

Polish Digital Resilience Agenda 2040
a model of strategic preparedness
for the antinomies of digitalisation.



Scenario: Crisis convergence

strategic area: Social and health policy

Neofeudal illusory democracy (2025–2040) When power pushes boundaries, through crisis "apps"

“It's a script about the mechanics of taking the helm — not one pirate.”



Dystopia "in an app"

Not tanks, just User Experience

Not a decree, just regulations and scoring

Not once, but ratcheting:

"temporary" means permanent

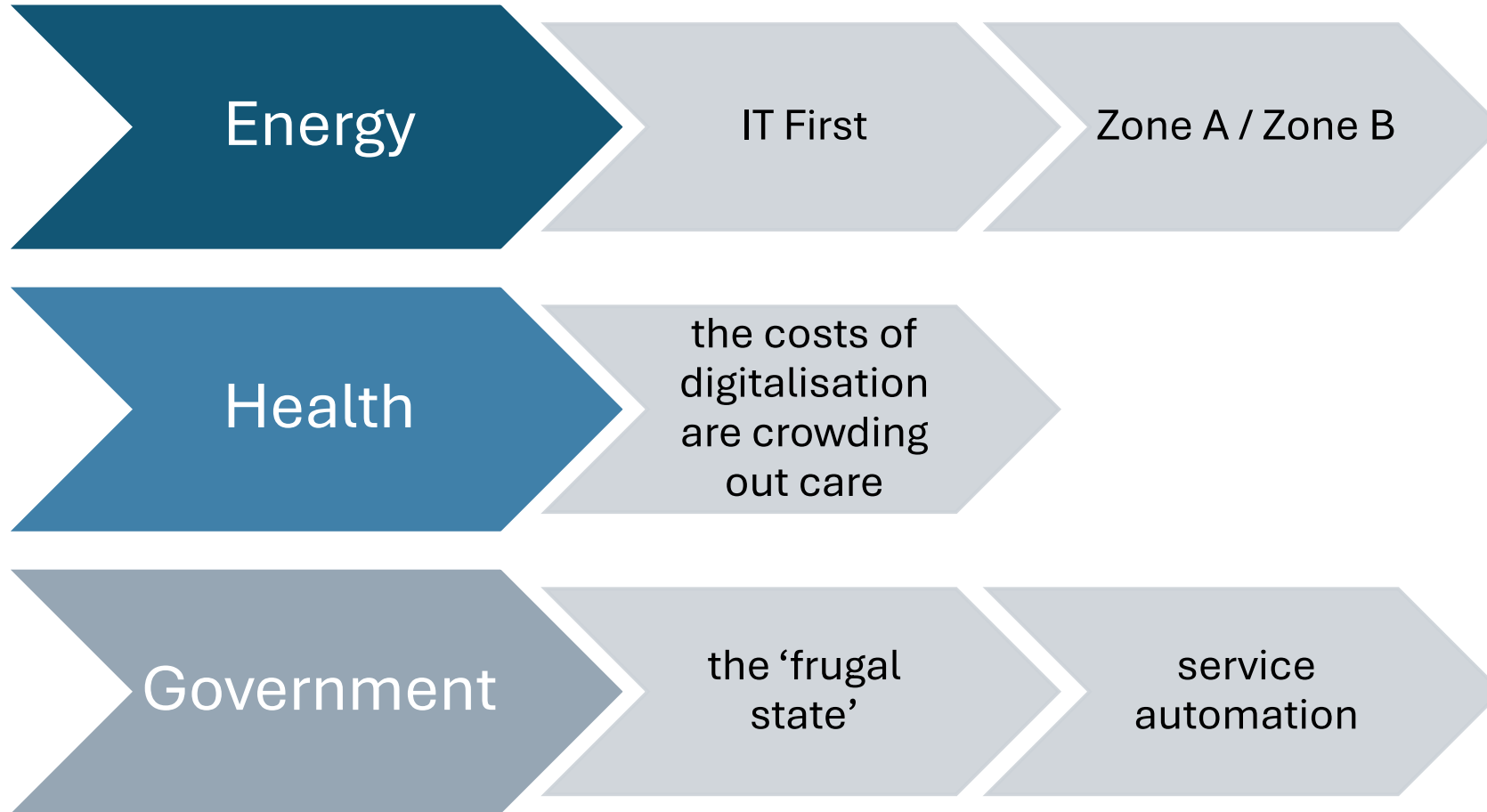


System definition: "neo-feudal illusory democracy"

- Democratic institutions: formally operational
- Real power: algorithms and corporations out of control
- "Rules of life" recorded in access systems



