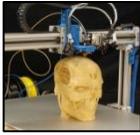


GLOSSARY OF TERMS



3D Printing: also known as “additive manufacturing,” a process of making three dimensional solid objects from a digital file by laying down successive layers of material until the entire object is created.



Advanced Robotic: increasingly capable robots or robotic tools, with enhanced "senses," dexterity, and intelligence—can take on tasks once thought too delicate or uneconomical to automate. These technologies can also generate significant societal benefits, including robotic surgical systems that make procedures less invasive, as well as robotic prosthetics and "exoskeletons" that restore functions of amputees and the elderly.



App: also known as an “application program,” a computer program designed to perform a group of coordinated functions, tasks, or activities for the benefit of the user. Mobile apps are designed to run on mobile devices (e.g. smart phones) while software applications run on desktop and laptop computers.



Artificial Intelligence: the theory and development of machines, computers, or software that are able to perform tasks that normally require human intelligence, such as visual perception, speech recognition, decision-making, and translation between languages.



Autonomous Vehicle: also known as a “driverless, self-driving, or robotic” car, a vehicle that is capable of sensing its environment and navigating and guiding itself without human conduction by using radar, lidar, GPS, odometry, and computer vision.



Big Information: a broad term for data sets so large or complex that traditional data processing applications are inadequate. When data becomes useful, it becomes “information,” which drives companies to the next level of success.



Cloud Computing: a network of servers that allows consumers to store and access data and programs over the Internet, instead of on a computer's hard drive.



Disruptive Technology: advances or innovation that will eventually disrupt an existing market or community, or a completely new technology that replaces what exists rendering it obsolete.

GLOSSARY OF TERMS



Drone: an unmanned aerial or underwater vehicle guided by remote control or onboard computers



Energy Storage: the capture of energy produced at one time for use at a later time.



GIS: A geographic information system or geographical information system (GIS) designed to capture, store, manipulate, analyze, manage, and present all types of spatial or geographical data. The software is essential to accurately portraying the relationship between locations, travel route options and distances.



Information Technology: the technology involving the development, maintenance, and use of computer systems, software, and networks for the processing and distribution of data; the application of computers and telecommunications equipment to store, retrieve, transmit, and manipulate data often in the context of a business or other enterprise.



Internet of Everything (IoE): the networked connection which brings together people, processes, data, and things to turn information into actions that create new capabilities, richer experiences, and unprecedented economic opportunity for businesses, individuals and countries.



Internet of Things (IoT): the network of physical objects—devices, vehicles, buildings and other items which are embedded with electronics, software, sensors, and network connectivity, which enables these objects to collect data, exchange data, and perform tasks.



Micro-grid: a small-scale power grid that can operate independently in conjunction with the area's main electric grid. Micro-grids can back-up power or boost the main power grid during periods of heavy demand.



Next-Generation Genomics: a combination of the science used for imaging nucleotide base pairs (the units that make up DNA) and rapidly advancing computational and analytic capabilities. As our understanding of the genomic makeup of humans increases, so does the ability to manipulate genes and improve health diagnostics and treatments.

GLOSSARY OF TERMS



Robot: a mechanical or virtual artificial agent, usually an electro-mechanical machine, which is guided by a computer program or electronic circuitry to carry out a complex series of actions automatically.



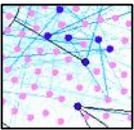
Shared Economy: also referred to as “collaborative consumption,” the phenomenon of a class of economic arrangements in which participants share access to products or services, rather than having individual ownership, thereby providing expanded access to products, services and talent beyond one to one or singular ownership.



Smart Phone: a cellular phone that performs many of the functions of a computer, typically having a touchscreen interface, Internet access, data storage, email capabilities, and an operating system capable of running downloaded applications.



Social Media: the many relatively inexpensive and widely accessible electronic tools that enable anyone to publish and access information, collaborate on a common effort, or build relationships via the internet.



Social Networking: the practice of expanding the number of one's business and/or social contacts by making connections through individuals using unparalleled access provided by the internet. Social networking establishes interconnected online communities that help people make contacts that would be good for them to know, but that they would be unlikely to have met otherwise.



Transportation Network Companies (TNC): the name used for ride sourcing and ridesharing companies (e.g.: Uber, Lyft) that use online-enabled software platforms for smartphones to connect passengers with a driver. The companies typically provide real time ride matching, smartphone communications between the driver and prospective passenger, driver recruitment, training, certification and performance monitoring, ride scheduling, trip pricing and payment, and ride evaluation survey tools.



Virtual Reality (VR): also known as “immersive multimedia” and “computer-simulated reality,” the computer-generated simulation of a three-dimensional image or environment that can be interacted with in a seemingly real or physical way by a person using special electronic equipment, such as a helmet with a screen inside or gloves fitted with sensors. Virtual realities artificially creates sensory experiences, which can include sight, touch, hearing, and smell.



Voice over Internet Protocol (VoIP): a technology for the transmission of voice over the internet allowing long distance communication to be conducted free of charge and through both computers and phones.