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We are living in a world of technologies now and cannot remember our life being different. The humanity has made many discoveries and invented a plenty of mechanisms and devices which have simplified our life significantly. Nowadays we cannot do without such gadgets as mobile phones, PC, digital tape recorders, air conditioners, fax machine and so on.

Computers and the Internet have transformed education. They enable to present information in a better way, making the process of teaching easier and more effective. Online education has provided unprecedented learning opportunities to people all over the world. Lectures and lessons can be uploaded to websites in written or visual form, making information more accessible. All information you want is available and accessible 24 hours per day, thanks to the World Wide Web.

The problem is that not everyone imagines how emotionally difficult it is; even calm meticulous people who have liked PCs since childhood subsequently complain of headaches and lack of sleep because they have to stay awake at night to get the work done. That is, in the literal sense, some people may not go outside for 3 days in a row. It can be called as “digital slavery”. However, if you are a creative and active person you should think about a specialty related to design, graphics, or animation [1].

Despite the fact that it is already an integral part of our life, this area has the potential of an incommensurable scale. That is, at the moment we can compare it with magic, when,

for example, with the help of one poke at the screen, a car comes for us or when we communicate via video link with people from different parts of the planet; it is hard to believe, but every day a reality is approaching in which digital values are closer to physical ones; one can already buy virtual clothes Rosgram or a unique NFT gif, but what will happen in many years?

It is worth adding that, in addition to VK, other global companies, such as Disney, are doing this [2]. Thus, Amazon has been working with augmented reality (AR) technologies for several years, starting with virtual fitting of clothes and ending with special glasses; Microsoft announced the metaverse. They are going to achieve this using the Azure cloud platform, which has services for creating a digital version of anything - from objects to entire places. With all this comes the interaction with the help of mixed reality. So you can organize remote work or hold meetings with avatars of real people. Do not forget that there is also a gaming division with the Xbox brand in the asset, and some leaders do not hide: in the foreseeable future, entertainment applications and games may become part of the "universe". The same epic games, you saw Travis Scott's online concert, which took place in 2020, it is merely one of the most spectacular events, with good acoustics it looks like a miracle.

In conclusion, let us say that despite the specifics of this profile, it becomes clear every day that sooner or later we will all be involved in this area, because almost everything is already systematized in computers - from accounting reports to medical records in electronic form; and as it can be understood from the above, there is a wide range of both creative and purely technical directions, there is a large number of directions where you can go; so it remains to choose your own direction in this business.

From all of the above, we can conclude that something fantastic is approaching and for the implementation of similar things, highly qualified personnel will be required.

References:

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