Silent Generation

- √ structure
- √ tradition

RADIO

1928

√ interpersonal skills

TRY

USING:

FACE-TO-FACE

T.V.

X adapting to technology

ACRONYMS:

A.I. = artificial intelligence

V.R. = virtual reality

Gen X

- √ assistive tech
- √ tech improving daily lives
- √ visual product discovery
- **X** algorithms, A.I.

Baby Boomers

- √ assistive tech
- √ tech improving daily lives
- X algorithms, A.I.
- **X** virtual reality
- **X** impact traditional communications

TRY USING:



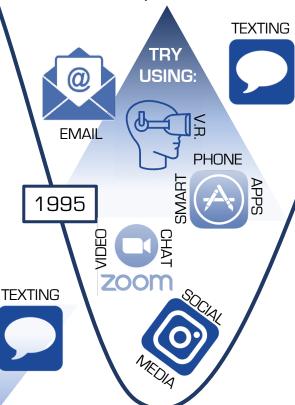


1964



Gen Z

- ✓ technology in all forms
- √ tech as identity
- ✓ social or sport VR







TRY









1981



CHAT

zoom

TRY USING:

Millennials

√ technology

√ contextual

X social or

sport VR

PHONE

in all forms

commerce





Extension

1945