**Data Everywhere**-mobile devices, internet-connected devices, & applications have greatly improved the opportunities to collect, store, & analyze customer data & personal information to develop products & services, improve marketing & communications, or monetize information.

**Unplugged**-In a world where information & technology are everywhere & ever-present, opportunities to unplug may become more essential, benefiting both professional & personal experiences.

**Robots**-Robots will move from industrial & factory settings to more everyday work, educational research, & living spaces. These collaborative robots will increasingly perform repetitive tasks & work alongside humans.

**Drones**-Drones will become a regular part of life, used in research, transportation & delivery, artistic production, news coverage & reporting, law enforcement & surveillance, & entertainment.

**Virtual Reality**-Computer-generated simulation of images or whole environments that can be experiences using special equipment.

**Haptic Technology**-is technology that incorporates tactile experience or feedback as part of its user interface, creating a sense of tough through vibrations, motion or other forces.

**Internet of Things**-Smaller computing & radio devices, often unseen or built into objects, will sense & transmit data offering greater control of and connectivity between objects.

**Connected Toys**-toys with wireless connectivity, artificial intelligence, & machine learning to create highly personalized exchanges between object & child.

Maker Movement-Makers take advantage of the availability of new technology & traditional craft tools, improved communication between community members, & new pathways to the marketplace.

Privacy Shifting-The way that society & individuals value privacy will change, especially as technologies acquire more & more personal information; become smaller, cheaper, & more available; or monitor users & connect to the internet.

Fast Casual-This is a new customer service model. Between fast food and casual restaurants. Customization, higher quality, inviting spaces with technology integration. How users encounter spaces, building expectations for active, flexible, & social combined with wireless, charging stations, & mobile apps.

Short Reading-Formats that take advantage of short opportunities to read help encourage reading among those that are pressed for time, reluctant to read, or distracted by technology.

Anonymity-a hallmark of communication on the Internet, it is a promoted feature of applications & forums allowing users to share information secretly.

Fandom-A community of people who are passionate about something (film, TV, music, books, sports). Growing ability to find groups of like-minded people with whom they can share & exchange proof of their fandom.

Collective Impact-In the face of limited resources & persistent social issues (poverty, violence, education, health, environment), organizations from different sectors are adopting common agendas to combat issues within their communities.

**Badging**-Digital badges for recognition for skills, accomplishments, achievements, to communicate success in learning offered in schools, professional settings, or daily life.

**Gamification**-Application of game elements into non-game settings. Game based learning.

**Connected Learning**-By combining digital and social media we form advanced learning that is highly social, interest-driven, & oriented toward educational, economic, or civic opportunity.

**Flipped Learning**-Think flipped, inverted or backwards classrooms, reverse teaching- utilizes a model of online content, work done in class, with students & teachers working through & solving questions together.

**Digital Natives**-Children & young people who were born into & raised in the digital world.

**Aging Advances**-An aging workforce & population will change the US & other developed nations, impacting the workplace, government budgets, policy, family life, & more.

**Urbanization**-More & more migration to urban areas, equals growth of urban area & suburban areas with greater integration of suburban areas into larger metro areas.

**Emerging Adulthood**-Late teens through twenties as a time of distinct psychological & behavioral characteristics that may result in individuals taking longer to move out of their parents’ homes, involve themselves in careers, get marries, & have children.

**Sharing Economy**-Or collaborative consumption, often utilizing social technologies, allows users to share resources, goods, services, & even skills.

**Basic Income**-Is a payment from the government to all people in society, regardless of their income or work circumstances, meant to guarantee basic needs like food & shelter as well as enable individuals to pursue their self-improvement & contributions to society.

**Income Inequality**-Refers to the extent to which income is distributed in an uneven manner among a population. In the US, income inequality has been growing markedly for the past 30 years.

**Resilience**-Incorporates preparations for & rapid recovery from physical, social, & economic disruptions, including environmental disasters, terrorist attacks, or economic collapse.