The Future by Numbers

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Numbers

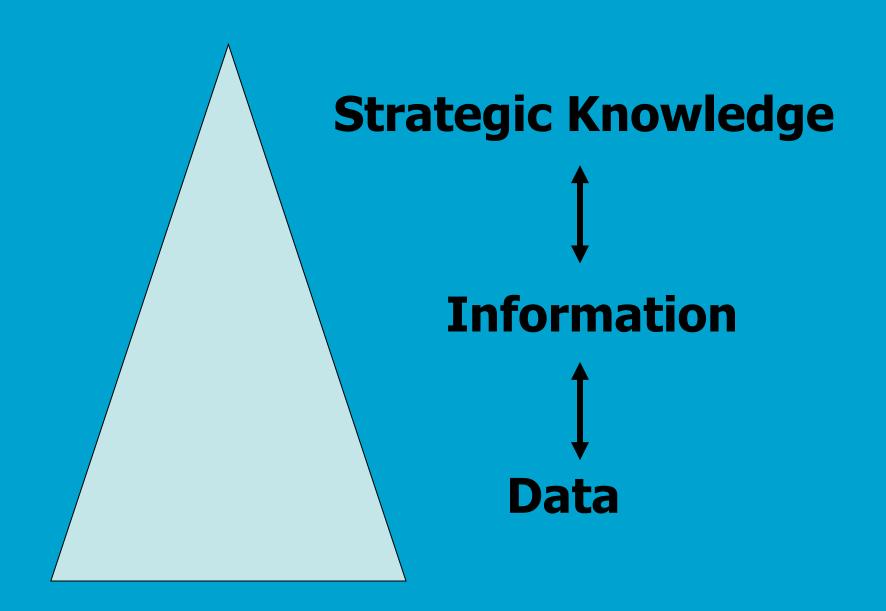


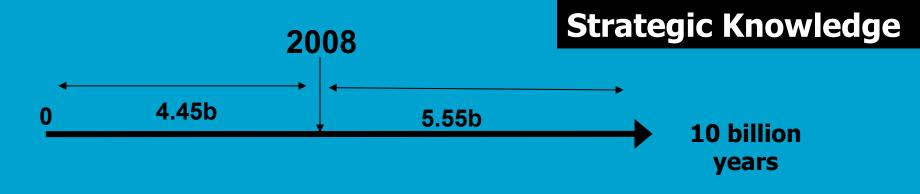
a thousand in a pinch

a million in a cup

a billion in a bathtub

a trillion in a classroom



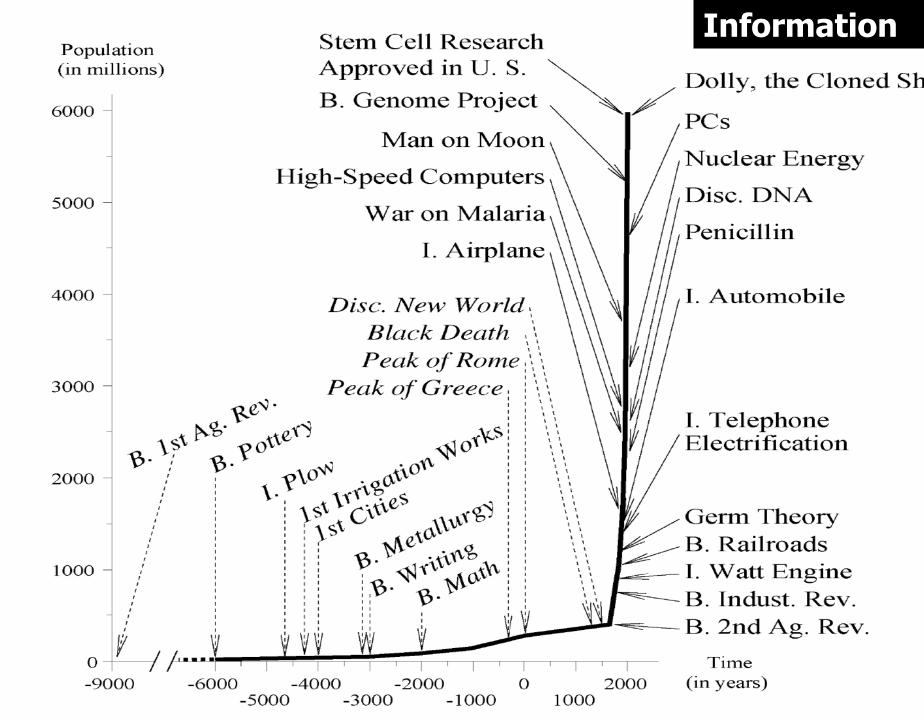


Two million years ago, evolution tells us...

