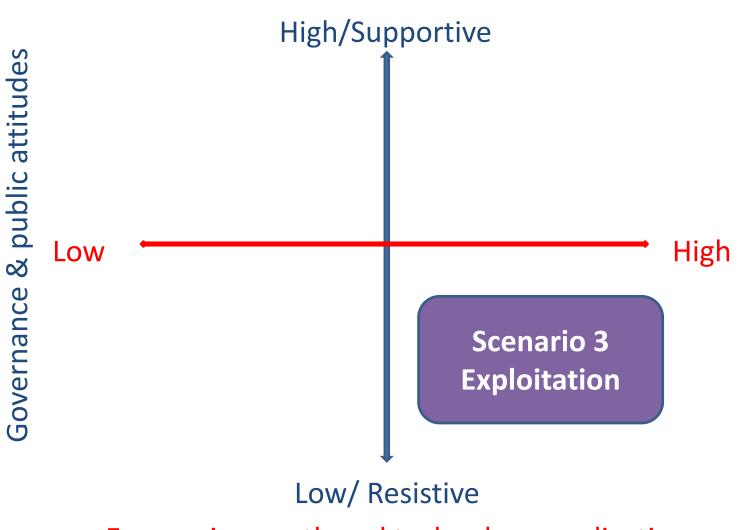


\* 'VR' = virtual reality









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



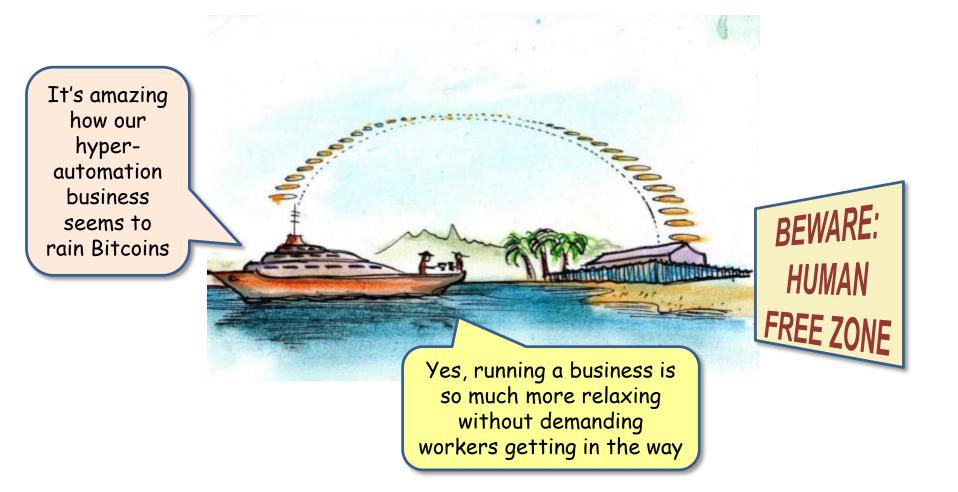




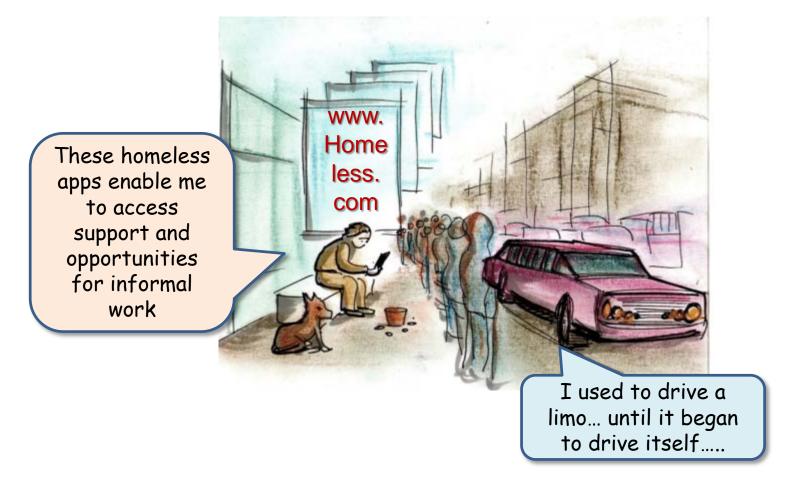
# Scenario 3 – 'Exploitation'

