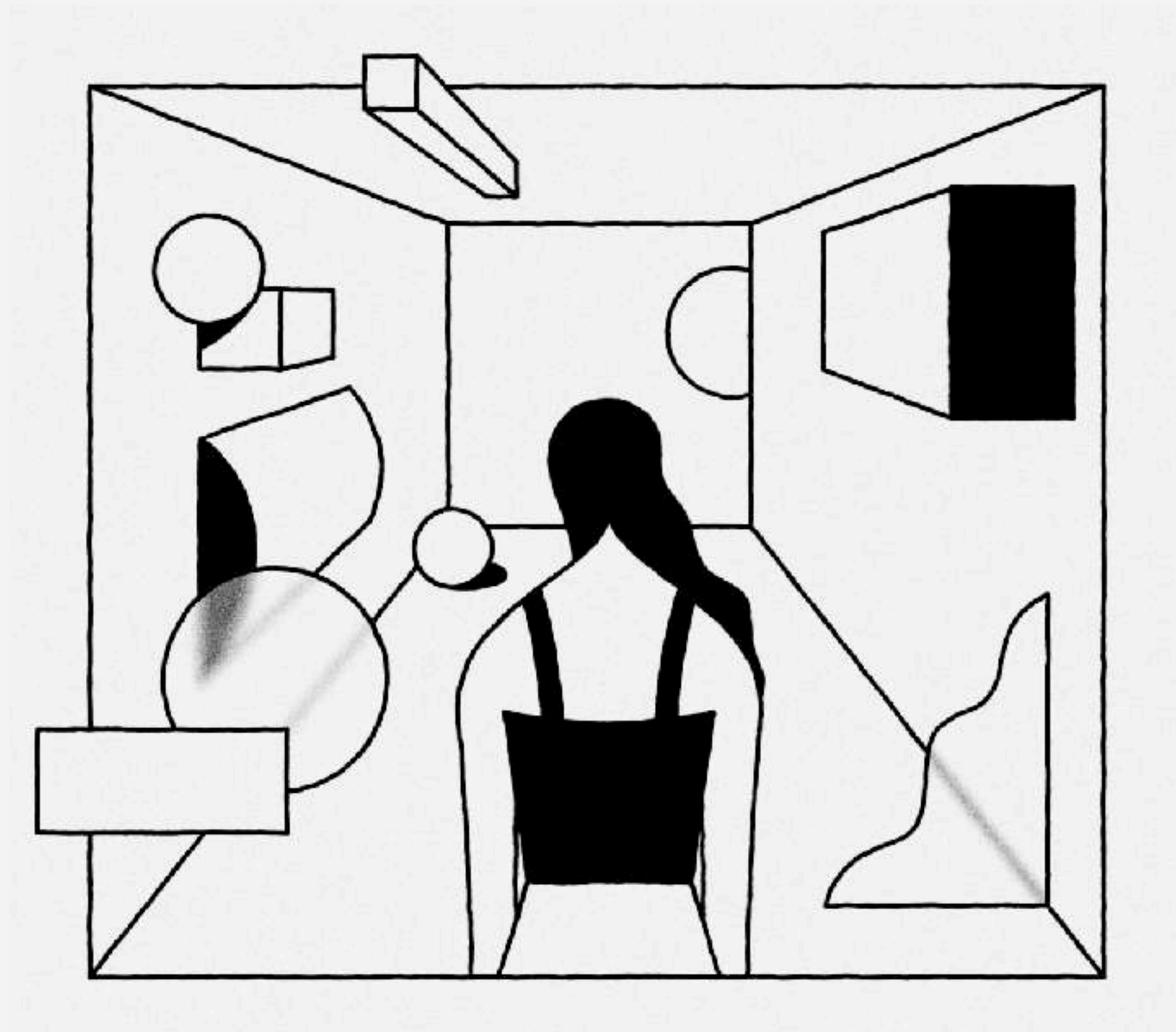


Ciao,  
Italia



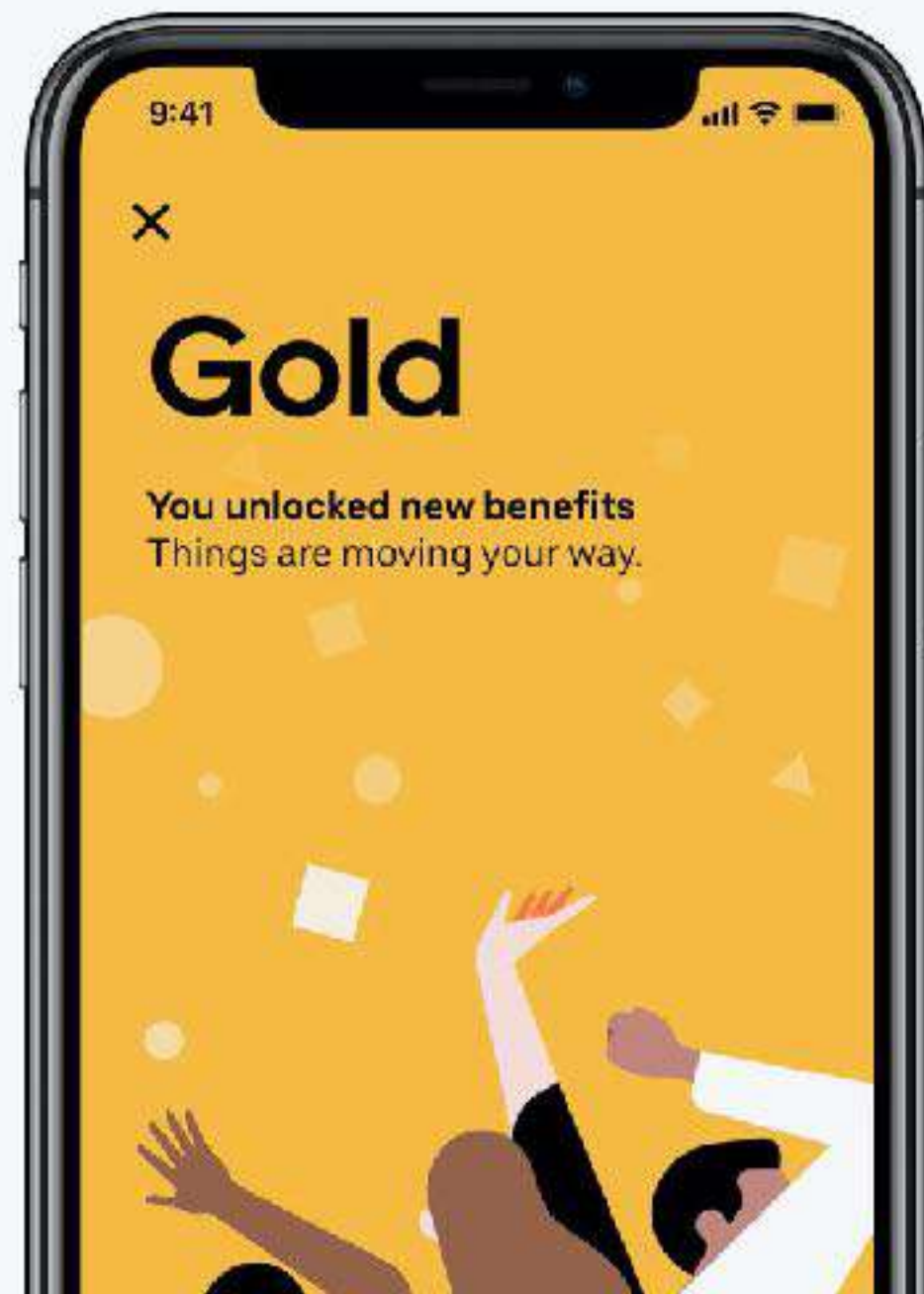
Mi chiamo  
Pietro Spagnolo  
e sono Head of P&S  
Design de Imille





