PROGRAM





WORKSHOP 1

ADAPTING BUSINESS PRACTICES TO ACHIEVE DIGITAL SUSTAINABILITY

What issues do services' and devices' sales and distribution models raise? Service providers, operators, device vendors, users... What role does each stakeholder play in defining business practices? What impact do device buying, renting or sharing models have? What advertising strategies and incentives could help foster more mindful consumption?



DISCUSSION 1

HOW TO ACHIEVE BOTH CONNECTIVITY FOR ALL AND DIGITAL SUSTAINABILITY?

Regional development, connecting white spots and ensuring that everyone has equal access to communication networks are all challenges of public interest. At the same time, the urgency of climate change could lead some to scale back infrastructure deployments. How to reconcile these two imperatives? How to determine which coverage, and which networks, are truly necessary? And for what needs? Who decides and based on what criteria?



WORKSHOP 2

COMBATING OBSOLESCENCE TO ACHIEVE DIGITAL SUSTAINABILITY

Smartphones, internet boxes, connected objects... How can we combat the various kinds of digital obsolescence? And how to tackle each one? The challenge will differ depending on whether it is a matter of "cultural" obsolescence (fashions, desire for change, the cult of the new), software obsolescence (the role of the operating system, sustainable design for applications and updates) or hardware obsolescence (repairability, recycling, compatibility with future technologies).



WORKSHOP 3

CHOOSING OUR NETWORKS TO ACHIEVE DIGITAL SUSTAINABILITY

When seeking to achieve at once connectivity, resilience and sobriety, how do the different networks and technologies – not only fixed versus mobile, but also 2G, 3G, 4G and 5G as well as copper, fibre, cable and satellite – complement and compete with one another? Can these complementary and competing features lead to new ways of looking at network switch-offs, switching technologies and replacing old equipment to reduce the environmental footprint?



WORKSHOP 4

RETHINKING DIGITAL CONTENT AND SERVICES TO ACHIEVE DIGITAL SUSTAINABILITY

How are services and content relayed over the internet? What implications does this hold for sustainably designed websites and software, data management and storage and strategies for network traffic compression? Service providers, designers, operators, displays: can we already identify best practices from certain players?



DISCUSSION 2

HOW TO SAFEGUARD BOTH DIGITAL SUSTAINABILITY AND USER FREEDOMS?

Today, the principle of an open internet (and net neutrality) gives users the right to access the content and service of their choice. For the sake of digital sustainability, can we define some uses as more useful and others as more futile? How do we decide, and in the name of what? What role do incentives play and are restrictions the right solution? Where does the responsibility lie: with industry players or consumers?



WORKSHOP 5

DESIGNING NETWORKS (ARCHITECTURE, SHARING) TO ACHIEVE DIGITAL

Every network is composed of "tubes" and equipment designed to achieve optimal efficiency. What solutions are there for minimising the networks' environmental impact depending on traffic? Are some network architectures more efficient than others? What gains can be expected from the use of network sharing schemes, distributed networks, small cells and advanced network sleep modes?

