

CURSE

- Cyber-crimes
- Deep fake videos
- Glitch
- Hacking
- Threat to privacy
- LIFE of Virtual Reality
- Scams
- Fake news
- Fifth-generation warfare
- Fake show-off - depression
- Create a sense of inferiority
- AI software: cause of unemployment
- death of creativity
- Effect child mental growth & development
- Access to inappropriate media
- Social isolation

EXPANDING INFORMATION TECHNOLOGY: A CURSE OR REALITY

IT Export revenue

- End to End encryption (messaging apps)
 - ↳ WhatsApp, Telegram, Signal, Threema
- Strong Passwords

- Two-factor log-in
- Education & cyber-Security Awareness
- Use of AI-driven tools
- VR →
 - Training & education
 - Risk-free adventure
 - Architectural visualisation
- Remote working
- Medical advancement

BLESSING

- Public Awareness
- Source of earning: Ads
- Global Village: Connect the whole world.
- Online learning
- One time investment
- Online banking
- Online shopping
- Websites and Apps for business: Amazon
- Audio books
- AI bots for study
 - ↳ i.e Grammarly, Duolingo
- Age-restriction setting
- Screen time limit
- Skill learning for kids
 - ↳ Art & craft

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OUTLINE

Introduction

- a. Hook
- b. Supporting Statements
- c. Thesis Sentence

It is a fact that expansion of Information technology is directly proportional to economic development of Pakistan. Hence, it is a blessing without any doubts.

Main Body

It is a Curse

1. Social Aspects

- a. Social isolation
- b. Access to inappropriate media
- c. Effect normal mental growth

2. Individual Aspects

- a. Threat to privacy
- b. Depression
- c. Vlogs - create a sense of inferiority

3. Cyber-Crimes

- a. Hacking and Scams
- b. Fake news
- c. Fifth-generation warfare.

4. AI Software

- a. Cause of unemployment
- b. Deep fake videos
- c. Death of creativity
- d. A tool for criminals

~~It is a Blessing~~

5. Life of Virtual Reality

- a. Health threats
- b. High cost
- c. Addiction of Virtual World.

It is a Blessing

1. On Social Grounds

- a. World: A global village
- b. Public Awareness
- c. Medical advancement

4.

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2. Impacts on individual

- a. Remote working
- b. Skill learning
- c. E-governance & banking

3. Cyber-Security

- a. End-to-End encrypted messaging apps
- b. Two-factor verification
- c. Education and cyber-security awareness

4. AI: A World changing revolution.

- a. AI in Finance and Transportation
- b. AI chatbots and study tools
- c. Use of AI-driven tools

5. VR: The technology of future

- a. Training & education
- b. Risk-free adventure
- c. Architectural visualisation

6. Online Platforms

- a. E-business; E-commerce
- b. Content Platforms and Social Media
- c. Online marketplaces

Conclusion