Technology  
has disrupted  
the world

# Technology has disrupted the world



Companies like Airbnb, Uber, Spotify or Netflix **have put their sectors in crisis**. Players like N26 or Lemonade are creating new opportunities in the finance and insurance markets.

User/Consumer expectations have completely changed. This obliges all companies to play according to the rules of the platform economy, becoming themselves software platforms.

Do you use the  
phone as an  
alarm clock?





57% check the phone within 22 minutes of waking up; 83% read business emails overnight; 37% check notifications on their cell phone in the middle of the night. 59% check the phone more than 200 times a day. **80% fall asleep with the cell phone in hand.**

— Deloitte, 2016



# Technology it is bad?





In **2030** there  
will be **50 bln**  
connected  
devices

World population

IOT devices

# Everything is connected



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# XEROX Palo Alto Research PARC



**Mark Weiser**



**John Seeley Brown**

# 1 Petabyte

Memory

# 430 km/h

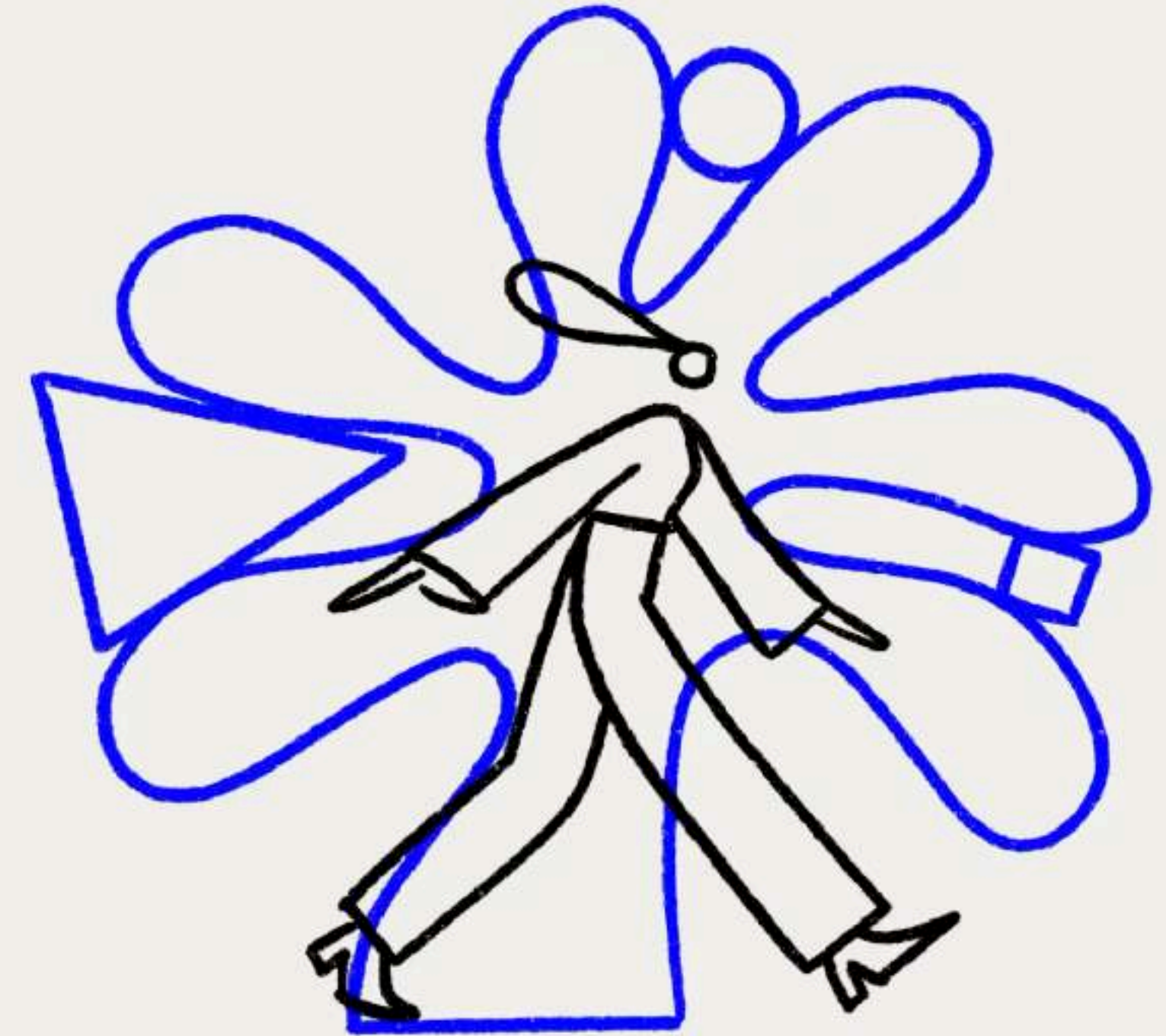
Speed of thoughts

# 20/30 W

consumption

The **scarce resource** in the 21st century will not be technology. It will be **attention**.

