

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.

Topic is not Pakistan centric, so address it in broader perspective

Main Body

It is a Curse

1. Social Aspects

- a. Social isolation
- b. Access to inappropriate media
- c. Effect on 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 Add synthesis as well