



Fred at the Big Techday 26



Fred had never seen a hall that looked like both a garage and a spaceship. Motorworld Munich rose above him in glass, steel, and sunlight. Old cars gleamed under banners, screens blinked like patient stars, and grown-ups with badges flowed past in every direction. Then he heard the name Big Techday and nearly laughed. Big? It was enormous. Fred squeezed his robot-doodle notebook. "Okay," he whispered, "do not get lost. Or at least get lost usefully."



At home, Fred's little cousin Leni had asked, "What is a Techday?" Fred had opened his mouth and said, "It's... um... tech. In a day." That had not helped anybody. So now he drew a crooked map of the hall, added a star for the entrance, and wrote one brave sentence at the top: Find out what Big Techday really means. Each time he understood something, he would draw a glowing spark. Five sparks might be enough. Ten would be better. His pencil bounced in his fingers, ready to begin.



The first spark rang like a tiny bell. At a booth with a cheerful old-fashioned telephone, Fred picked up the receiver and asked, "Where do I find the robots?" A warm voice answered, not with a list of buttons, but with a real reply. It understood his question, laughed politely, and pointed him toward the robot area after the next talk. Fred stared at the phone. "You listened," he said. In his notebook he drew a spark called LISTEN: Technology is helpful when it understands people, not just commands.



Near a softly humming display, Fred saw a drawing of computer power staying inside one safe place. A friendly engineer explained that some AI helpers can work close to home, on TNG's own machines, so private things do not have to fly away across the world. Fred thought of his notebook. He would never toss it into the street and shout, "Please solve my secrets!" He tucked it under his arm. The second spark became KEEP SAFE. Useful machines should be clever, but they should also know when to stay in the backpack.



At Sketch2Image, Fred drew the fastest rocket-robot in the history of wobbly pencils. Its wheels were circles that looked like potatoes, and one wing accidentally became a spoon. "Excellent spaceship," said the person at the booth, very seriously. A moment later, the screen filled with a glowing starship that still had Fred's potato wheels and spoon-wing, only now they looked splendid. Fred gasped. The AI had not thrown away his little idea. It had dressed it in colors. He drew the third spark: CREATE. Imagination can grow bigger without forgetting where it started.



CaptAIn Bookworm felt like a tiny library tucked into the noisy future. Fred typed, "A brave robot who is scared of thunder," and watched a story unfold page by page. The robot in the pictures stayed the same robot, even when it hid under a blanket, fixed a cloud machine, and shared cocoa with the storm. Fred liked that most. "It remembered who the hero was," he said. Then he added, "But the brave part is still the heart part." His fourth spark was STORY: clever words need kindness to become a book.