— Mark Weiser



# Dangling String

— Natalie Jeremijenko



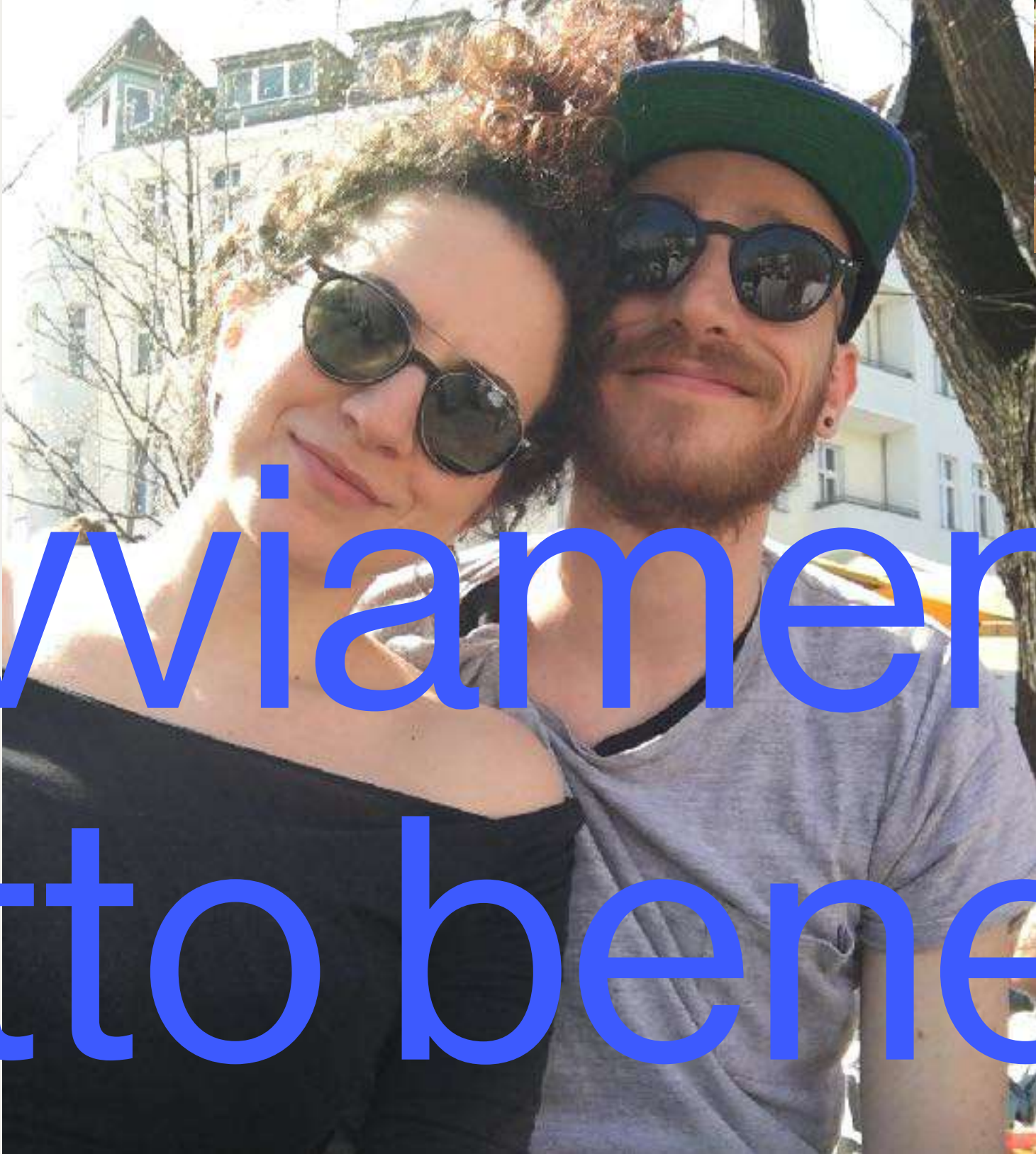
# Trivial?



Dopo un viaggio  
a Berlino

Maaaah, tutto  
bene con la  
tua ragazza?





imille

Ovviamente  
tutto bene





A **good tool** is an **invisible tool**.  
By invisible, we mean that the tool does  
not intrude on your consciousness;  
you **focus on the task**, not the tool.

— Mark Weiser

03.Design & Technology





— mui

**imille**

Technology  
it is bad?

No, we need  
to re-design it

# Design

# Design is disrupting the world

These numbers show that 'design thinking' isn't just a trendy new buzzword — companies are willing to put money and staff into it at a higher rate than ever before. It's a small sample size, but it's some of the first hard data available on tech design hiring.



