data
digital
systems
information
concepts
communication
use
focus
interactions
solutions
skills
processes
technologies
representation
understanding
production
knowledge
software
algorithms
address
networks
instructions
thinking
content
provide
opportunities
ideas
implementation
problems
computational
hardware
describes
impacts
abstraction
develop
creating
interpretation
create
needs
components
learning
involves
key
including
collection
specification
managing
people
properties
techniques
projects
underpin
safely
typically
interactive
processing
computer
example
developed
draws
economy
relevant
human
context
potential
collaboration
related
specific
particular
steps
programming
idea
categorical
websites
represented
existing
relationship
social
language
economic
designing
number
process
details
description
range
descriptions
symbolically
need
directions
within
algorithm
mathematics
collected
structured
internet
nature
interfaces
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contexts
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robot
two
system
precise
especially
evaluating
design
protocols
environmental
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foundation
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different
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interpreting
requirements
aspects
individuals
interpreted
types

Digital Technologies Content Structure