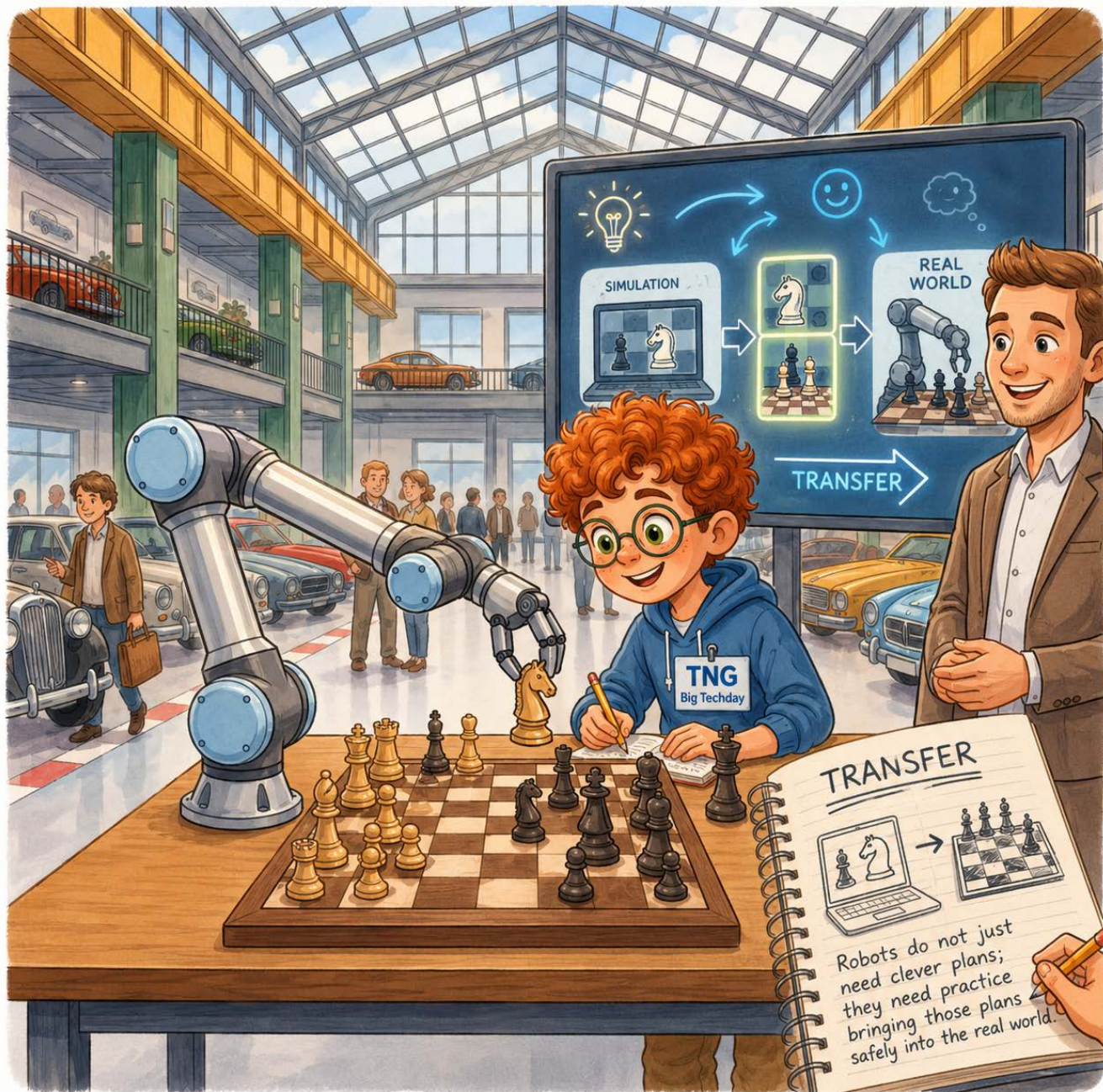
The paper booth looked, at first, like homework had exploded. Invoices, offers, and forms lay in tall, sighing piles. Fred was about to sneak away when the screen began drawing bright boxes around tiny important details: a date here, a price there, a sentence that explained why. "It shows where it found each clue," said the presenter. Fred nodded. That mattered. A helper that says, "Trust me," is not as good as one that says, "Look, here." He drew the fifth spark: FIND. AI can help in paper mountains, but a good helper always points back to the page.



At the next station, colorful cards slid across a pretend work board. One helper planned the job. Another built a bit. A third checked it and sent it back with a tiny frown. Fred imagined them as small robots carrying bricks, rulers, and tea biscuits. "So they do all the work?" he asked. "They help," said the engineer. "A person still reviews the result." Fred liked that answer. In his notebook, he drew a spark named TEAM. Big jobs get lighter when helpers share them, but humans still need to look carefully.



Then Fred found a place where games began as sentences. "Make a moon maze with a sleepy dragon who only wakes up for cheese," he said. The screen blinked, thought, and built a tiny world: gray craters, cheese crumbs, and a dragon snoring across the exit. Fred laughed so loudly that a serious-looking badge person smiled too. The game was not perfect. The dragon got stuck in a wall. But Fred understood the spark: START. Sometimes making begins when someone is brave enough to say the silly first idea out loud.