**1:25 → 1:9**

2012      2017



**1:10 → 1:6**

2013      2017



**1:5**

2017



**1:11 → 1:8**

2010      2017

**Uber**

**1:8**

2017



**1:72 → 1:8**

2012      2017





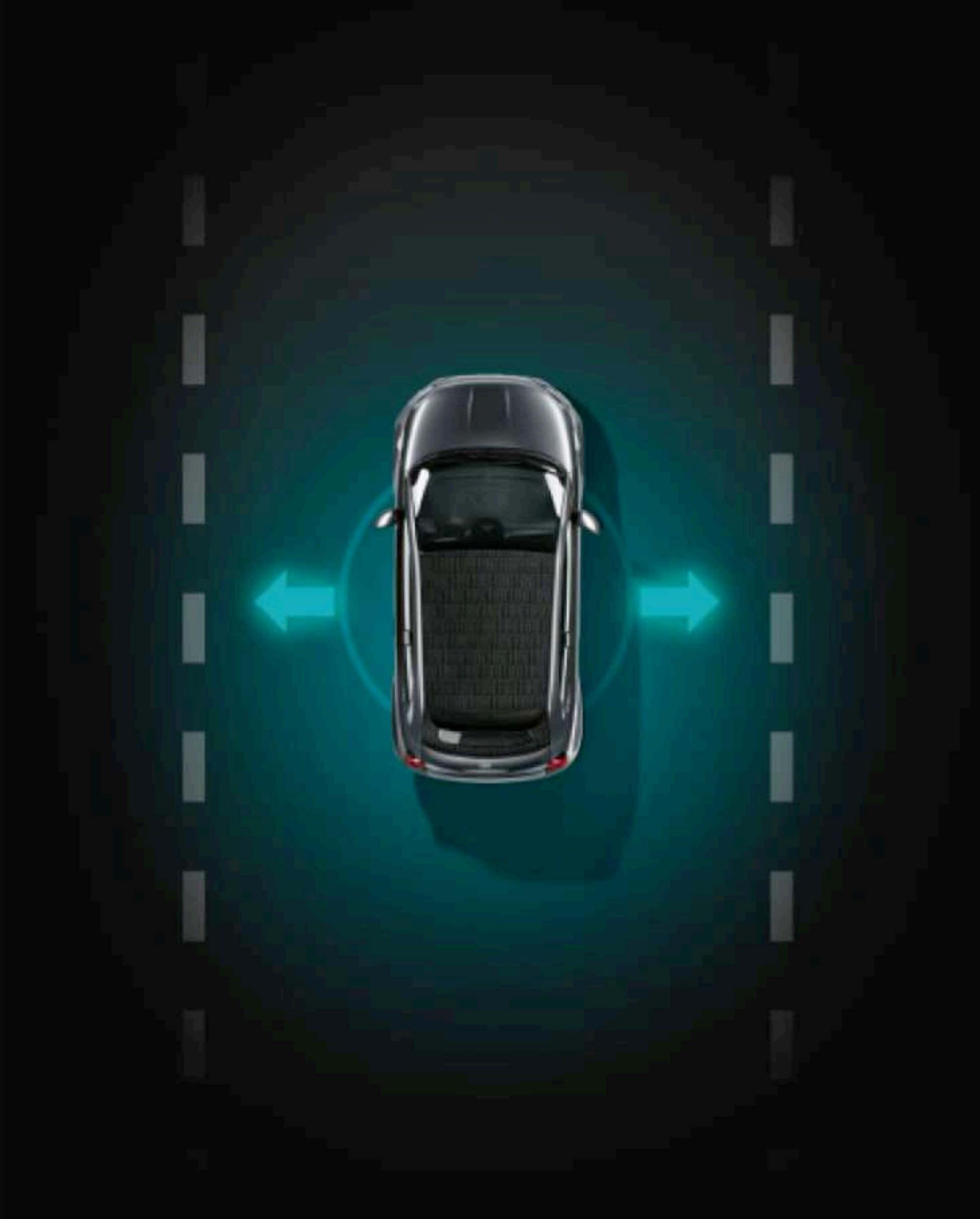


# DEPARTURES

Time	Destination	Flight
19:30	SÃO PAULO	R4 4509
19:30	BOGOTÁ	EB 7134
19:45	RIO DE JANEIRO	DN 0045
19:40	SANTIAGO	OD 7158
19:50	LIMA	NP 6890
20:05	QUITO	UC 1207
20:10	CARACAS	EB 3436
20:20	BUENOS AIRES	R4 4581
20:45	MONTEVIDEO	NP 1976

03.Design & Technology







03.Design & Technology



Pet therapy  
Autism, Stress, Solitude, Anxiety



— Paro the Seal

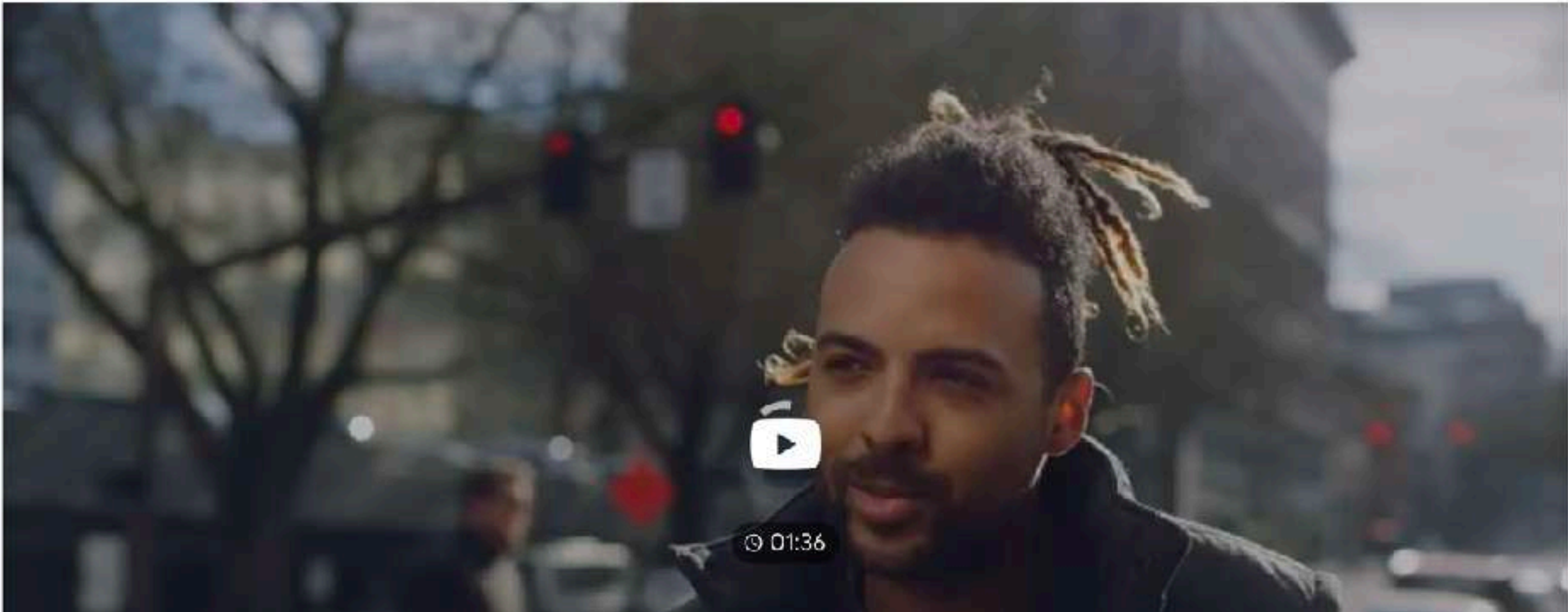
# Who is working in this **direction**?

