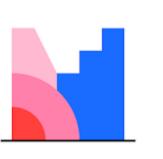
The Future of Work

Ion MOLDOVEANU



May 2021

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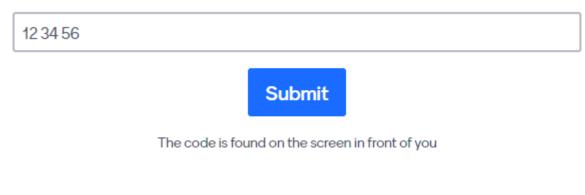
Mentimeter Entertainment

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This app is compatible with all of your devices.



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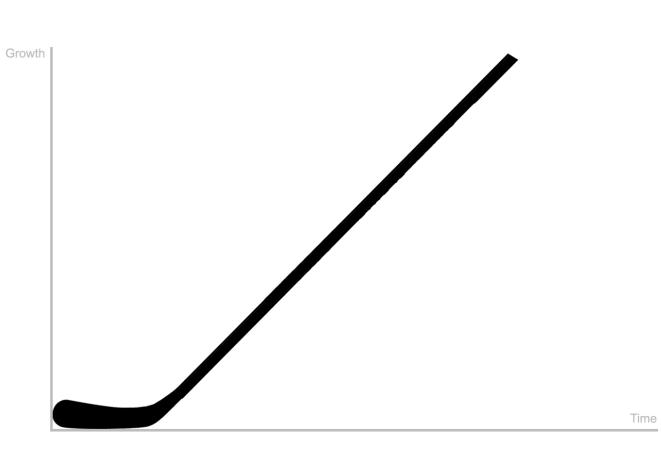


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Digital Transformation

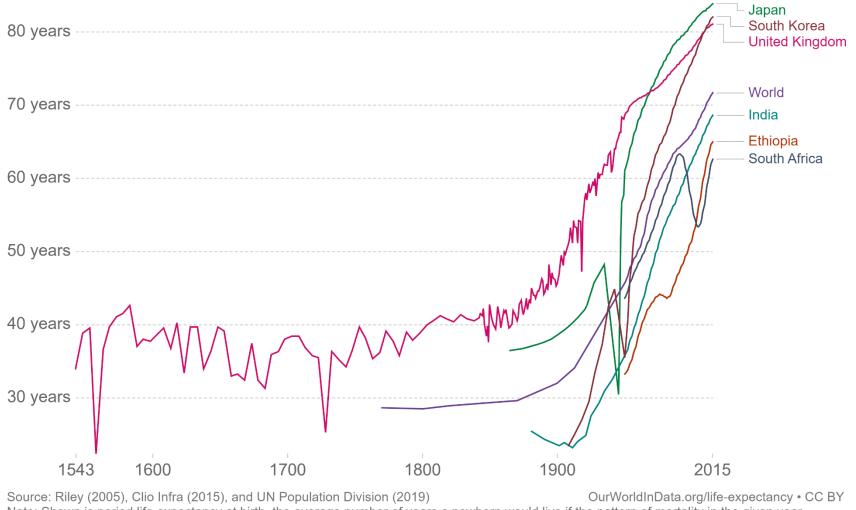
Hockey Stick Growth



| World population since 10,000 BCE (OurWorldInData series) | | | | | | |
|--|---------------------|-----------|-----------------------|---------------------------|----------------------|----------|
| | | | | | | |
| 7 billion | | | | | | |
| 6 billion | | | | | | |
| 5 billion | | | | | | |
| 4 billion | | | | | | |
| 3 billion | | | | | | |
| 2 billion | | | | | | |
| 1 billion | | | | | | |
| 0 | , | | • • • • • • • • | •+ | | ARRAN |
| 10,000 BCE | 8,000 BCE | 6,000 BCE | 4,000 BCE | 2,000 BCE | 0 | 2019 |
| Source: History Datab Population Prospects: OurWorldInData.org/w | 2019 Revision (1950 | -2019) | fore 1900), UN Public | ation "The World at Six E | 3illion" (1900-1940) | UN World |

