TREADS CBS Interactive | B2B CONTRACTOR DOS

Changing Organizations and Society

Source State
 Sourc

> Years it took to reach **50 million**:

Radio: 38 years◆TV: 13 years◆Internet: 4 years◆iPhone: 3.5 years◆Facebook: 2 years◆Instagram: 1.5 years◆Google+: 6 months

I Trillion-fold increase in processing power...
....since the first commercial computer (1956) (IBM 305 RAMAC)

Every day...2.5 QUINTILLION bytes of data 90% created in the last two years alone

BIG Data



Structured

is the new

UnStructured

WINNING

DATA

with

"Those who

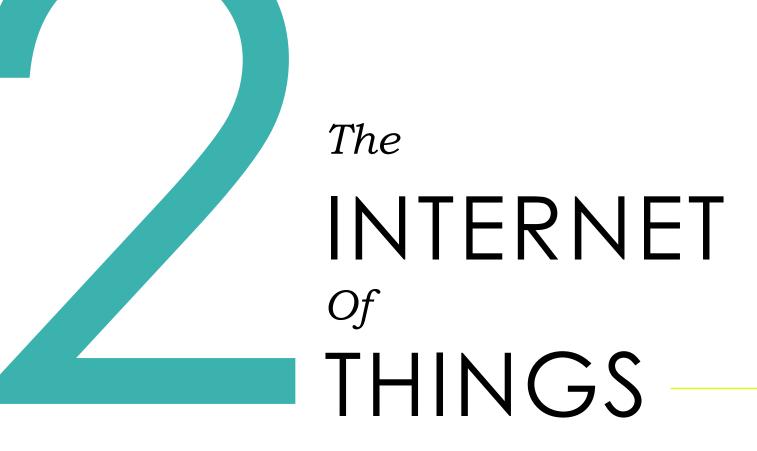
USE it best...win!"











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TECH is in EVERYTHING



3 BILLION IoT devices in 2015

25 BILLION INT devices by 2020

CBS Interactive | B2B TechRepublic.

Source: Gartner 2016

Artificial Intelligence



Now we can program

COMPUTERS to collect/analyze data

By 2020, **85%** of customer interactions managed without a human

BM Watson Google DeepMind

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Source: Narrative Science 2016

Next... build algorithms so computers can MAKE DECISIONS









CYBERSECURITY



7 % of organizations compromised by a successful cyber attack in past 12 months

\$2.1 TRILLION *by 2019* projected cost of cyber attacks

With great

\$1 billion in losses will be incurred in 2016 from ransomware alone. (FBI)

d

Last year 594 million people worldwide were victims of online cybercrime

Only 10% of executives fully confident in IOT security

comes great

Sources: Cyberthreat Defense Report North America & Europe; Juniper Research; Symantec; Gartner... 2016



TechRepublic. ZDNet O CBS Interactive | B2B

MUST READ BALLMER: I MAY HAVE CALLED LINUX A CANCER BUT NOW I LOVE IT

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F.C.C. Proposes Privacy

Rules for Internet

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Newsweek

TECH & SCIENCE

U.S. MILITARY LAUNCHES CYBERATTACKS AGAINST ISIS

BY ANTHONY CUTHBERTSON ON 3/2/16 AT 9:18 AM

Most Read
The Robots Sent Into Fukushima Have 'Died'

THE GOOD

Multi-Factor Authentication **Biometrics**





VIRTUAL *REALITY*



2016 is the year of VR/AR

cnet

Search CNET Q

GROWTH IN INVESTMENT:

\$93MM was invested in VR/AR in 1H 2014. \$248MM invested in 1H 2015 67% considering adoption of augmented reality in the enterprise

US Edition

PROJECTED GROWTH IN VR REVENUE:

\$2.18B was invested in 2016. \$7.2B invested in 1H 2020

> Consumers say VR seems neat, just not gaming so much

> > Games are the most prevalent VR content out there, but they came in dead last in a survey ranking six categories for the immersive format

Source: eMarketer 2015; TechProResearch 2016

Takin' care of

BUSINESS



Training Education Marketing Healthcare

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Thank

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