Google

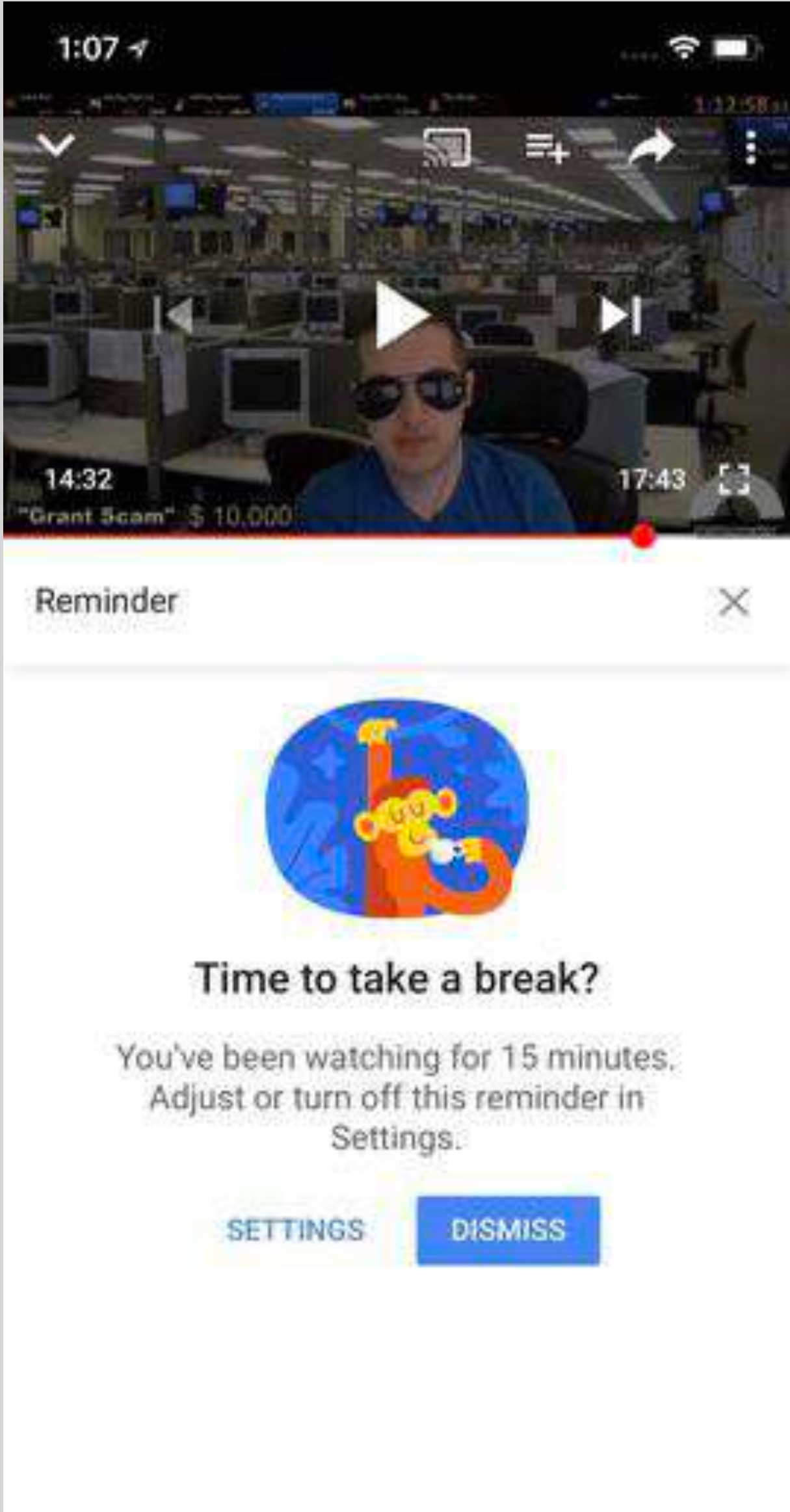
Digital Wellbeing   Get started   For families   Tools   Our commitment

# Find a balance with technology that feels right for you.

As technology becomes more and more integral to everything we do, it can sometimes distract us from the things that matter most to us. We believe technology should improve life, not distract from it. We're committed to giving everyone the tools they need to develop their own sense of digital wellbeing. So that life, not the technology in it, stays front and center.