Life expectancy, 1543 to 2015



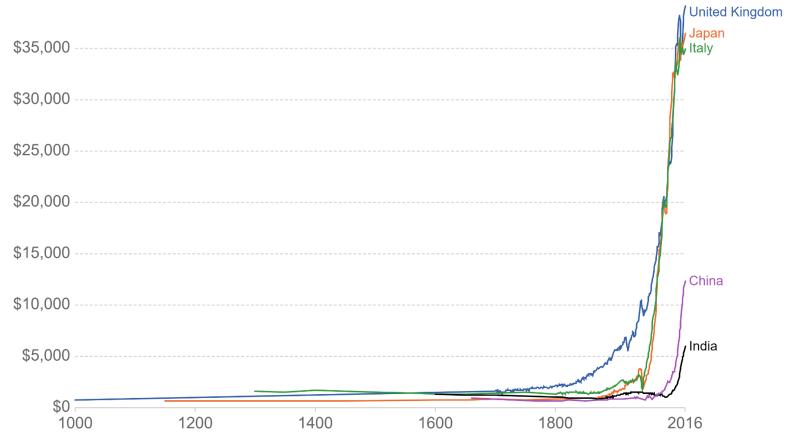


Note: Shown is period life expectancy at birth, the average number of years a newborn would live if the pattern of mortality in the given year were to stay the same throughout its life.

History's hockey stick: Worldwide historical real gross domestic product per capita (1000–2016)

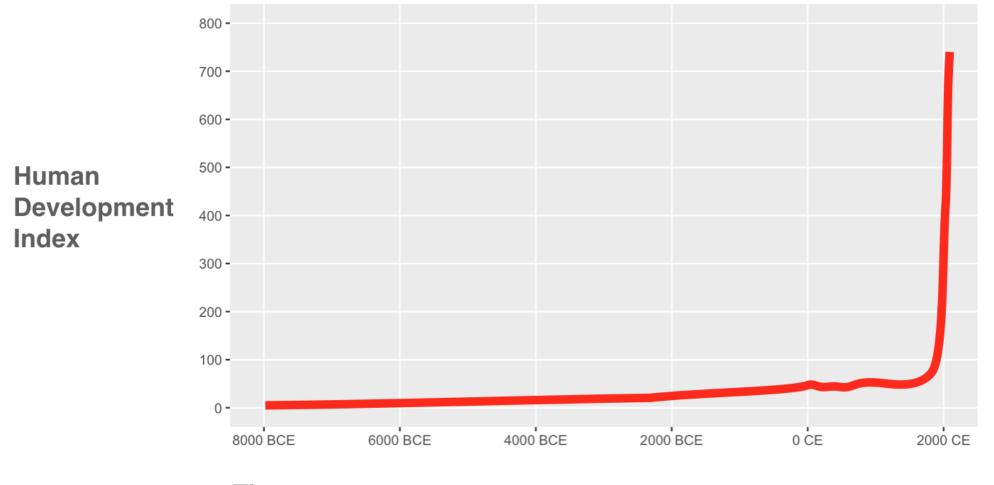


Unit 1 'The capitalist revolution' in The CORE Team, The Economy. Available at: https://tinyco.re/19274920 [Figure 1.1a]



Source: Maddison Project Database (2018) tinyco.re/19274920 • Powered by ourworldindata.org Note: The units of measurement is 2011 US dollar which is used to compare Purchasing Power Parity and GDP across countries over time. CC-BY-ND-NC

