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1. **the digital revolution** the advancement of technology from analogue electronic and mechanical devices to the digital technology available today

 2. **e-commerce** transactions, trading or business enterprises that are able to operate using electronic media and internet technologies

 3. **emancipatory** free of constrictions or constraints; in relation to wellbeing, giving individuals the support and freedom to participate in a variety of situation

 4. **entertainment technology** refers to those experiences made possible by the advent of computer-generated digital technologies

 5. **hardware** hardware technologies could include appliances, gadgets or toys

 6. **the information age** an age characterised by the ability of individuals to transfer information freely, and to access knowledge instantly

 7. **safety technology** technologies that provide greater safety, e.g.. automatic shutdown systems, robotic bomb detonation units

 8. **software** controls the tasks performed by computer hardware

 9. **technology** the study, development and application of devices, machines and techniques to manufacturing and productive processes

 10. **technophobic** an individual who is fearful of using modern technologies; this may be due to their inability to understand the technology and its possibilities, or a fear of not having immediate mechanical control over the technology

 11. **transistor** a basic electrical component that alters the flow of an electrical current and acts as a switch that turns signals on and off; the building blocks of integrated circuits, such as computer processors
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