# Screen Time Dashboard

App Limits

Night shift

Do Not Disturb

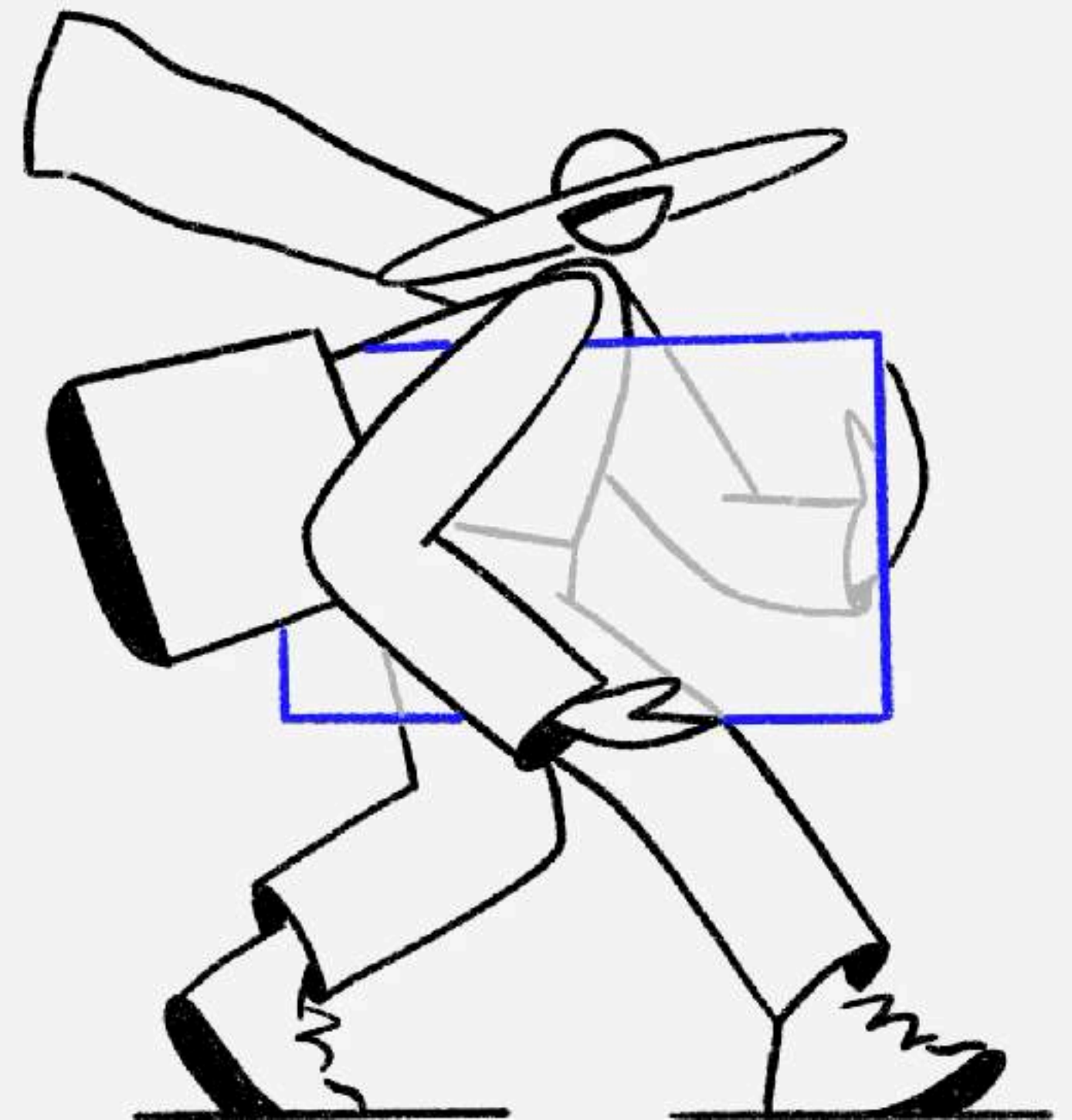
Content and Privacy Restrictions





Why did  
they do it?

