digital
technologies
information
systems
knowledge
use
requirements
collaboration
provides
critical
society
meet
shape
understanding
ethically
learning
deep
needs
communication
manage
helps
innovative
thinking
solutions
new
data
sustainability
opportunities
preferred
risks
ubiquitous
design
benefits
ways
desktop
change
devices
effective
challenges
practical
authentic
complex
persistence
environment
support
future
skills
system
automated
empowers
influencing
users
relationships
sense
digitised
contemporary
make
decision-makers
computational
wellbeing
world
conveyed
creators
global
networks
ideas
essential
work
regional
exploited
cooperation
foster
transforming
actively
recreational
knowledge-based
creativity
mobile
life
problem-solving
areas
home
applied
curiosity
respect
develops
discerning
creative
practices
citizens
enables
confidence
develop
activities
emerging
necessary
consumers
toolset
increasingly
component
futures
processes
capable
select
economy
current

Digital Technologies Rationale