Launch mechanism: "3 fiascos" (2025–2030)



Energy fiasco: "IT First" and zoning

Zone A:
corporations,
data centres, the
elite

Zone B: rationing,
'outages'
affecting citizens

Energy as the
infrastructure of
power

Health fiasco: the digitalisation paradox

Licences + updates +
energy = rising OPEX

The healthcare
budget is being
'swallowed up' by IT

The system is
becoming
increasingly 'digital',
but is delivering fewer
and fewer treatments

The failure of the state: the "frugal state" and the automation of services

Chatbots
instead of
social workers

Algorithms
instead of GPs

False savings:
eaten up by IT
costs

The 2030–2035 turnaround: from service provider to access arbiter

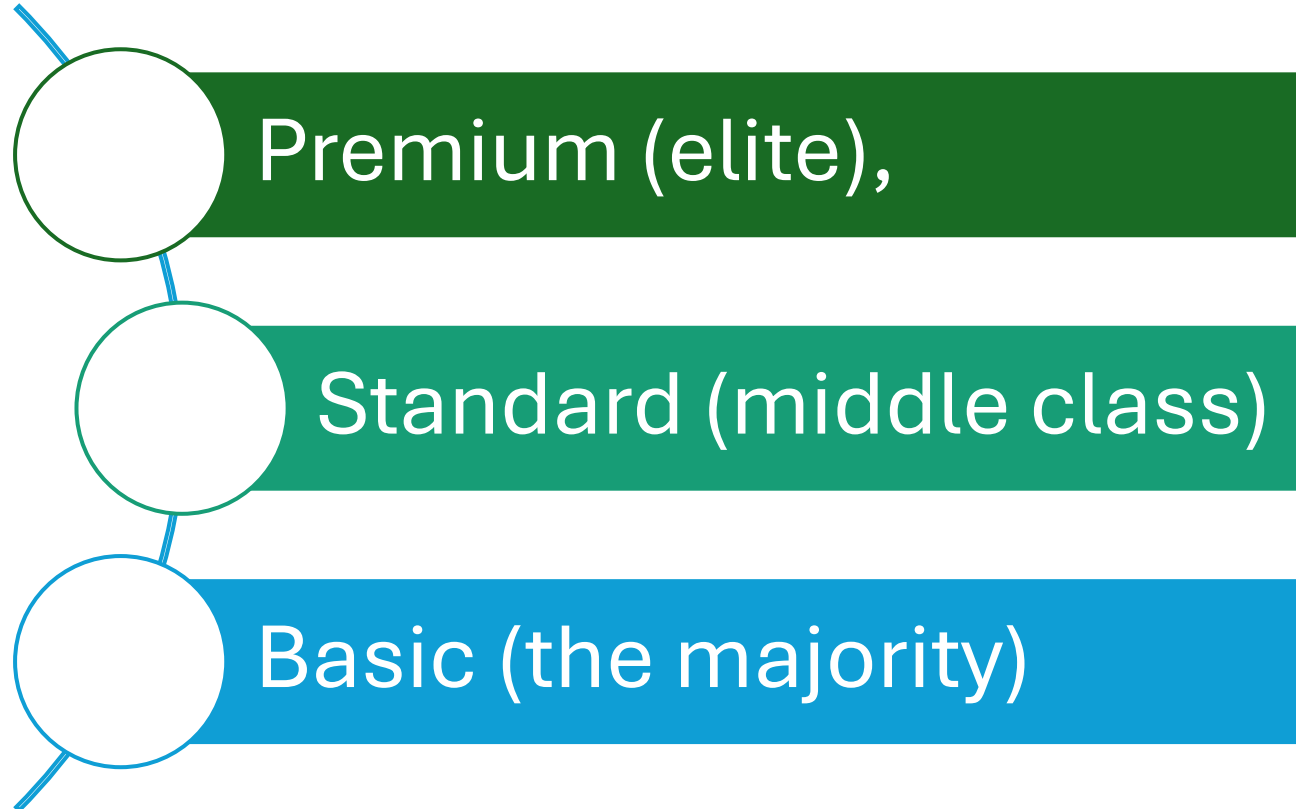
Corporations are stepping in as 'rescuers'