# An new era of **interruptive** technology



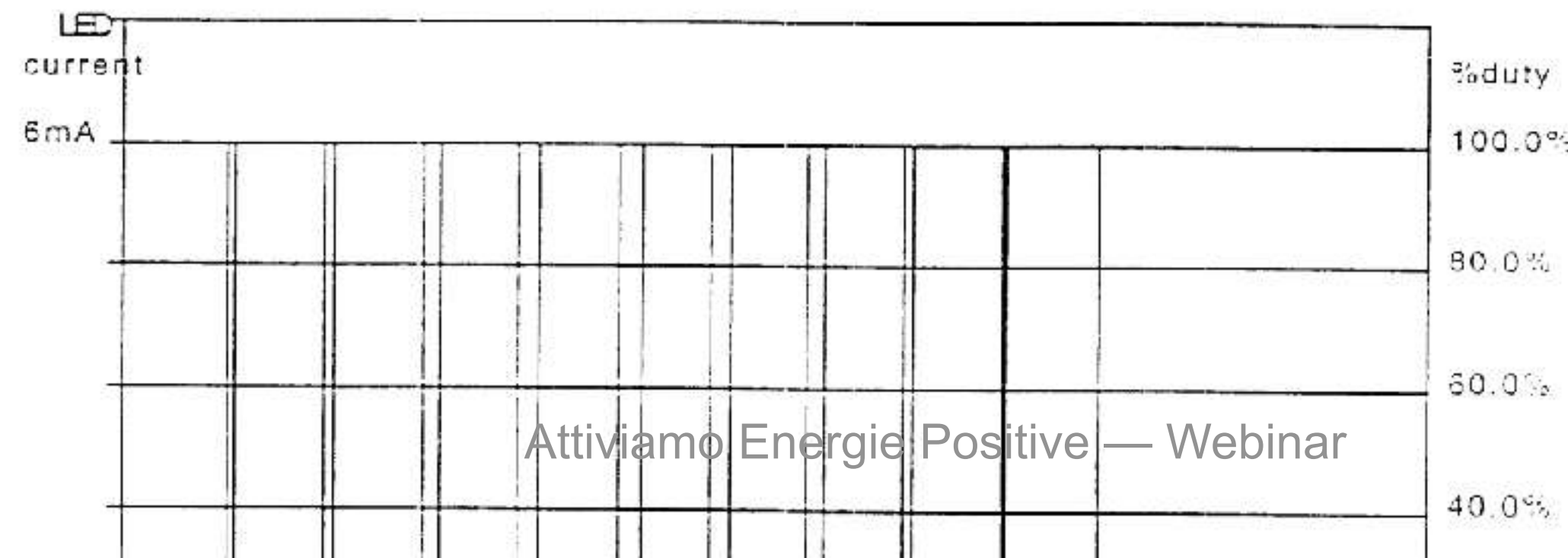
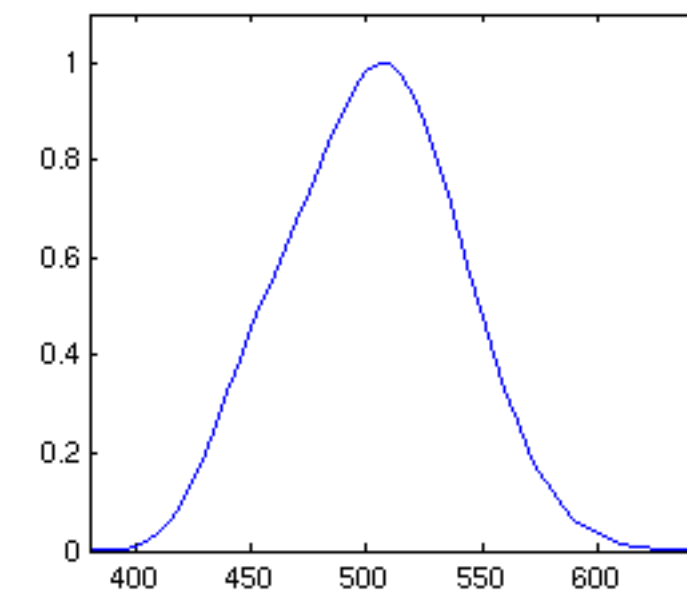
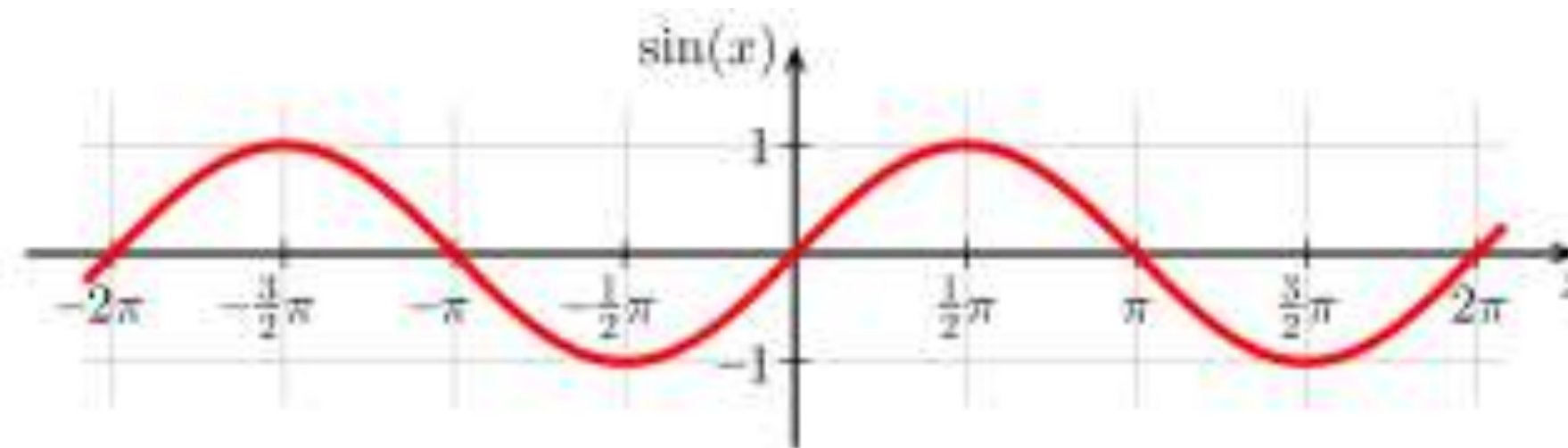
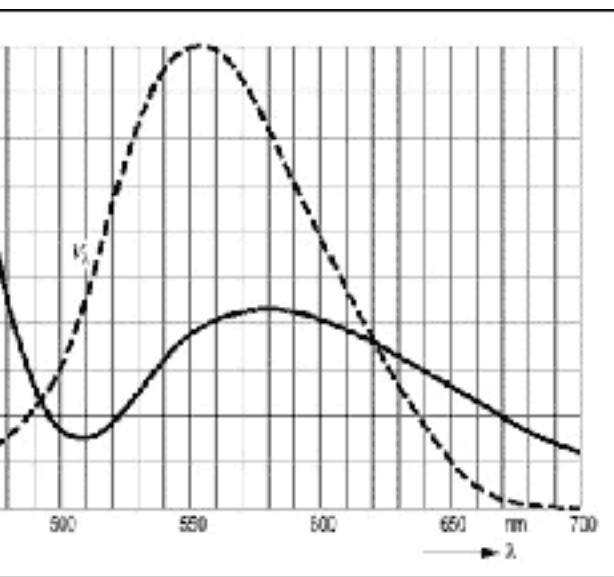
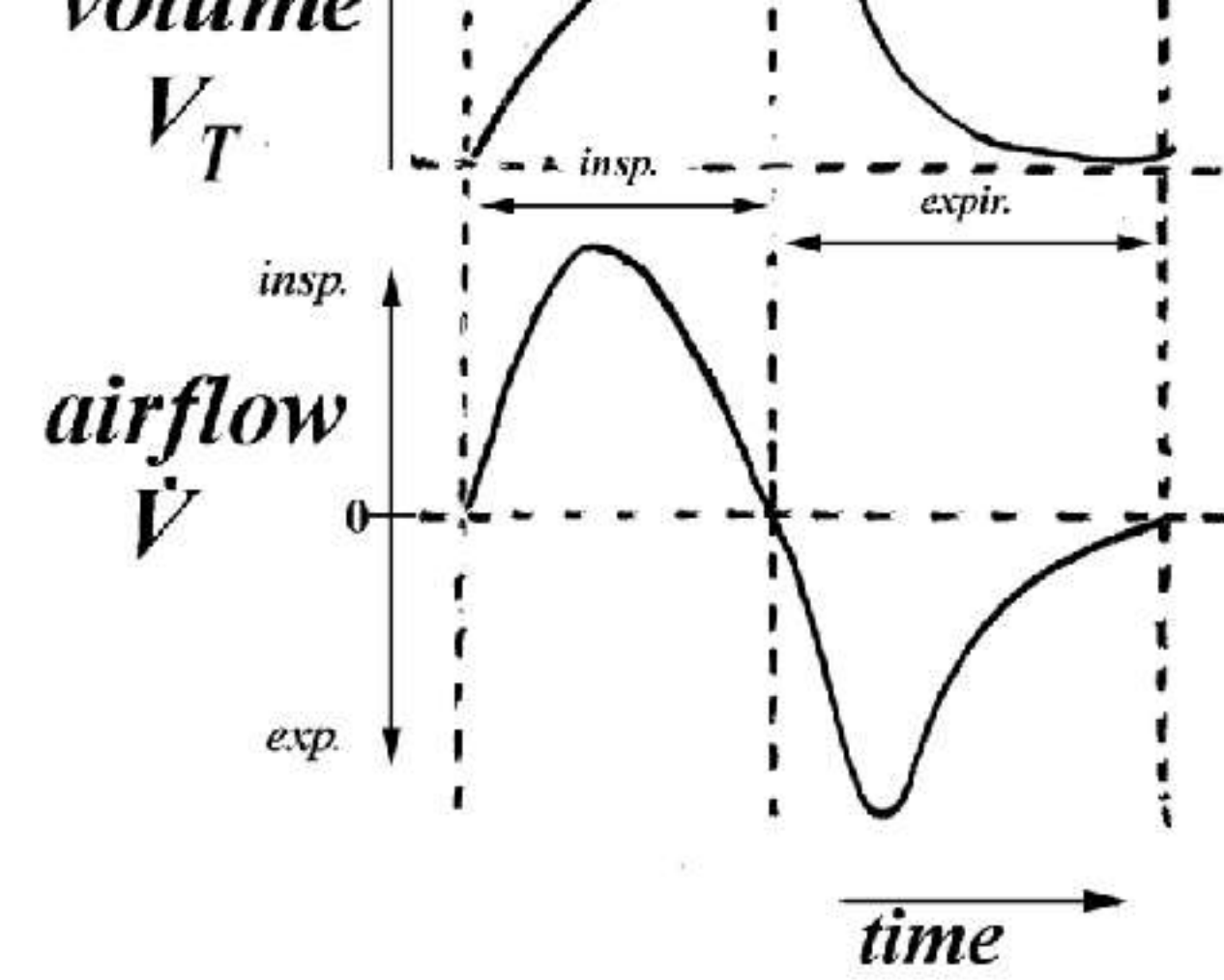
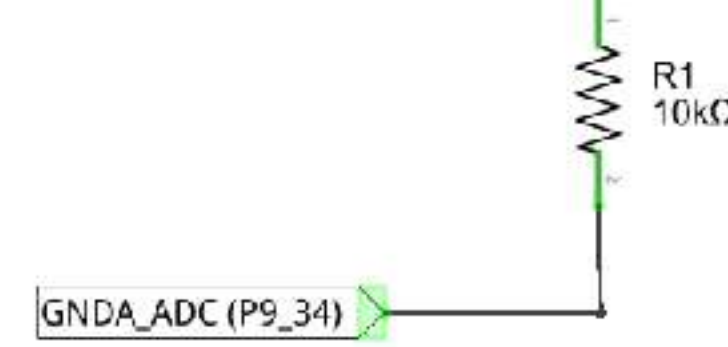




