

- Renewable energy
- Energy efficiency in production
- Energy saving innovation









SUSTAINABLE USE OF ENERGY SOURCES

- Improve technology for more effective utilization of renewable energy, e.g., in solar cells
- Use of sensors to achieve optimal production of goods
- Reduce energy consumption (smart energy systems, energy effective electronics)
- Reduce energy consumption for data storage, internet search etc.



- Dangerous and rare materials
- Using less materials
- Conflict-creating use of resources













REASONABLE USE OF MATERIALS AND RESOURCES

- Dumping of electronics: A lot of electronics contain substances which is harmful to health, like e.g., lead and mercury.
- Urban mining recycling of smart phones. Trying to extract the valuable substances, e.g., gold.
- Choose materials and resources which can be recycled or reused.
- Avoid use of materials and resources which lead to conflicts



- Animals on land and in the ocean
- Habitat disturbance
- Loss of nature









CONSEQUENCES FOR BIODIVERSITY AND WILDLIFE

- Marine acoustics: noise affects the wildlife
- Wind turbines and hydropower affects nature and wildlife
- Sensor systems for wildlife monitoring



- The technologist's responsibility for reflection
- Fair wages
- Focus on the worker's health
- End poverty













GOOD WORKING CONDITIONS

- Choice of production site
 - Will it lead to conflicts in the country of origin?
 - Can the work lead to health consequences?
 - Are the workers getting fair wages?
 - Is child labor used?
- Digital tools for improvement of working conditions



- Anti-racist technology
- Gender neutral technology
- Inclusive innovation
- Disability adaption



EQUALITY AND UNIVERSAL DESIGN

- Artificial intelligence for everyone: equal precision regardless of gender, complexion, ethnicity, etc.
- Recognition algorithms: perform better on white men than women of color
- Misuse: Huawei and face recognition for surveillance of Uighurs
- Self-driving cars: Who is prioritized in a conflict in traffic?
- Equality in teaching: examples that appeal to both sexes, gender distribution among lecturers



- Use of raw materials
- Design, production and distribution
- Consumption
- Reuse, recycling and waste
- Environmental accounting













CIRCULAR ECONOMY

- Design new electronics which need less resources in production and distribution
- Facilitate repair and increase the lifetime of products to reduce consumption
- Design products which can be recycled and reused
- Analyze the value chain of electronics to do environmental accounting for minimizing of environmental footprint



- Local and global societies
- Individual impact
- Health impact
- Society and communication
- Consumption patterns



CONSEQUENCES FOR HUMANITY

- Dumping of electronics in low-income countries may lead to negative impact on the locals' health
- Social media's impact on mental health
- Positive consequence of digitization: digital socializing during the Covid-19 pandemic
- Online surveillance, hacking, etc.
- Consider the social consequences of technology: toll roads, position applications on mobile apps, internet algorithms



- In the air, on land and in the ocean
- During production
- During consumption



LIMITATIONS OF HARMFUL EMISSIONS

- Promote local production to reduce transport distance when distributing goods
- Sensor systems for environmental surveillance can detect and prevent pollution
- New battery technology can facilitate transition to emission-free societies
- Limit harmful waste under production: e.g., hydrofluoric acid for solar cell production



- Organizational, physical and digital infrastructure
- Aids in health and education
- Digital interaction
- Innovative cities and industries











IMPACT ON INFRASTRUCTURE

- Automation and robotics streamline urban societies and promotes more sustainable transport: electric cars, self-driving busses and ferries
- New technology change the job market: selfcheckouts, robotized industry
- Sharing society: develop an app which facilitates for car sharing
- Digital communication reduces travelling and improves community services: e.g., Digipost, online banking, Skype
- Digital tuition and lectures
- Medical technology improves health services