At the chess table, a robot arm hovered above the board, then carefully picked up a knight and placed it on a new square. Fred held his breath until the piece stood still. "Did it learn that here?" he asked. "First in a simulation," said the presenter. "A pretend board, pretend pieces, many careful practice moves. Then we try to bring that skill into the real world." Fred looked from the screen to the actual chessboard. The move was small, but the lesson was big: real pieces can wobble, cameras can misjudge, and tables are never quite as perfect as pretend ones. He drew TRANSFER in his notebook. Robots do not just need clever plans; they need practice bringing those plans safely into the real world.



After lunch, Fred slipped into the Kleine Lokhalle for Dr. Waldemar Martens's talk about LISA. The room was dark, but the screen opened into space: three spacecraft floated far apart, joined by thin laser beams like the sides of an enormous triangle. Dr. Martens explained that when huge things happen far away, like black holes crashing together, they can send tiny ripples through space itself. LISA would try to notice those ripples from space, with measurements so careful that even a tiny stretch or squeeze could matter. Fred drew three little spacecraft in his notebook and labeled the spark WONDER. Some discoveries begin by listening very, very carefully.



The next spark came from an obstacle course. Not a real one, though Fred would have preferred a slide. On a screen, different AI models ran through tests: reading, seeing, coding, answering, explaining. Some were fast. Some were careful. Some tripped on surprisingly small puddles. Then another presenter spoke about quantum computers, which sounded magical until she said, "They are special tools for special problems." Fred underlined that twice. The spark was TEST. Big promises need fair challenges, and strange tools are still tools, not wishes in a silver box.



Late in the afternoon, Fred listened to two adventure stories and forgot to wiggle.

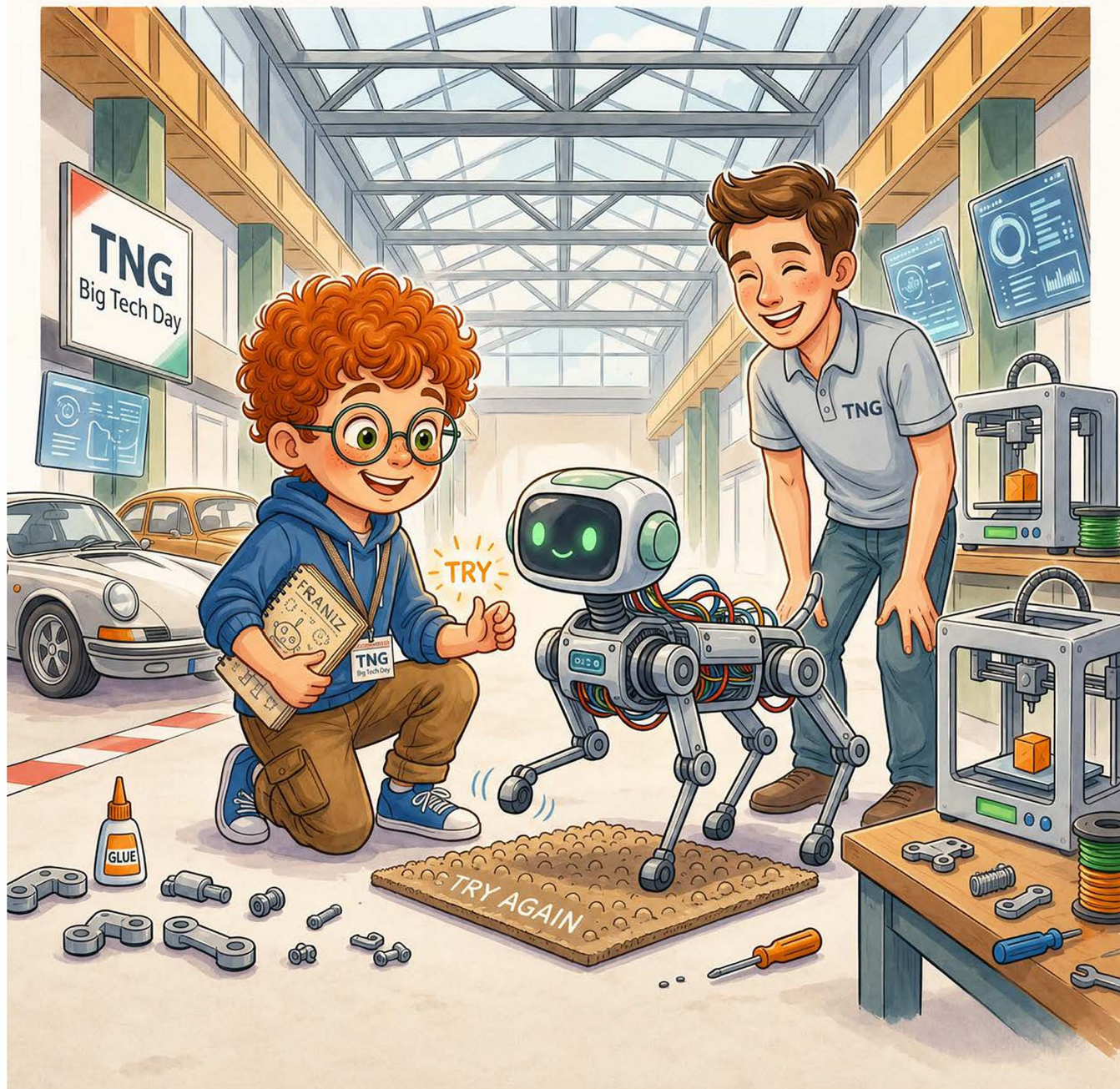
Kilian Bron told how his mountain-bike dream took him high onto Huayna Potosí, more than 6,000 metres above sea level, for a project that was exciting, risky, and sometimes frightening. Then Miriam Payne and Jess Rowe from Seas the Day described rowing west from Peru across the Pacific, 15 hours a day, through huge waves, broken equipment, tired days, and difficult restarts. Fred noticed that courage did not mean everything felt easy. It meant feeling afraid sometimes, solving the next problem, and continuing carefully. His spark was COURAGE: big journeys are built from many brave little next steps.



