

# Visions of 2050

By Roger Bourke White Jr.

# Roger's Background

- Soldier in Vietnam in the 1960's
  - At Dugway in 1969
  - At Dixie College in 1970
- MIT Engineering student in the 1970's
- PC and LAN pioneer in the 1980's
- English teacher in Korea in the 1990's
- Author in the 2000's

# Other neat items

- Commercial Pilot License
- Bicycled halfway across the US
- Climbed the Colorado Rockies
- Worked in 5 countries
- Visited 20 countries and 50 states
- Rocket scientist
- Four children, seven grandchildren

# Roger's Motto

“I've been there, done that...  
And while I was doing it, I took notes.”

# Roger the Author

- Thirteen books published
  - Tales of Technofiction (7)
  - Human Thinking (3)
  - Business History (1)
  - Romance (1)
  - Technical How-to (1)
- <http://www.whiteworld.com/cyreenikland/press-room/index.html>

# What “Visions” is about

- New technologies widespread in 2050
- What people will be thinking about

What are the ramifications?

# Beginning Premises

- My premises are based on:
  - My history of dealing with new technologies
  - My insights into the human thinking process

# Technology Premises

“OK... you’ve invented it.  
Now... What is it good for?”

- Commodity uses (gets it started)
- Surprise uses (the world shakers)



# Technology Premises

- Example
- Invention: Audio recording
- Commodity use: business dictation
- Surprise use: music recording

World-shaker: Creating new music industries

# Technology Premises

- This premise has widespread application
- Invention: Strong human language skill
- Commodity: “Danger” faster, better, cheaper
- Surprise: Teaching children

World-shaker: The big brain gets valuable

# Human Thinking

## The Human Thinking Stack

- Reflex – standing, walking ...
- Habit – do it routinely
- Morality – you have made up your mind
- Judgment – deals with novelty & learning

Sports Thinking versus Panic Thinking

# Human Thinking

Two broad categories

- Analytic Thinking – what you learn
  - Example: learning math
- Instinctive Thinking – just pops in your head
  - Example: falling in love

Both will be active in 2050

# What's Coming

- More automation
- More computing power

Leading to...

- Changes in how we live
- Changes in how we think

# Trends

- More automation of manufacturing, service, transport
- Lots more cyber, including self-aware cyber
- More surveillance of stuff and bodies
  - Problem coming? Fix it fast!

# Leading to...

- Taking For Granted -- manufacturing, service, transport
  - Example: Driverless cars become like furniture
- Top 40 Jobs
  - Dilettante, Artisanal, First Responder, Entertainer
- Cyber Muses
  - “Behind every great man... er, person... er, being!”
- Total Entitlement State (TES)

# Leading to...

- Necessity Living versus Luxury Living
  - necessity money, luxury money, investing money
- Mostly “Prosperous Urban Living”
  - a few, big, Human Cities + resort towns
  - many small cyber cities (“company towns”)
  - lots of cyber countryside (cyber farms)
- Lots of variety in urban lifestyles
  - nuclear families to nomads



# Mix in human thinking and...

- More prosperity = Lots more possibilities, lots more faddish thinking, lots more prescriptionism
- More elaborate rituals, more cosplay
- Mind Altering – OK and not OK?
- Baby Making Crisis – there won't be enough
  - Who's making the babies?
  - What tools are OK?
- Raising Children – “protect” versus “best I can get”
  - Single Mom Clubs and Tiger Moms

# What to argue about?

- With all the prosperity, high-profile issues will be Instinct Thinking driven
- Necessity versus Luxury Wealth
- How to raise children
- Food
- Mind Altering
- Violence

# Conclusion

- The world will be a very different place
- Human Instinctive Thinking will still be around, and because of pervasive prosperity, have even more influence over what we think about

2050 will become famous as  
The Age of Cyber Muses and Wearables