When you were trying to sleep,  
the old sleep LEDs of laptops would  
blink on and off harshly, lighting up your  
entire bedroom each time which made  
it harder for some people to get to  
sleep and **irritated people.**

— Jony Ive

# Ok simple, but with a **plan**

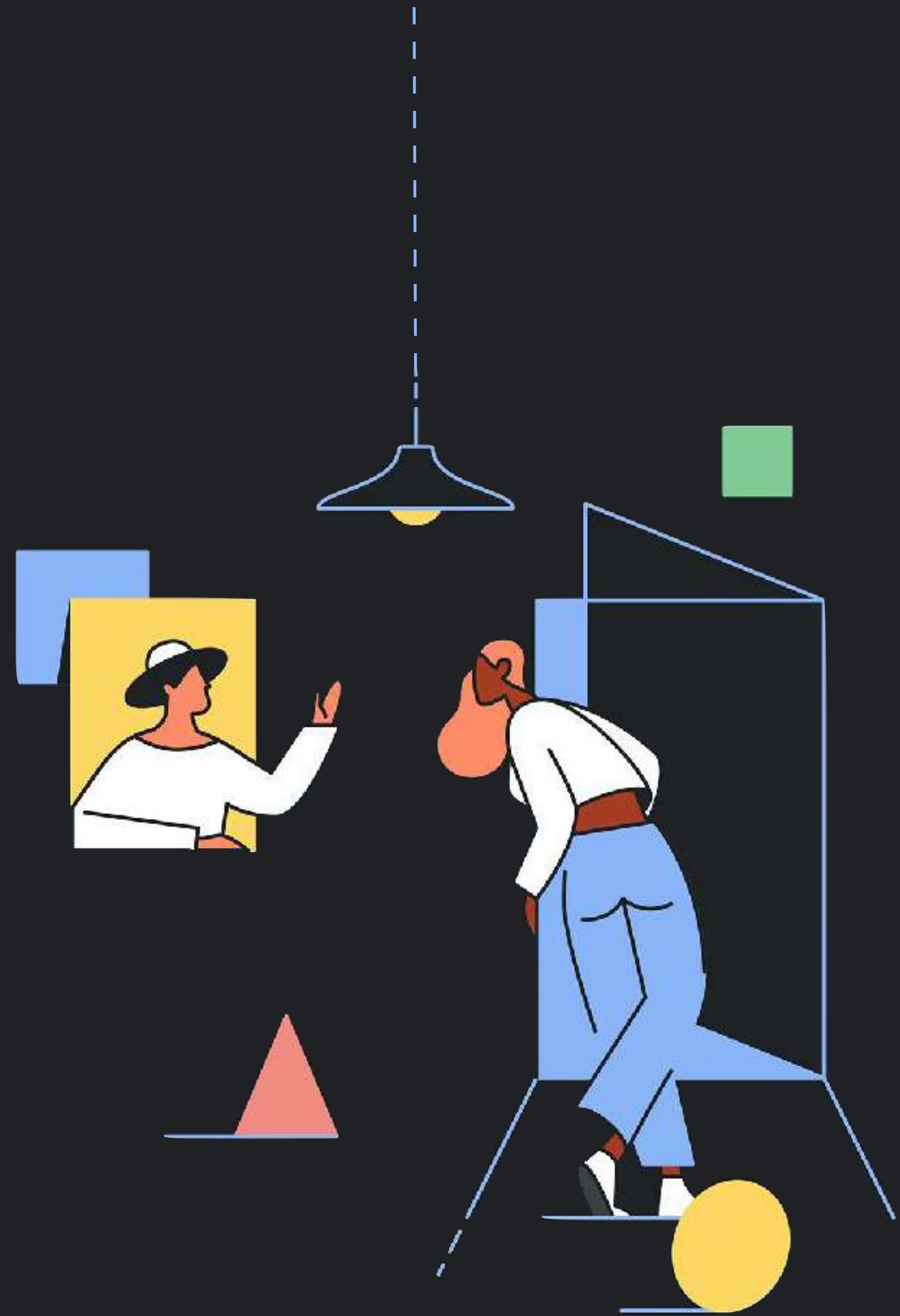


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Our world is made of information that competes for our attention.

What is necessary?  
What is not?



# Calm Technology

— Amber Case

01. \_\_\_\_\_

Technology should require  
the smallest possible amount  
of attention

02. \_\_\_\_\_

Technology should inform  
and create calm

03. \_\_\_\_\_

Technology should make use  
of the periphery

04. \_\_\_\_\_

Technology should amplify  
the best of technology and the  
best of humanity

05. \_\_\_\_\_

Technology can  
communicate, but doesn't  
need to speak

06. \_\_\_\_\_

Technology should work  
even when it fails

07. \_\_\_\_\_

The right amount of  
technology is the minimum  
needed to solve the problem

08. \_\_\_\_\_

Technology should  
respect social norms

# e-estonia

We have built a  
digital society...

# A country with milestones from 1994

- 2019** Government AI strategy
- 2018** Seamless services roadmap
- 2017** NIS X-road consortium
- 2015** World's first data embassy

...

...

About two decades ago

When Estonia started building their **information society**, there was no digital data collected on citizens.

The general population did not have the Internet or even the devices with which to use it. It took a lot of courage to invest in IT solutions and follow the path of information technology.

## 03.Design & Technology

46.7%

Estonians use  
Internet voting

1.3M

Population

98%

Estonians have a digital  
identity card

4

Unicorn Startup



# Technology or money is not the solution

Zero bureaucracy

Updated systems

Invisible services

Participation from below

Transparency

Shared information

A few hours to open a business

Every application has an inherent amount of irreducible complexity. The only question is: Who will have to deal with it—the user, the application developer, or the platform developer?

— Larry Tesler





# A presto

p.spagnolo@imille.agency  
[write@pietrospagnolo.it](mailto:write@pietrospagnolo.it)