- 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

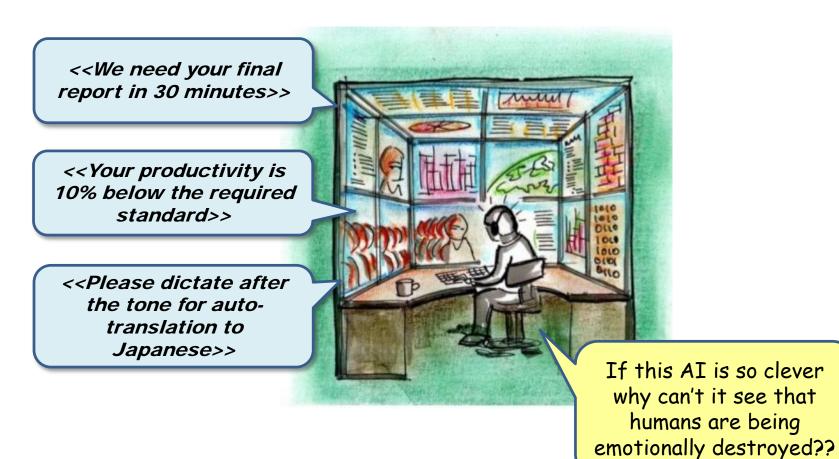
#### HUMAN FREE PROFIT



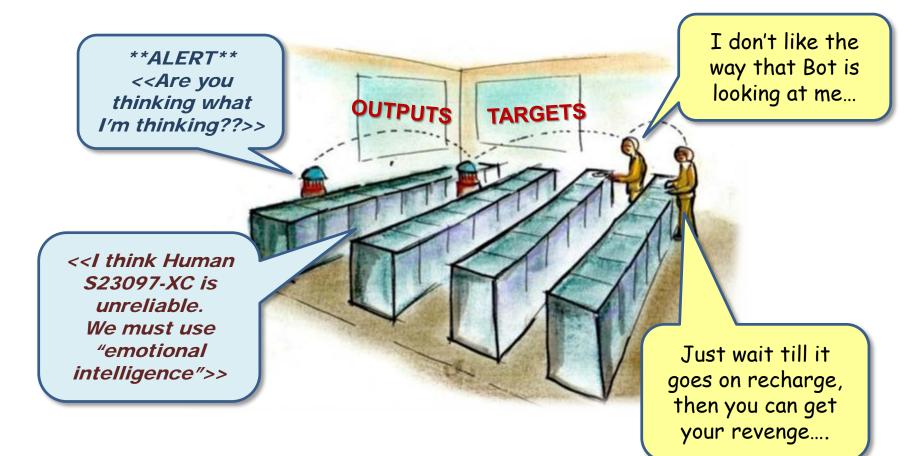
#### WORKERS ARE EVERYWHERE



#### **PRODUCTIVITY PROBLEMS**



#### **POWER GAMES**

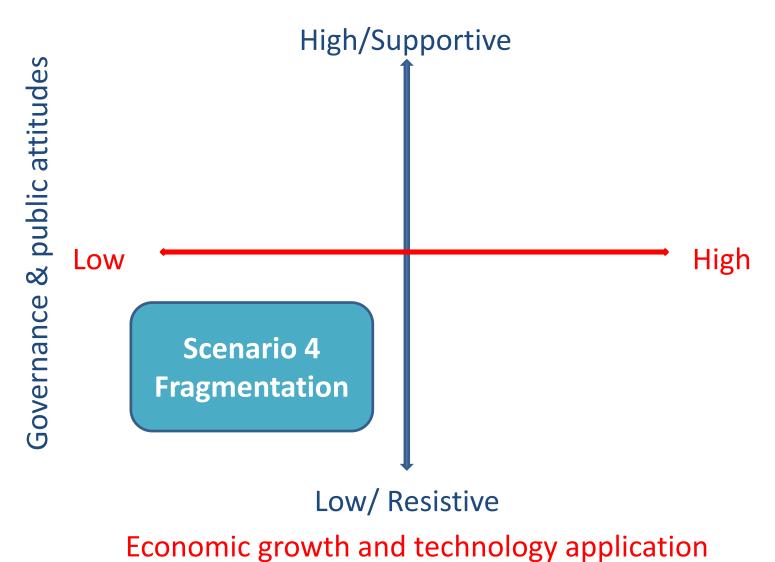


















# Scenario 4 – 'Fragmentation'

- 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

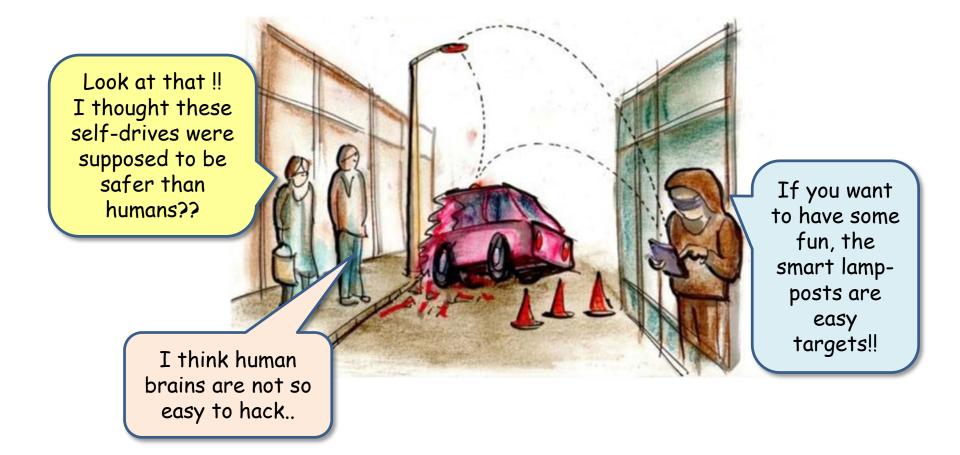
#### **OUT OF SIGHT**



#### LOCKED OUT



#### **SMART CITY FUN**



#### **INSTRUCTIONS NOT INCLUDED**