Human Development Over Time



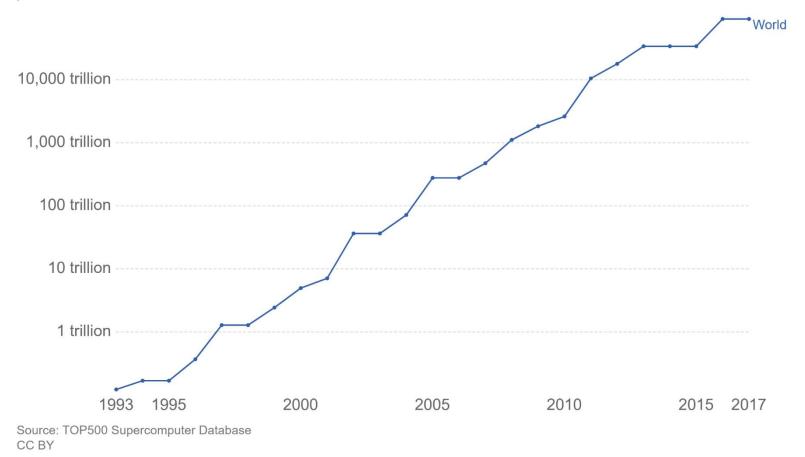
Time

Brynjolfsson (2016), The Second Machine Age

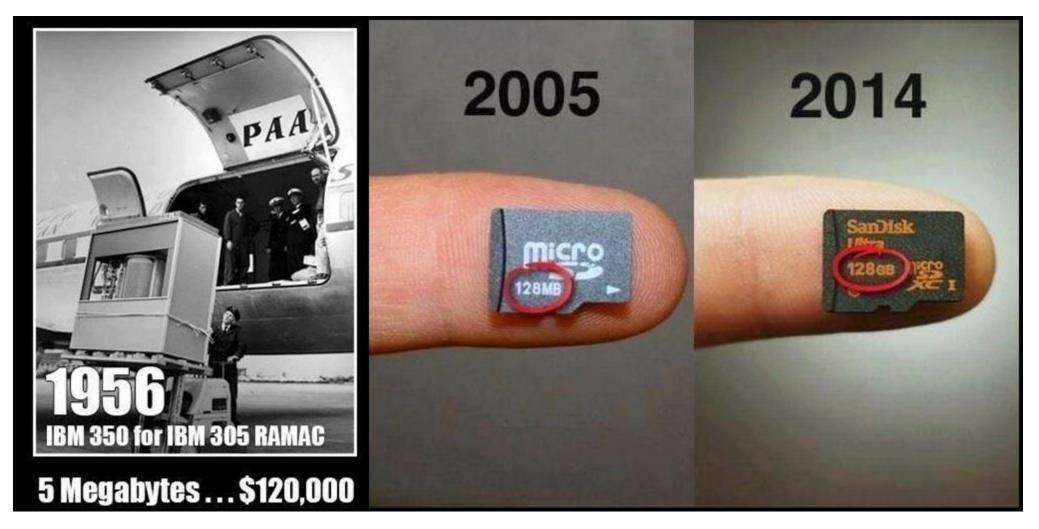
Supercomputer Power (FLOPS)



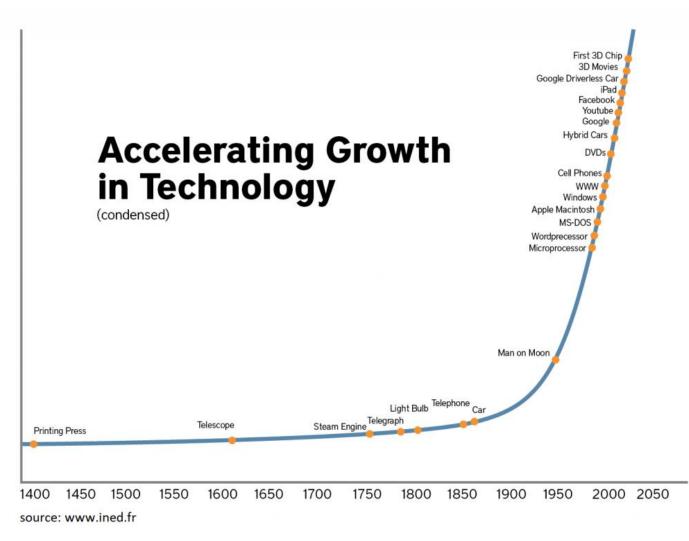
The growth of supercomputer power, measured as the number of floating-point operations carried out per second (FLOPS) by the largest supercomputer in any given year. (FLOPS) is a measure of calculations per second for floating-point operations. Floating-point operations are needed for very large or very small real numbers, or computations that require a large dynamic range. It is therefore a more accurate measured than simply instructions per second.



