

INDIA'S POWER SURGE

When the World Health Organization released its 2016 list of the world's most polluted cities, four of the top seven (and 22 of the top 50) were in India. It was not all that surprising, but India is now striving for a much cleaner future by turning to solar power.

In 2015, Prime Minister Narendra Modi announced the government's goal of upping India's solar energy capacity from the previous target of 20 gigawatts (GW) to 100GW by 2022. Since 2014, the country has already made strides by more than doubling its solar energy capacity and increasing its renewable capacity target to 175GW with the help of other renewable sources, according to *The Economic Times*.

While there are still major challenges ahead for India, including dealing with an outdated power grid, the dropping cost of solar power production will surely help the country pivot away from energy sources like coal, which contribute to air pollution. According to the *Bloomberg New Energy Outlook 2016*, solar and wind will become the cheapest ways of producing electricity in many countries during



the 2020s and in most of the world by the 2030s. The report also estimates that the cost of solar photovoltaic cells will fall 60 percent globally by 2040, accounting for 29 percent of India's new power capacity.

In June, the nation's efforts received a boost of more than \$1 billion from the World Bank Group. "India's plans to virtually triple the share of renewable energy by 2030 will both transform the country's energy supply and have far-reaching global implications in the fight against climate change," World Bank President Jim Yong Kim said in a release.

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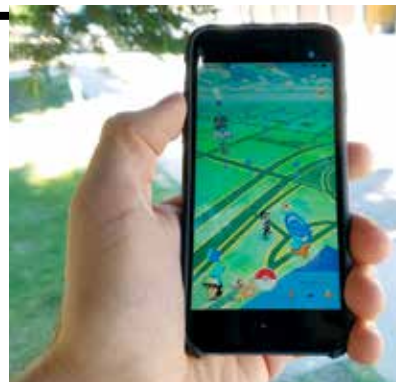
AUGMENTED REALITY TAKES OFF

Pokémon GO took the world by storm this year—delighting and annoying millions. But even if you are not a fan of the gaming app, you should be paying attention. While the game is just another reason for our tech-addicted world to be glued to smartphones, it has also introduced the masses to augmented reality (AR) and is a harbinger of an industry on the rise.

Microsoft CEO Satya Nadella told CNBC the craze could be good for his company as it prepares to roll out the HoloLens AR headset. "I think it's fantastic to see these augmented reality applications getting built, because the best thing that can happen when you're creating a new category is for

applications that are these killer apps, whether it be game or in the industrial scenario, to get invested in," he said.

Pokémon GO is "creating a lust for [augmented reality] that hasn't existed outside some niches in the U.S.," Ryan Pamplin, vice president of sales and partnerships at AR startup Meta Co., told *The Wall Street Journal*. In the same article, Mike Rothenberg of Rothenberg Ventures



compared it to the large wave of virtual reality investments after Facebook acquired Oculus VR in 2014.

But even if the success of Pokémon GO did not signal the start of something big for AR, Apple's surprise recent announcement surely did. During a quarterly earnings call, CEO Tim Cook revealed the company is "high on AR for the long run," adding, "[W]e think there's great things for customers and a great commercial opportunity."