

TECH STATS YOU DIDN'T KNOW...

BUT PROBABLY SHOULD

INTERNET OF THINGS (IOT)

43%

of businesses are planning to adopt Internet of Things technology by the end of

2016

Source: Gartner, 2016

By 2020, 5 billion people and 50 billion devices will be connected to the Internet of Things

Source: World Economic Forum, 2015

WEARABLES

200%

The global wearable devices market grew more than 200% in 2015

Source: Forbes, 2015

2015

2019

84 million wearable devices sold

245 million units predicted to be sold

50% of these will be fitness and activity trackers



Smartwatches



Fitness Trackers



Augmented and Virtual Reality Headsets



Wearable Cameras

Source: CCS Insight's latest Wearables Forecast, Worldwide, 2015-2019

The worth of the Wearables Market



Source: CCS Insight's latest Wearables Forecast, Worldwide, 2015-2019

VIRTUAL REALITY (VR) AND AUGMENTED REALITY (AR)

The number of active Virtual Reality users is forecast to reach

171 MILLION BY 2018

Source: Statista, 2015

It is predicted that by 2018 there will be

200 MILLION

mobile Augmented Reality users

Source: The Digital Marketing Bureau, 2014

So far in 2016 Augmented Reality and Virtual Reality investment has already hit

\$1.1 BILLION

This is the first time investment has surpassed \$1 billion in any given year.

Source: Fast Company, 2016

INFORMATION OF EVERYTHING

By the year 2020, about 1.7 megabytes of new information will be created every second for every human being on the planet.

Source: Forbes, 2015

ARTIFICIAL INTELLIGENCE

By 2020, the robot market is expected to be worth

\$83 billion

Source: Forbes, 2015

Some banks are already developing "robo-advisors"

that can handle bank accounts worth up to \$250,000

Source: Bloomberg, 2015