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## ACT 2013 Key Trends Report - Hard Trends

- 1. Social Culture
- 2. Connected Society
- 3. Mobile and Mobility
- 4. Demographic/Diversity Transformation
- 5. Growing Availability of Big Data and Actionable BI
- 6. Changing Nature of Insurance Risk
- 7. Information Security

## Burrus – 25 Game-Changing Hard Trends – Disruption & Opportunity

- 1. Big Data Gets Bigger as the Use of High Speed Data Analytics Expands
- 2. Cloud Computing Rapidly Expands with Advanced Cloud Services
- 3. Virtualization of Hardware and Software Will Increasingly Redefine IT
- 4. On-demand Services Rapidly Become the Norm
- 5. Wearables and Applications Go Mainstream
- 6. Consumerization of IT Rapidly Expands
- 7. Gamification, Socialization, and Personalization of Training and Education
- 8. Online Learning Is Redefined and Rapidly Gains Momentum
- 9. As Use of eBooks, eNewspapers, eMagazines and Interactive eTextbooks Rapidly Grows, Paper
- Versions Increasingly Function to Attract New Readers
- 10. Social Search and Analytics, Along with Social Business Applications, Will Grow Rapidly
- 11. Smartphone Growth Drives a Major Shift in Global Computing
- 12. Mobile Apps for Business Processes Grow Rapidly
- 13. 3D Displays for Smartphones and Tablets Start to Appear
- 14. Augmented Reality (AR) Apps and Devices Starts to Grow
- 15. Smart Virtual Electronic Assistants Get Better and More Personal
- 16. Multiple Biometrics Used for Security
- 17. Mobile Banking and Smartphone Payments Takes Off
- 18. Visual Communications for Business Increase
- 19. Enhanced Location Awareness Embraced by Large Retail
- 20. Personalized Streaming Entertainment Increasingly Challenges Cable
- 21. 3D Printing (Additive Manufacturing) of Finished Goods Takes Another Step Forward
- 22. Machine-to-Machine (M2M) and the Internet of Things (IoT) Expand Rapidly
- 23. Advanced Automation and Intelligent Robotics Find Wider Use
- 24. Drones Go Beyond Fire, Police, Search and Rescue
- 25. Energy Storage and Micro Grids Increase in Application and Use