In the robot area, Fred slipped on a headset and waved his hands slowly. Across the table, robot arms copied him, gentle and careful, as if they were learning a dance. Nearby, another arm sorted dice into little groups, click, pause, click, like a patient crab with homework. "So robots learn by watching?" Fred asked. "Watching, trying, and practicing," said a student. Fred wrote PRACTICE beside a drawing of a robot hand. People practice in gyms and music rooms. Robots, apparently, practice with dice, pretend worlds, and very steady fingers.



G1PO was taller than Fred expected and somehow shyer too. The humanoid robot shifted its weight, lifted one foot, and put it down as carefully as a toddler crossing ice. Cameras and sensors helped it notice the world; practice helped it move through it. When it wobbled, everyone leaned forward. When it balanced again, everyone cheered. Fred looked down at his own feet. They had been walking all day without asking for applause. He gave them a silent thank-you. His next spark was MOVE: walking may feel easy to people, but for a robot it means learning to see, balance, correct, and try again.



The four-legged robot called F.R.A.N.Z. trotted over like a metal puppy with serious engineering inside. It had 3D-printed parts, slim rods, wires, and the proud look of something repaired more than once. Fred loved it immediately. "Did it work the first time?" he asked. The engineer laughed so hard that Fred knew the answer. F.R.A.N.Z. stepped onto a bumpy mat, paused, adjusted, and tried again. Fred drew a spark called TRY. Invention was not a straight line. It was print, test, wobble, fix, and grin.



At twilight, Fred showed his Wonder Map to Leni on a video call while Motorworld glowed behind him. "So," she said, "what is Big Techday?" Fred took one deep breath. "It's where people bring ideas that listen, create, learn, move, and get tested," he said. "And the best ideas are cared for by people who ask brave questions." Just then, outside the glass hall, a firework opened in the evening sky — one bright flower of sparks. Fred looked from the sky to his notebook and smiled. Big Techday was over, but the questions were still glowing. The future was a question waiting for kind hands.

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