Be like the *habilis* - the archetypal jack-of-all-trades, inquisitive scavengers prepared to try almost anything to survive. Be tough, active, gregarious and noisy, always on the move and always alert to the possibility of a ...meal.

Don't be like the *boisei* – whose behaviour was specialised for survival in only one niche, they didn't make it. They live within a strict social structure and are led by a dominant male whose strength and power holds the group together.

The *boisei's* specialisation has locked them into one way of living, and when their niche no longer exists, neither can they. But the *habilis* can adapt to a changing world - their generalist trait lives on in us.



The US Department of Energy's Oak Ridge National Laboratory Computer can crunch a 'quadrillion' calculations per second



Data

mathematical calculation per second, it would take 650 years to do what this machine can do in one day.

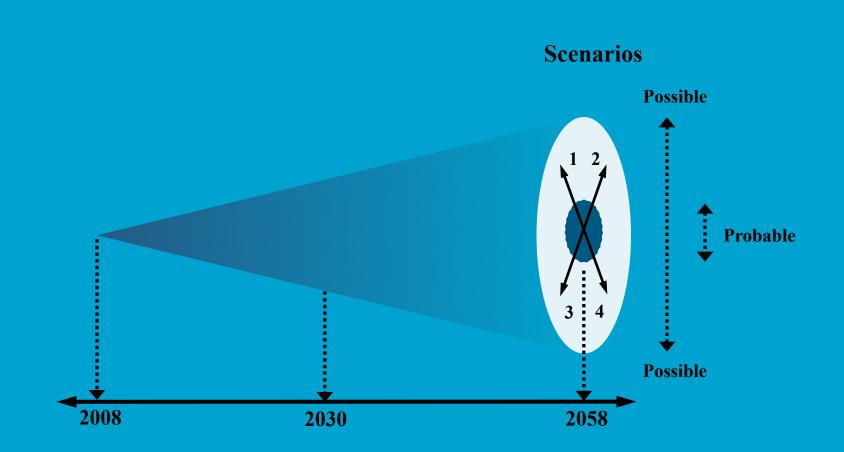


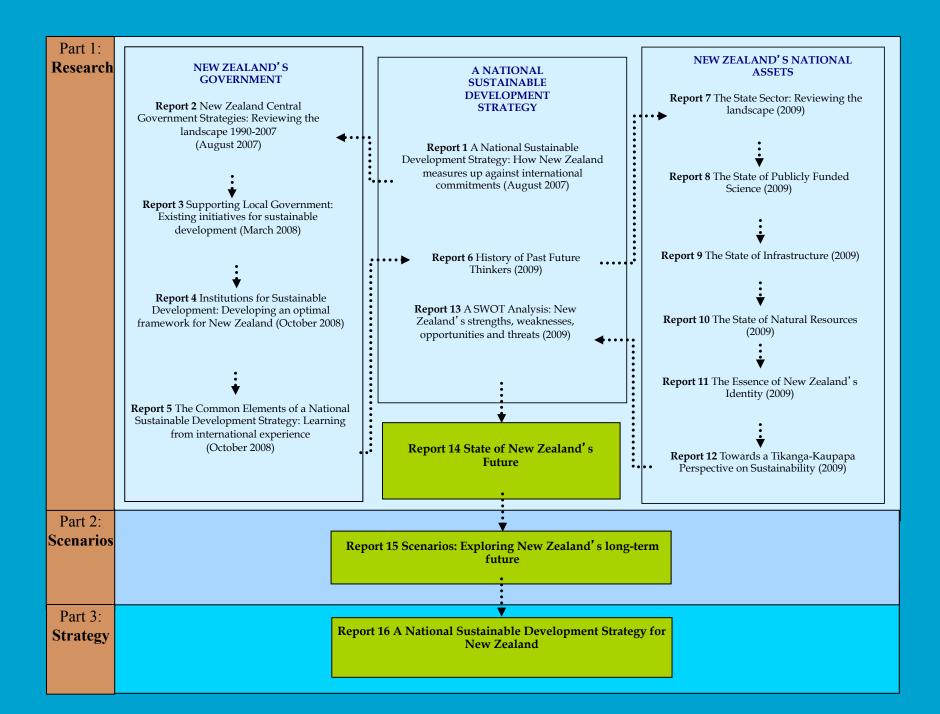
Jerome C. Glenn – Director, The Millennium Project and co-author of the State of the Future, 2008