More's Low



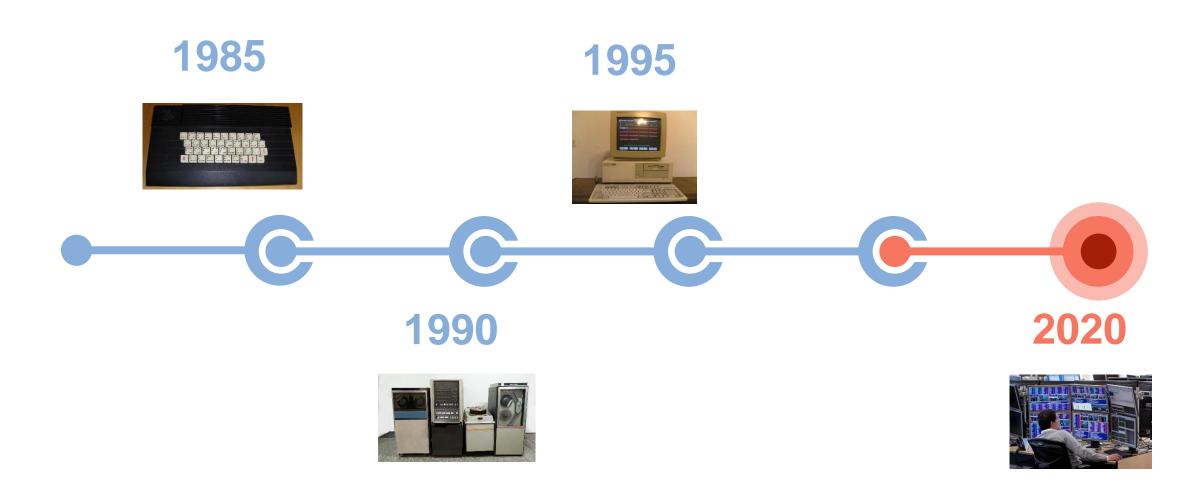
Technological Singularity







My History with IT



Lost Jobs









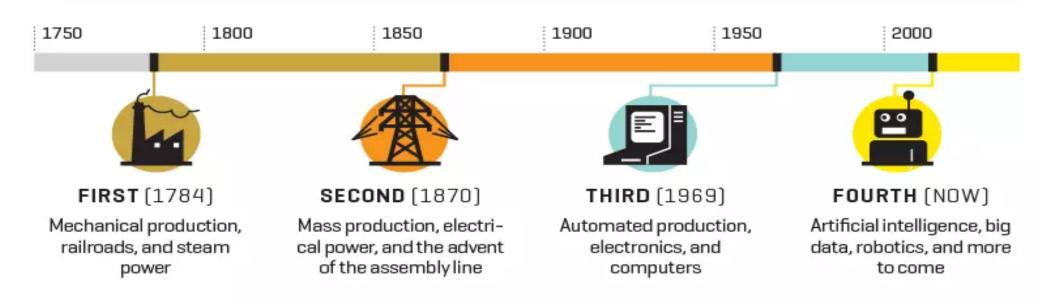






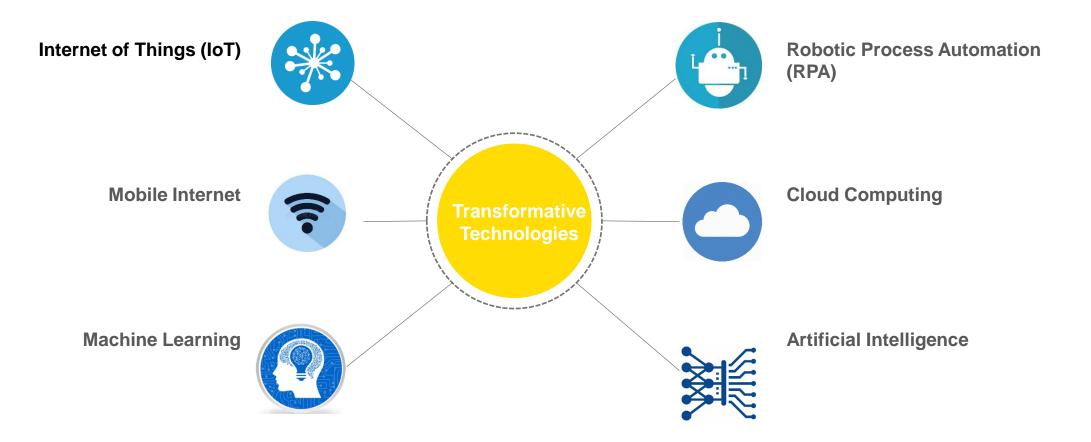


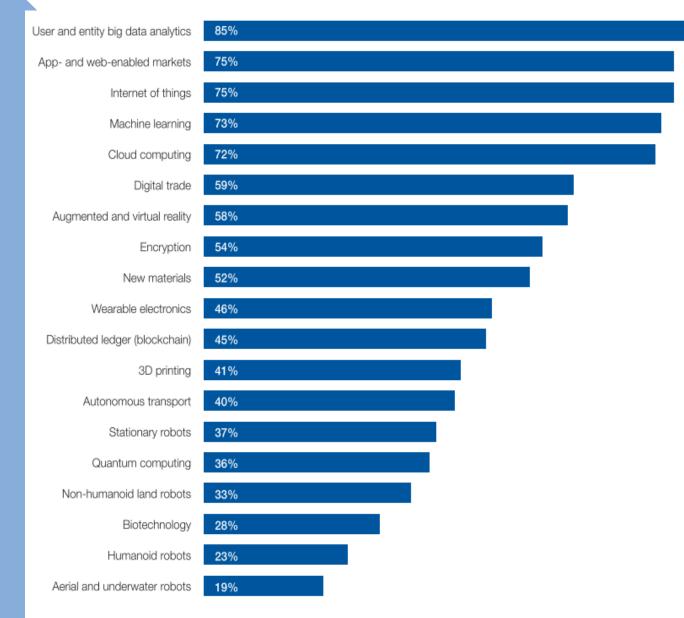
THE FOUR INDUSTRIAL REVOLUTIONS



(Piccarozzi et al., 2018)

Digital Transformation





Digital Transformation

Technologies driving change

Source: Future of Jobs Survey 2018, World Economic Forum.



The global shift to a future of work is defined by an ever-expanding cohort of new technologies, by new sectors and markets, by global economic systems that are more interconnected than in any other point in history, and by information that travels fast and spreads wide.

