

Top 10 Technology Trends

Description:

With consumers rapidly increasing their expectations and their knowledge related to technology, design and build professionals must understand current technology trends. This course will highlight the top 10 technology trends and their future impact on the design and build community and prospective clients. Familiarity with new ideas and products, and the ability to converse about emerging concepts will be a direct benefit to attendees.

Relevance to audience:

This course will offer a look at the rapid implementation of new technologies in the past and break down the 10 most popular technology trends that are happening now. This course will also direct attendees toward including these products and be mindful of these trends in their future projects and business models. The correct approach will potentially increase profits, save production time and result in satisfied clients, referrals, and trend-setting impressions.

Learning outcomes, after this course attendees will be able to:

- Recognize urgency regarding home technology implementation
- Understand adoption rates of new technology throughout history
- Recognize systems integration: what it is and how it currently exists
- Define Top 10 Technology Trends
- Define the value of identifying and working with an Electronic Systems Contractor (ESC)

Speaker Information:

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Outline:

- I. Urgency
 - a. Profitability of residential technologies
 - b. Relevance of your product today
 - c. "Options" vs. "Standards"
- II. Technology in history
 - a. Everyday technology
 - b. Adoption rates for latest technology
- III. Integrated systems
 - a. What is it?
 - b. How does it work?
 - c. Where does it currently exist?
- IV. Trends in Home Technology
 - a. Trend 1: Interconnectivity
 - i. Wireless
 - ii. GPS
 - b. Trend 2: Integration
 - i. Currently exists all around us
 - ii. Relationship between client, technology and ESC

- c. Trend 3: Productivity
 - i. Convenience
 - ii. Maximize space
 - iii. Work from home

- d. Trend 4: Transparency
 - i. Yesterday vs. Today
 - ii. Products and options
 - iii. Doesn't just "happen"

- e. Trend 5: Universality
 - i. Transitional
 - ii. Easy to use
 - iii. Specific
 - iv. Integration with outside systems

- f. Trend 6: Sustainability
 - i. Programmed/ reactionary "scenes"
 - ii. System integration
 - iii. Reduce carbon footprint

- g. Trend 7: Entertainment
 - i. Home theaters and media rooms
 - ii. Initial cost vs. Long-term savings

- h. Trend 8: Interactivity (Gaming)
 - i. Statistics on gamers
 - ii. Gaming industry revenue

- i. Trend 9: Accessibility
 - i. Mobile platforms
 - ii. Advances in on-the-go technology
 - 1. Cell phone
 - 2. Vehicle

- j. Trend 10: Imagination
 - i. Yesterday's dreams are today's reality
 - ii. What will be available tomorrow?

V. Urgency revisited

VI. Working with an Electronic Systems Contractor

- a. Qualifications
- b. Staffing
- c. Processes