Futures Studies

Probable futures: forecasting and sometimes prediction (Status Quo) **Possible futures:** scenarios, risks (Explorative) **Preferred futures:** strategies and agendas for change, propelled by innovation and leadership (Visionary)

Project 2058





Change Agents

Response to Change Agents

- 1. Climate
- 2. Demography
- 3. Ecosystems
- 4. Energy Production
- 5. Food & Water
- 6. Values & Beliefs
- 7. Justice & Freedom

- 1. Management of Ecosystems & Resources
- 2. Infrastructure
- 3. Security & Terrorism
- 4. Technology
- 5. Governance & Institutions
- 6. Economic Risks
- 7. Information & Ideas

Wild Cards

Steps Towards Scenarios

- **1. Define** project parameters, trends, driving forces, assumptions
- 2. Explore uncertainties and rank
- 3. Build scenario worlds, write stories, test
- **4. Use** consider implications, review, communicate

Given the

- increase in population
- increase in per capita consumption
- climate change &
- the existence of wildcards

Wild Card 1

Technology

- Info
- Nano
- Bio

Wild Card 2

Terrorism & War

- Crime
- War
- Nuclear War

Wild Card 3



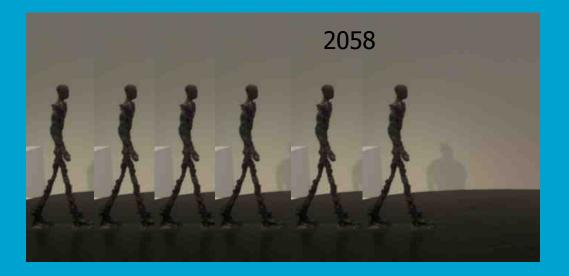
Health & Safety

- Antibiotic R.
- Pandemic
- Food
- Water

In 2008, 3 billion make \$2 or less per day.

In 2058, it may be 6 billion.





Crime is now global

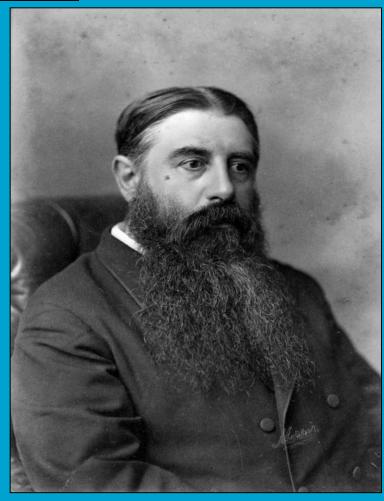
- \$1 trillion pa Illicit Trade
- 150 unauthorised use of nuclear or radioactive materials in the last 4 years
- 20,000 active nuclear weapons



Our generation is likely to have a life expectancy of 92 – 100 years of age.

Our children, if we fail to manage their weight gain, will have 80 year old bodies in 50 year old skin.





Julius Vogel (1835-1899)

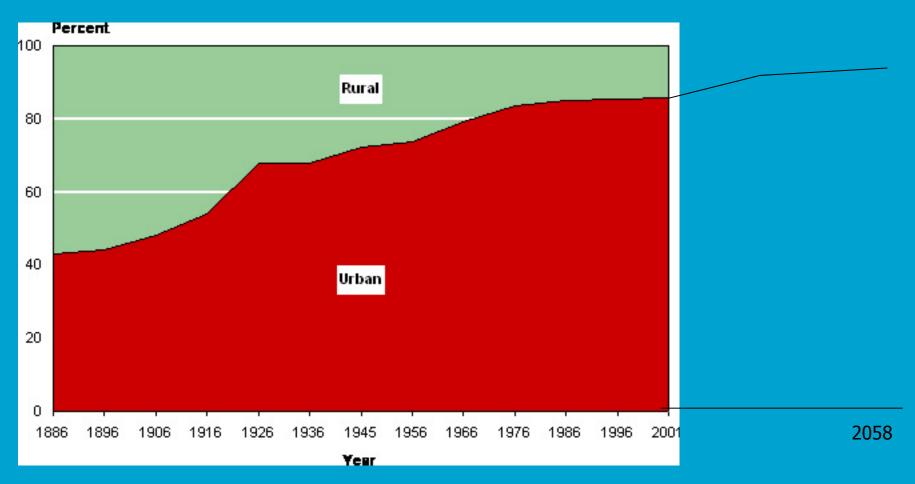
Immigration and Works Scheme 1870

A development plan designed to revive the economy and provide the pre-conditions of economic growth, included roads in the North, railways in the South ..."do more to put an end to hostilities and to confirm peaceful relations, than an army of ten thousand men'...