Schwab (2020), WEF The Future of Jobs Report

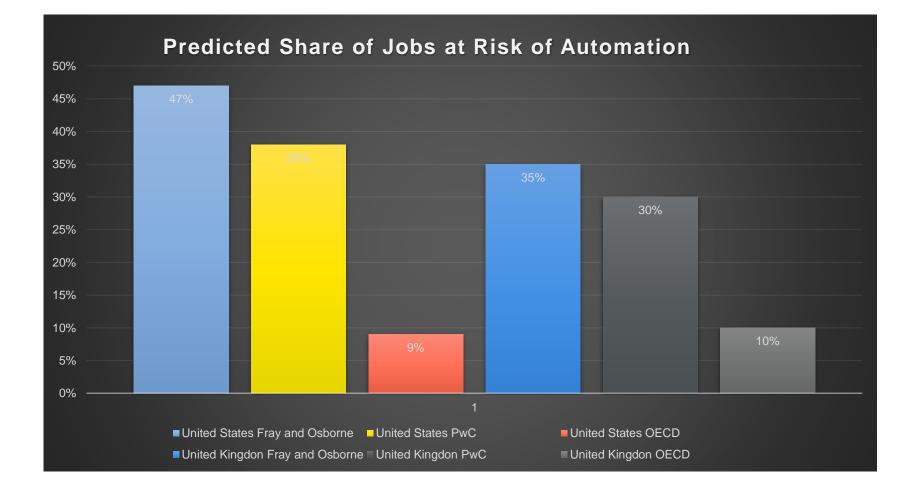
"Machines will be capable, within twenty years, of doing any work a man can do, and hence that new technologies would make many jobs obsolete" (Ernst et al., 2019)

"Automation and digitalization are unlikely to destroy large numbers of jobs. However, low qualified workers are likely to bear the brunt of the adjustment costs as the automatability" (OECD, 2016)

"High-speed mobile internet; artificial intelligence; widespread adoption of big data analytics; and cloud technology—are set to dominate the 2018–2022 period as drivers positively affecting business growth" (WEF, 2018)

"The nature of work will change, and millions of people will require new skills." (McKinsey, 2013)

