TABLE OF TRENDS & TECHNOLOGIES FOR THE WORLD IN 2020

OTHER IDEAS TO WATCH

- 1. Avatar assistants
- 2. Biomimicry
- 3. Clean coal
- Comfort eating 4.
- Contextual deficit 5.
- Diminishing use of email 6.
- 7. Decline of voice communication
- Electrification of transport 8.
- Facial recognition on mobile phones 9.
- 10. Gene hacking
- 11. Holographic telepresence
- 12. Increasing complexity
- 13. Local living
- 14. Mobile money
- 15. Peak water
- 16. Peer-to-peer lending/giving
- Quantum computing 17.
- 18. Reverse migration
- 19. Self-tracking
- 20. Smart infrastructure
- 21. Slow education
- 22. Shift from products to experiences
- 23. Ultra-efficient solar
- 24. Value redefinition
- 25. Voluntary simplicity

SOURCES & FURTHER READING



The Future: 50 Ideas You Really Need to Know by Richard Watson

See www.futuretrendsbook.com and www.nowandnext.com

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High resolution digital files for this table and ready printed copies can be obtained from: richard@nowandnext.com

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		KEY	MEGATRENDS								
		Society	Techr	hology E	nergy	nvironment	Gd	Um	Cs	Ρ	Lr
Hyper connectivity		Econom	Empl	Employment P	opulation	olitics	Globalisatio & deregulatio	&	n Climate change & sustainability	Population & lifespan growth	Localism & re-regulation
		dentity	Global r		pal risk probability U	ncategorised					
Eg	Sr										
E-government	Scarcity of resources										
Idealogical resurgence	Price volatility										
Er	Cf	Na	Sb	Sw	Hg	Au	Ai	Uub	Db	Тс	Ga
Erosion of trust	Clean fuels	Nano materials	Synthetic biology	Semantic web	Holographics & 3D web	Augmented & virtual	Artificially intelligent	Ubiquitous sensors &	Desert based solar		Gamification
trust		materials	biology	web	& 3D web	& virtual worlds	intelligent devices	Ubiquitous sensors & tracking	Desert based solar	Technology	Gamification
	Clean fuels					& virtual	intelligent	Ubiquitous sensors &	Desert based	Technology	Gamification Gamification Open-source
trust	Mg Micro-grids & micro-	materials Rb Robotics &	biology Md Personalised	web Ca Context aware	& 3D web	& virtual worlds	intelligent devices	Ubiquitous sensors & tracking NffC Near-field	Desert based solar Ha Haptic	Technology convergence	Gamification Gamification Open-source discovery &
trust Volatility	Mg Micro-grids & micro- generation	Rb Rb smart objects	biology Md Personalised medicine	web Ca Context aware computing	& 3D web	& virtual worlds	intelligent devices Att Automation	Ubiquitous sensors & tracking Nfc Near-field communication	Desert based solar Ha Haptic technology	Technology convergence D3 3D printing Wr	Gamification Gamification Open-source discovery & invention Sn Social
trust Volatility Xe	Mg Micro-grids & micro- generation Ne Non conventional	materials Rb Robotics & smart objects NO	biology Md Personalised medicine Pd Predictive personalisation	web Ca Context aware computing Pg Personal	& 3D web	& virtual worlds It Internet of things Real-time data &	intelligent devices At Automation	Ubiquitous sensors & tracking Nfc Near-field communication Bq Battery life and energy	Desert based solar Ha Haptic technology Dm	Technology convergence D3 3D printing Wr Wireless	Gamification Gamification Open-source discovery & invention Sn Social

Re	Bt	Eu	Ор	Np	Sws	Fp	Fi	Gp	Cw	Ua	Si	Rc
Regulatory change	Biological terrorism	European incrementalism		Nationalism & protectionism		Food price volatility	Fiscal imbalances	Global pandemic	Cyber viruses and data theft	Uneven access to food & water	Severe income inequality	Rogue employee
Gg	Nt [≜]	Ed	Up	Mm	Kr [≜]	Csf	Ws	Pk [≜]	Pi ^A	Cn	Oa	Cc
Global governance failure	Nuclear terrorism	European disintegration	Unsustainable poulation growth	Poorly managed migration	Explosion of North Korea	Critical systems failure	Collapse of wellfare state	Collapse of Pakistan	Pakistan Vs India war	Collapse of China	Failure to treat obesity epidemic	Failure to adapt to climate char









High probability

Low probability