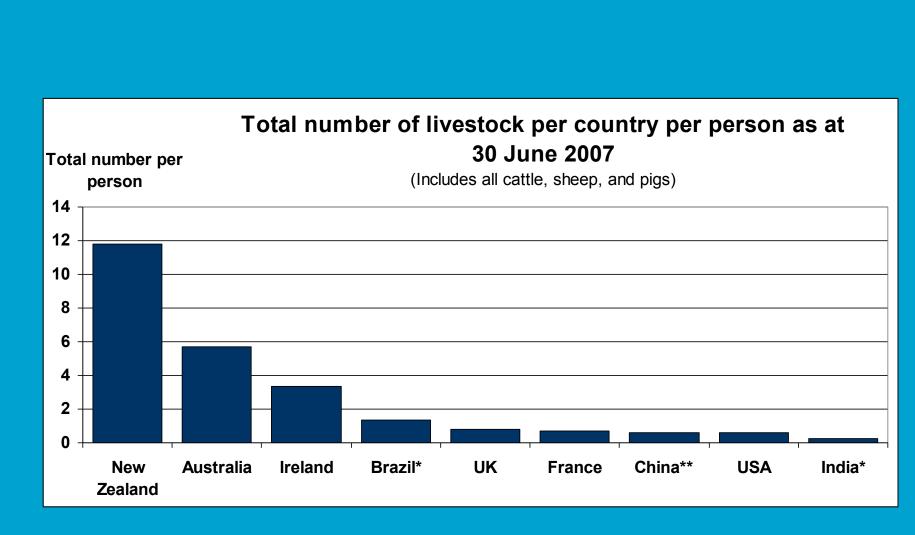
"We considered it very desirable, in a young country, that wealth should not be in the hands of a few capitalists...[who]...would leave the country, and enjoy elsewhere the wealth so accumulated."

NZ

New Zealand Rural Urban Population Mix



Livestock



Ζ



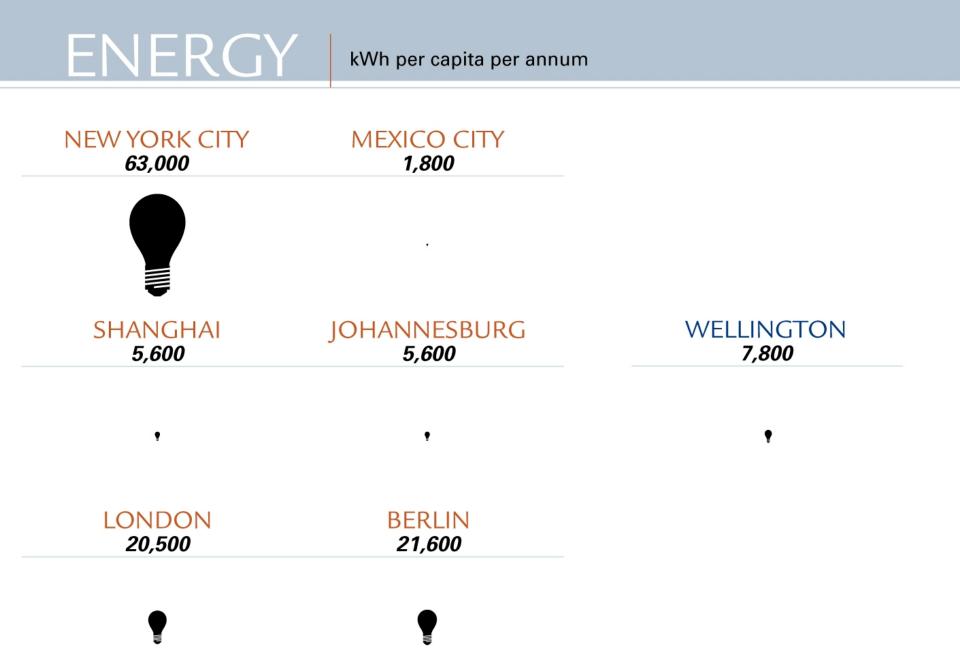
WATER



Source: The Urban Age Project, 2008







Source: The Urban Age Project, 2008

New Zealand needs a **`National Strategy'** to optimise our future, to align our industry, to reinforce our national brand and to be an example of what is possible

 not because we have to, but because we want what it can deliver

Thank You

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