Predicted Share of Jobs at Risk of Automation



Jobs Lost and Jobs Gained

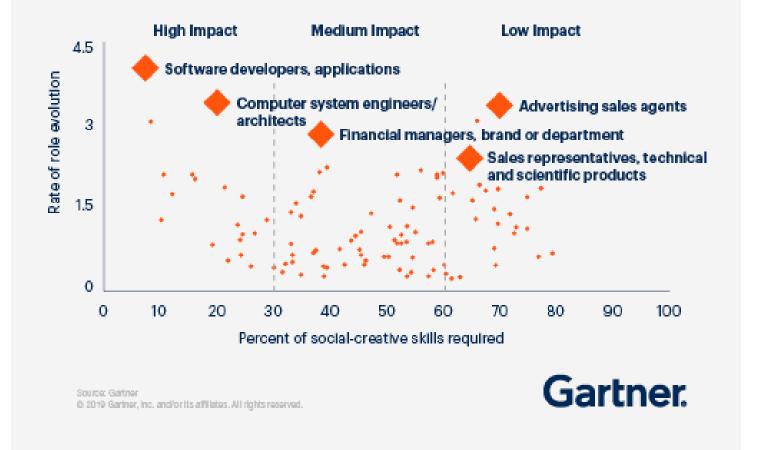
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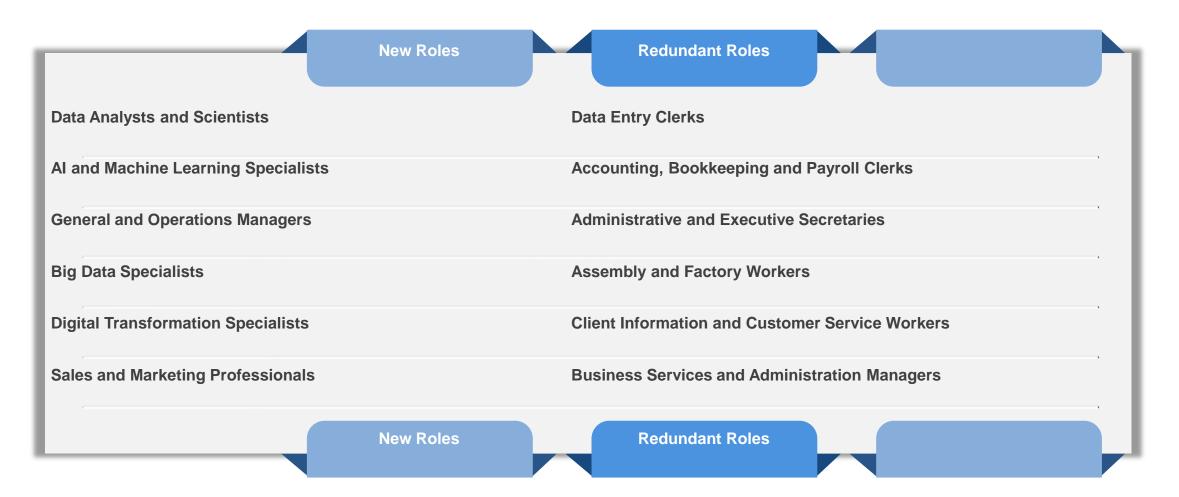
•"The bank's accountants who 'spend a lot of the time basically being an abacus' will need to find new things to do." • ex - Deutsche Bank CEO John Cryan

Potential Impact of AI on the Top 100 Most In-Demand Roles





New and Redundant Roles



Jobs of the future

- Data Analysts and Scientists
- AI and Machine Learning Specialists
- Big Data Specialists Digital
- Digital Transformation Specialists
- Software and Applications Developers and Analysts
- Process Automation Specialists
- Information Security Analysts
- Training and Development Specialist

Jobs of the future II

Technology

- Machine-Learning Developer
- Robot Ethicist
- Gamification Designer
- Quantum Computer Programmer
- Ethical Hacker

