BIG DREAMS: GLOBAL WELL-BEING

"By 2035, there will be almost no poor countries left in the world."

Bill Gates
3 Myths that Block Progress for the Poor
2014 Gates Annual Letter
http://annualletter.gatesfoundation.org/

https://www.flickr.com/photos/kaptainkobold/9324963783/

REASON TO HOPE

THE POVERTY CURVE: FROM TWO HUMPS TO ONE

A half-century ago, the distribution of income in the world looked like a camel with two humps. The first hump represented the so-called developing world. The second hump represented people in wealthier countries (mostly in the West). But the world is no longer separated into the West and the rest. More than a billion people have risen out of extreme poverty, and most of humanity is now in the large dromedary-like hump in the middle.

2012 "Dromedary World"

1960 "Camel World"

GDP PER CAPITA CONSTANT 2005 PPP$ $1 / DAY $10 / DAY $100 / DAY

Source: Gapminder, drawing on Jan Luiten van Zanden et al., "The Changing Shape of Global Inequality 1820–2000: Exploring a New Dataset," Working Paper 1, Center for Global Economic History, Utrecht University, January 2011.

REDEFINING PROSPERITY

We can foster well-being by impacting people's ability to flourish – to participate in life.

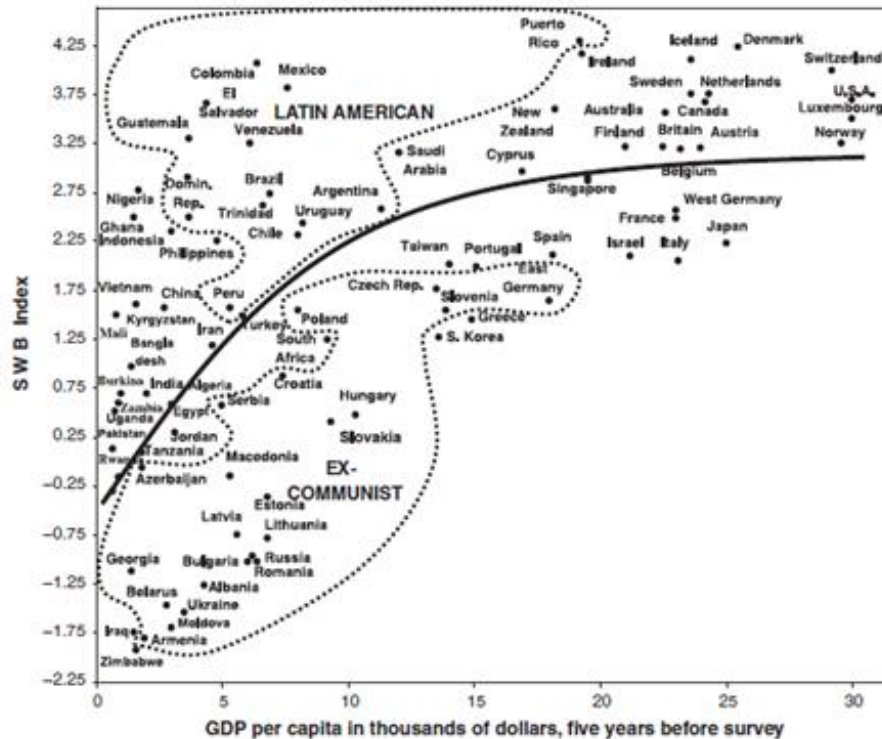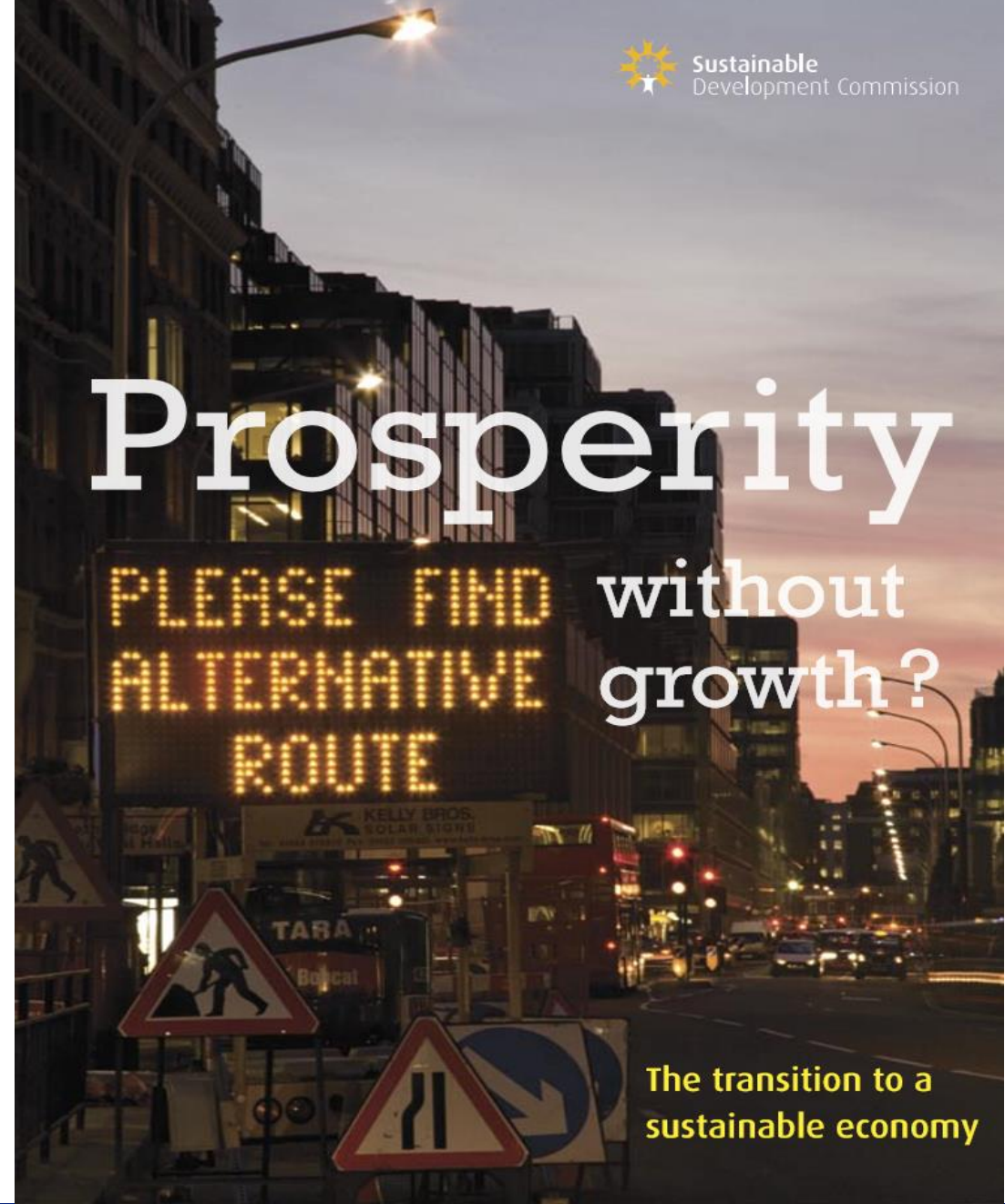Everyone can be prosperous through sustainable practices.

