

A1 Research Analytics

Opportunity			Can Jersey accommodate it?	Preliminary success likelihood (1 to 10)	Preliminary qualitative score (1 to 10)	Barriers present (low to high)	The company is more innovative or more established ?	Assessment			Technology description	
Level 1	Level 2	Level 3						Combined success likelihood (50% Success factors and 50% Qualitative)	Barriers present (low to high)	Combined assessment		
		Jersey as the data jurisdiction of choice (for specific data)	yes	4.15	5.5	Medium	established	4.825	Medium	4 - Do not actively pursue		
Cyber Security		on island testing capability	no								using the island to test various elements of cyber security	
		all fs employees being trained	no								training financial services employees on various elements of cyber security	
		on island standard for encrypted email	no								producing an on island standard for encrypted email to drive a common security standard for email	
		meeting global skills demands (cyber)	no									
Automotive		digital skills development faculty	no									
		autonomous vehicles	no								vehicles which can drive themselves	
Consumer goods		telematics	no								Technology which merges telecommunications and infomatics i.e. GPS systems and navigation systems. Devices brought together by data and wireless communication	
		robotics	no								use of robotics to automate processes to free up manpower and drive efficiencies and innovation	
		quantified self	no								technology that allows data acquisition on aspects of daily lives of people via personal input	
		wearable	no								Wearable technological devices that serve specific purposes for the consumer	
		cloud computing	no								Using a network of remote servers hosted on the Internet to store, manage, and process data	
		3d printing consumer	no								technology that allow the making of three dimensional solid objects from a digital file for consumers use	
		big data and analytics	no								using technology to identify patterns in big data and other useful information to be used to make better decisions in relation to consumer goods	
		robotics	no								use of robotics for consumer market to be used in every day lives	
		augmented reality	no								use of computer generated input such as sound / video / GPS etc... to augment a real environment	
		location based	no								technology for consumer market whereby computer program-level services use location data to control certain features	
		digital dexterity	no								Technology that uses strategy to attract the optimum mix of employees based on ability and social practice	
		people-literate technology	no								mixture of technologies that offer more humane behaviors and interfaces towards autonomous companies	
		natural-language question answering	no								Systems that are designed to answer questions that are posed in natural language	
		affective computing	no								Development of systems that can recognize, interpret, process, and simulate human affects	
		gesture control	no								Technology that can recognise human gestures	
	Power and Utilities		virtual reality	no								Simulation of physical presence in the real world using a computer-simulated environment
			smart grid	no								Electrical grid using smart measures such as smart meters, smart appliances, renewable energy resources and energy efficiency resources
Media and Entertainment		telematics / scada	no								A supervisory control and data acquisition system sends signals over communication channels to provide control of remote equipment.	
		speech analytics	no								Analysing recorded calls and gathering information	
Business and Government		big data and analytics	no								big data analytics is applied to data sets so large or complex that traditional data processing applications are inadequate. Challenges include analysis, capture, data curation, search, sharing, storage, transfer, visualization, and information privacy.	
		location based	no								Delivering content to users of mobile electronic devices dependent upon their location	
		augmented reality	no								use of computer generated input such as sound / video / GPS etc... to augment a real environment	
		saas (software as a service)	no								software licensing and delivery model in which software is licensed on a subscription basis and is centrally hosted	
		software-defined security	no								Software that introduces simplicity to the world of network security	
		biocoustics sensing	no								Technology that involves a combination of biology and acoustics, which includes ultrasound and vibration	
		smart dust	no								A system of microelectromechanical systems (MEMS) such as sensors, robots, or other devices, that can detect, for example, light, temperature, vibration, magnetism, or chemicals	
		virtual personal assistants	no								Technology that can allow assistants to work from a remote location	
		quantum computing	no								A computer that uses qubits to store information	
		brain-computer interface	no								A connection between a brain and a device that allows the brain to direct some external activity, such as control of a cursor or a prosthetic limb	
		human augmentation	no								technologies that enhance human productivity or capability, or that somehow add to the human body	
		volumetric displays	no								a graphic display device that forms a visual representation of an object in three physical dimensions	
		3d industrial printing	no								technology that allow the making of three dimensional solid objects from a digital file for industrial purposes	
		contactless technology roll out	no								contactless technology allows communication between devices without contact such as smart cards that use chips and induction technology	
		near field communications	no								allows devices to communicate within close proximity of one another	
		smart robots	no								robotic systems with artificial intelligence designed to carry out their operation without direct human intervention	
		iot platform	no								a platform where internet of things (network of physical objects) can communicate with one another for a specified purpose	
	biochips	no								miniaturised laboratories that can perform a large number of simultaneous biochemical reactions		
	smart advisors	no								technology that provides advice to the user		
	speech to speech translation	no								Technology that translates speech from one language to another in near real time		
	machine learning	no								Technology which explores the study and construction of algorithms that can learn from and make predictions on data		
	hybrid cloud computing	no								integrated cloud service utilising both private and public clouds to perform distinct functions within the same organisation		
	autonomous field vehicles	no								vehicles which can drive themselves		
	3d scanners	no								A device that can scan a real world object or environment and collects data on its shape and appearance to be used to make 3d models		
	complex-event processing	no								Event processing that combines data from multiple sources and then identify meaningful events such as opportunities or threats		
	consumer telematics	no								end-user-targeted vehicle-centric information and communication technologies and services		
	data science	no								processes and systems to extract knowledge or insights from data in various forms		
	gamification	no								application of elements of game playing such as a points scoring system and competitiveness to areas of business and government		
	in-memory analytics	no								Technology that queries data when it resides in a computer's random access memory rather than a physical disk		
	in-memory database management systems	no								database management system that primarily relies on main memory for computer data storage		
	machine-to-machine communication services	no								used for automated data transmission and measurement between mechanical or electronic devices		
	speech recognition	no								methodologies and technologies that enables the recognition and translation of spoken language		
	wearable user interfaces	no								miniature electronic devices that are worn by the user		
	preventive monitoring and prompting	no										
	robotics	no										
	nanotechnology	no										
	augmented reality	no										
	3d bioprinting	no										
	personal genomics	no										
	quantified self	no										
	health tech / connected health	no										
	gamification	no										

a) Star Opportunities: higher than 7.3 (with Medium or Low barriers)
 b) Potential candidate: higher than 7.3 (with High barriers) or between 6.4 and 7.3 (with Medium or low barriers)
 c) For the backburner: between 6 and 7.3 (with High barriers) or between 5 and 6.4 (with Medium or low barriers)
 d) Do not actively pursue below 5 (with Medium or low barriers) or between 5 and 6.4 (with High barriers)