People

- AI Educator
- Cyborg Psychologist
- Lifelong Education Advisor
- Nostalgist

Data

- Data Farmer
- Data Waste Recycler
- Data Commodities Broker

Business

- Trendwatcher
- AI Intellectual Property Negotiator
- Chief Ethics Officer

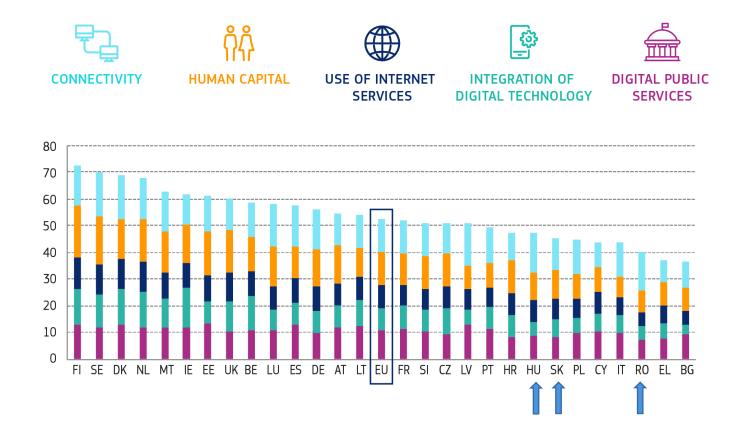
100 Jobs of The Future

Skills Demand

- Technology design and prog
- Analytical thinking and innovation
- Active learning and learning strategies
- Creativity, originality and initiative
- Critical thinking and analysis
- Complex problem-solving
- Leadership and social influence
- Emotional intelligence



Digital Transformation in Romania



Share of workforce in Brain Business Jobs

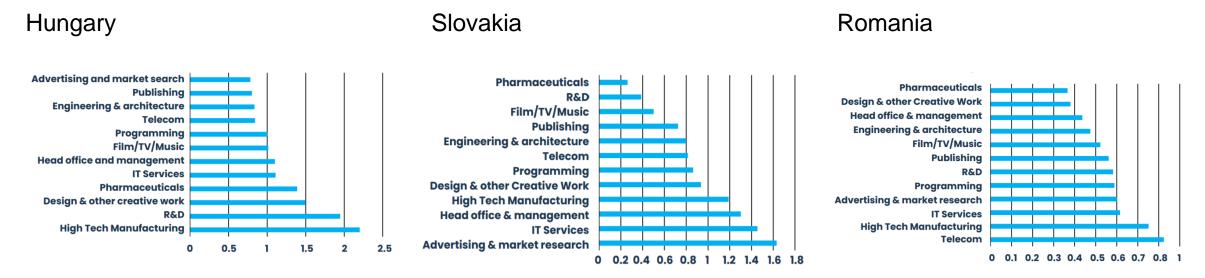
Above 8 %

Switzerland Sweden Denmark Netherlands Luxembourg United Kingdom Germany 6.0 to 8.0 % Iceland Ireland Finland Hungary Norway Slovenia Estonia Latvia Czechia Austria Belgium Malta

4.5 to 5.9 %

France Slovakia Lithuania Portugal Cyprus Bulgaria Below 4.5 % Spain Greece Italy Croatia Poland Romania

Share of workforce in Brain Business Jobs



^{*}1 = EU average

(ECEPER, 2021)

Hungary

 Compared to the rest of Europe, Hungary is a top performer when it comes to hightech manufacturing.

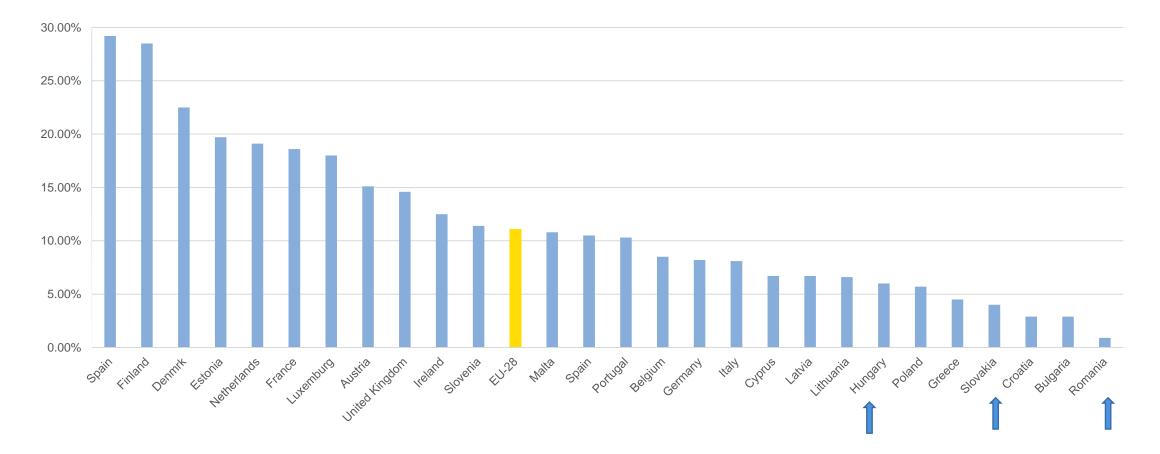
Slovakia

 The main strength is in IT-services, followed by advertising & market research and high-tech manufacturing. Head office & management is also a strength.

