

Brainstorming

High income from social media: New Generation not interested in studies

Family time turned into phone time

Addiction of social media - waste of time (Hobby)

Hacked accounts (Data Leaked)

Money Generating Apps: Frauds

Internet banking frauds

Spread of propagandas Brain washing

End of social norms & values, no social interaction  
Picture during Hajj

Physical activity times replaced with phone time: Health degradation

Technology: A blessing or a curse.

AI Chat bots: Destroying creativity (ChatGPT, DeepSeek, LAMA)

Violation of Privacy: Smart phones recording at all times

Manipulation & Kidnapping of children via Game Apps

SGW

Cyber crimes

Fake social media world, ruining lives of many  
Idealism

Exposure to huge amount of info: No info about authenticity

Categories:

Money related (13, 14)

Family Life / Personal life

Physical & mental health

Social life, Political. ] socio-political.

(1, 3, 4, 5, 15, 16, 7, 8)

(2, 6, 11, 10, 11, 12,

(7, 9,)

## Outline

### 1. Introduction

1.1.

Hook

1.2.

Background

1.3.

Thesis Statement

Technology is a curse in today's world that is adversely affecting collective security, of nations or groups, personal lives of people and society as a whole.

### 2. The Curse of Technology

#### 2.1. Impacts on Collective Security

2.1.1. Fifth Generation Warfare

2.1.2. Cyber Crimes

2.1.3. Manipulation and kidnapping of kids and teens

#### 2.2. Impacts on Personal Lives

2.2.1. Health

2.2.2. Finances

2.2.3. Privacy

2.2.4. Family Life

2.2.5. Individual Productivity

#### 2.3. Impacts on Social Lives

2.3.1. Lack of authentic information

2.3.2. Lack of social norms and values

2.3.3. Lack of interest of next generation in building careers.

#### 3.4. Recommendations

#### 4. Conclusion



## First Paragraph after introduction

The first curse of technology is the Fifth Generation Warfare (SGW) that is threatening the collective security of groups and nations across the globe. As technology is becoming a common part of daily lives of individuals, people are more prone to adverse effects of Fifth Generation Warfare. It is a "war of propagandas" and "war of narratives" fought in the minds of the people. The masterminds of SGW push certain narratives in people to make them do ~~certain~~<sup>some</sup> actions that align with big evil plans. Technology has made it easier to access people's ideologies and thinkings through various web and mobile applications. The masterminds target people of certain regions and ideology to propagate narratives of their interest among masses. Smartphones, televisions, press and social media play a critical role in <sup>the</sup> brainwashing of public. In his book "The handbook of SGW", Daniel said that in a perfectly fought fifth generation war, even the people playing major roles, ~~unconsciously~~, remain unaware that the war even existed. Influencers like Dr. Moiz (Mehrub) Awan are playing the minds of their followers, through social media platforms and talk shows, ~~to~~ spreading Indian narratives to weaken the ideology of Pakistan. Similarly, social media platform are being used for provoking anti-state activities and sectarian conflicts.

**Properly conclude your paragraph**