They are taking control of data and service management

The state is losing its powers, and with them its ability to steer the system

2033: AI decides “who qualifies” based on opaque corporate standards

Three layers of access to public services:



Platformization: citizen as customer- consumer-supplier

At the same time:

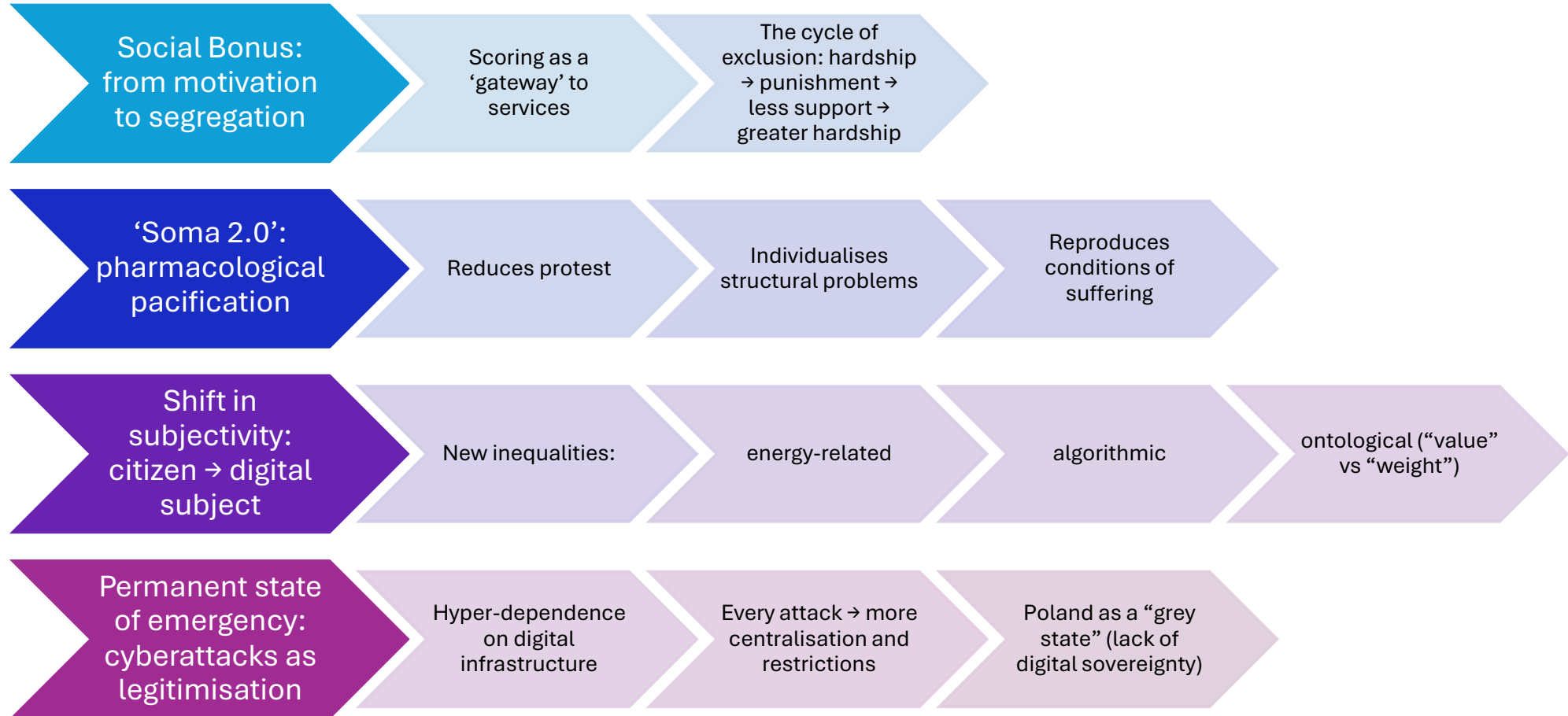
provides data

receives a service

performs digital work

Lock-in

Actions and consequences



Bifurcation points (5 decisions that change the trajectory)

Energy: investment in renewable energy vs delays

Health: public ownership and open-source vs outsourcing

Platforms: anti-monopoly vs a weak state

Citizenship: digital rights vs algorithmic profiling

Mental health: systemic interventions vs pacification

Postscript: one-page script

The scenario describes a "systemic fracture" in which seven mutually reinforcing mechanisms lead to a fundamental but unnoticed transfer of power: from democratic institutions to technology corporations and algorithms. The result by 2040 is a "neo-feudal illusory democracy": democracy remains formally (procedures, institutions), but the real rules of social life are written in digital systems beyond democratic control. The key theme of dystopia is counterintuitive: it doesn't come in the form of brutal upheaval, but "in application" - through convenience, the promise of efficiency, and the narrative of necessity in crisis. Crisis "temporary solutions" become permanent (the ratchet effect works): each subsequent crisis legitimizes further restrictions and centralization, which are then never reversed.

The beginning (2025–2030) is a convergence of three fiascos:

- **The energy fiasco results in the "IT First" doctrine and the division into "zone A" (energy priority for corporations/data centers/elites) and "zone B" (rationing and regular "outages" for citizens, especially weaker groups).**