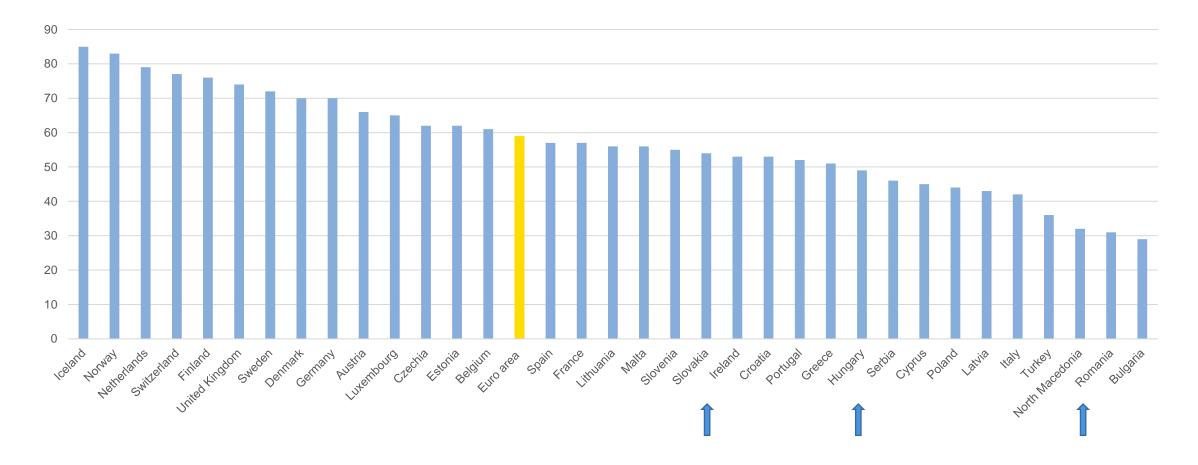
Romania

- 600,000 jobs will be impacted by the new technologies in Romania. The jobs could contribute to an increase of local Gross Domestic Product (GDP) up to \$66 billion by 2029" PwC.
- 99 700 new Brain Business Jobs, 64% have been created in ICT. The main strength is in telecom, followed by high-tech manufacturing and IT services (ECEPR 2019).

Adult Participation in Lifelong Learning

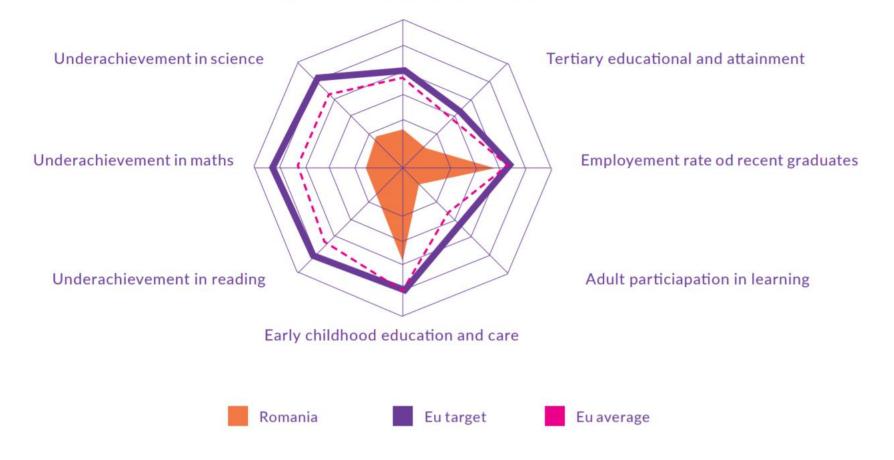


Share of Young People with Basic Digital Skills



Adult Learning Strategies

Early leavers from education and trainnig



The minute that you're not learning I believe you're dead. Jack Nicholson

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- The Singularity is Near, Ray Kurzweil
- The Second Machine Age, Erik Brynjolfsson
- The Future of Jobs Report 2020, World Economic Forum
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- The Risk of Automation for Jobs in OECD Countries, McKinsey
- 100 Jobs of the Future, Ford
- The Geography of Europe's Brain Business Jobs: 2020 Index, ECEPR



Thank You