

VOCABULARY – IT AND AI

Information technology (IT) : L'informatique

A breakthrough : une percée (scientifique, technologique...)
To make progress (uncount.) **JAMAIS AU PLURIEL** : faire des progrès
An advance: un progrès, une avancée
Il y a des progrès : There **is** progress/There **are** advances
Groundbreaking : innovant, révolutionnaire
New-fangled/state-of-the-art: dernier cri/ultramoderne
A device/An appliance: un appareil
cutting-edge technology : technologie de pointe
Up-to-date: à jour, moderne
To update/upgrade : mettre à jour, moderniser/améliorer
Obsolete : obsolète, dépassé
A tool (gén.) : un outil
To disable : désactiver (un ordinateur, téléphone portable)

User-friendly : convivial, facile d'utilisation
Ø software (uncount.) **JAMAIS AU PLURIEL** : logiciels
Ø hardware (uncount.) : le matériel informatique
To design/develop : concevoir, élaborer, mettre au point
A manufacturer: un fabricant
A range of products: une gamme de produits
A high-end product: produit haut de gamme
To have an/the edge over...: avoir l'avantage sur
To have/get a competitive edge over: être/devenir plus compétitif que
To lose one's competitive edge: devenir moins compétitif
To be sold worldwide: être vendu partout dans le monde
Widespread: très répandu
The widespread use of...: l'usage très répandu de

Computer science : la science informatique
Information Technology (IT) /Computing : l'informatique
ATTENTION ! Ma grand-mère est nulle en informatique : My grandmother doesn't know anything about computers (in everyday English : INFORMATIQUE : « Ø computers »)

The digital divide : la fracture numérique
To be left behind : être laissé pour compte/être distancé
Computer literacy : compétence en informatique
Computer literate (adj.): initié à l'informatique

Artificial intelligence

AI: IA
Robotics: la robotique
Automation: l'automatisation
LLM : Large Language Model (mot à mot : grand modèle de langage)

Generative AI : L'IA générative

To generate content : générer du contenu
AI-generated content: contenu généré par l'IA
AI-powered tools
To feed data into a machine: fournir des données à
To process information: traiter l'information
The training process: le processus d'apprentissage
To weigh the benefits and risks: peser les bénéfices et les risques
Problem-solving: la résolution de problème
Critical thinking : l'esprit critique
Reasoning : le raisonnement
Advantages and drawbacks: avantages et inconvénients

The Three Laws of Robotics according to Sci-Fi author Isaac Asimov:

“(1) a robot may not injure a human being or, through inaction, allow a human being to come to harm; (2) a robot must obey the orders given it by human beings except where such orders would conflict with the First Law; (3) a robot must protect its own existence as long as such protection does not conflict with the First or Second Law.”

Towards automation: Vers l'automatisation

- **The Luddites:** 19th century labour movement in the British textile industry: Some weavers (tisserands) destroyed the automated looms (looms: weaving machines: métiers à tisser) that were being introduced in their factories. The term “Luddism” has survived till today and has even been given a new lease on life with the advent of new technologies and robotics
- **Automation:** automatisation
- **To automate:** automatiser
- **Unconditional basic income** (that would help support all the workers made redundant by automation and robotics): le revenu universel de base (préconisé par beaucoup)
- **To substitute:** remplacer
- **A substitute** (or a substitute teacher/worker....): un professeur... remplaçant
- **Routine jobs/tasks:** emplois/tâches routiniers (sous-entendu : qui sont automatisables)
- **To outperform (humans):** faire mieux que
- **the enhanced man:** l'homme amélioré
- **disruption:** perturbation
- **To disrupt:** perturber
- **Schumpeter:** the 20th century economist who theorized “creative destruction”, according to which the market economy is in constant mutation. New products, new means of production, new jobs keep replacing outdated ones
- **“Disruptive innovation”:** (21st century): A form of innovation that disrupts the market, disrupts the way of creating things, or creates new value (typically, the digital economy, the uber economy...)