Fig. 2.   Subjective well-being (SWB), per capita gross domestic product (GDP), and different types of societies. Well-being index is based on reported life satisfaction and happiness, using mean results from all available surveys conducted 1995–2007 (cubic curve plotted; r = .62). PPP = purchasing power parity estimates.

GLOBAL CAUSES OF LOW WELL-BEING

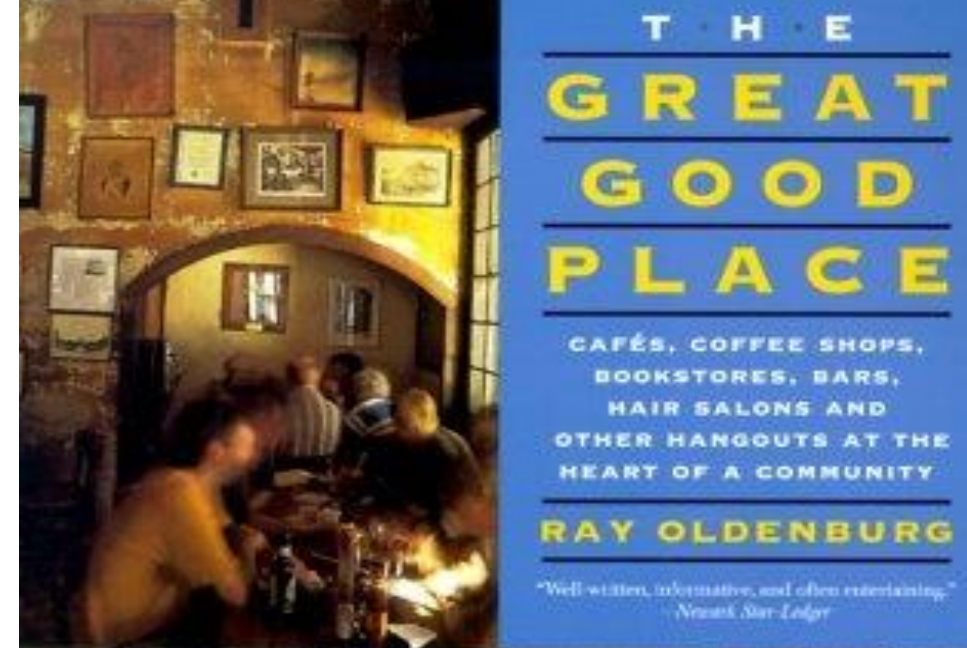| CAUSE	SOLUTIONS
Overpopulation, as ratio of: population size to available economic resources.	Impact population size: education and shift cultural norms around family planning; access to birth control; education and shift cultural norms around gender equality policies. Impact available resources: increase productivity of local economy through modernization of industry, e.g., mechanize food production.
Unequal distribution of resources.	Develop economies with industry and technology; infusion of essential raw materials and infrastructure: access to resources; Develop skills through education/training, Change in policies through more equal trade practices with other more developed countries (shift in cultural norms), More investment and equal access to social programs that reduce impact on productivity: mental health, drug abuse, learned helplessness, etc. Redistribution of income from the haves to the have-nots. Minimum wage/tax incentives
Inadequate education and employment, illiteracy and lack of work force with context independent skills	Increase access and adoption of education technologies. Increase productivity of local economy and related employment opportunities – e.g., globalization of work force with context independent skills
Environmental degradation, leading to shortages in available resources; often caused by overpopulation	Education and shift of cultural norms and policy around sustainability/environmental issues such as deforestation. Increase access to other resources/economic opportunities
General economic trends, such as changing demands of work force for more skilled labor, increase poverty rate of those without skills.	Education/training specialized skills. Predicting/tracking trends to support an adapting workforce (analysis, and skills retraining) .
Changing demographic shifts, such as increases in single parenthood making it difficult to escape cycle of poverty over generations.	Change in cultural shift around family planning: supporting education and access to birth control. Economic/policy incentives to support two parent families & other social structures. Cultural awareness and shift in social policies that "punish" the child, assuring cross-generational entrapment in poverty.
Intra-individual factors, such as motivational / individual responsibility, health problems, addictions, and problems with welfare dependency.	Foster cultural education, awareness, and investment in social programs to address intra-individual factors impacting joining the work force, including learned helplessness, drug abuse, mental illness (depression, schizophrenia), physical well-being (obesity, malnutrition, disabilities), social disenfranchisement, social skills. Welfare/wealth redistribution policy incentives; structured to incentivize work, while at the same time assuring minimal well-being, health, homelessness, other issues preventing ability to work or accessibility/adoption of skills training and/or entrapment in poverty life-cycles.

EMERGING TRENDS IN TECHNOLOGY = NEW OPPORTUNITIES

- **Learning networks** that provide global access to free **education** and related social support systems to assure successful motivation and adoption towards the development of the new skills needed to foster a growing economy.

- **Civic crowd-sourcing services** enabling direct **redistribution of wealth** to most impactful social programs addressing causes of poverty, such as kickstarter for social programs, supplementary self-taxing programs, community self-support programs.

- Development of services such as **microfinancing** that enable *indirect* **redistribution of resources to programs that foster economic development**.

- **Analysis tools** of large scale data systems (economics/social services/policies) examining relative impact of various factors in influencing well-being, **measuring** the **success** of various programs to improve well-being, and where to focus energy to maximally impact change.

- **Social media tools** that **empower citizens** for increasing awareness, shifting cultural norms, increasing engagement, empathy, and collective action, around factors impacting individual well-being and community well-being.

- Economic participation tools such as **crowd-sourcing, sharing economy services, online stores, DIY sites**, for self-directed, bottoms up engagement in global economy.

- Dematerialization of assets, driving economy without consumption of limited natural resources e.g., **objects in games, digital art, experiential gifts, virtual signals of social status.**

NETWORKED PUBLICS AS THIRD PLACES

- ## Third Places:
  - Public places away from home and work
  - Gathering places for conversation
  - Community development and collective action

- ## Networked Publics:
  - Social media, community technologies, big social data, learning networks
  - Increasingly ubiquitous
  - Increasingly open
  - Increasingly global

1989

Panel

- How can we leverage the new affordances in public networks for increasing civic engagement and community well-being?
- What are key lessons learned from your own work?
- What is accelerating or inhibiting progress in this space?
- What are important next steps for us as a field?

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Save the planet and return
your name badge before you
leave (on Tuesday)

Microsoft