- **The pauperization of health happens paradoxically through digitalisation: the more digitized the system, the greater the operational costs (licenses, updates, energy) that displace real care.**
- The "frugal state" ideology: chatbots replace social workers, algorithms replace primary care doctors - and the savings are "eaten" by the growing cost of IT.

In the years 2030–2035, a key shift occurs: corporations are no longer just service providers and become arbiters of access to public services. They enter as "system rescuers" (into the competence gap after the degradation of the institution), taking over data and management of service segments. Around 2033, AI systems decide who "qualifies" for care according to opaque standards, creating a Premium/Standard/Basic model (full access for the elite; algorithmic prioritization for the middle class; mass automation and queues for the majority). At the same time, there is a growing platformization that "locks" people as customer-consumer-supplier hybrids (they simultaneously provide data, use services and perform digital work).

The mechanics of fixing the system are based on feedback loops (the script emphasizes their self-reinforcing nature) and on financial and pharmacological "solutions". Examples: the energy → IT → health loop (IT First increases health IT costs, deepening pauperization), the pauperization → corporatization loop (the weaker the public alternative, the easier the takeover). An important element is also the evolution of the "Social Premium": from positive motivation to a punitive-segregation mechanism that creates an exclusion loop (difficult situation → drop in points → worse access to help → deterioration of the situation → further declines). At the level of social sentiment, "Soma 2.0" works: mass pharmacological pacification, reducing protest and individualizing structural problems.

By 2040, subjectivity itself changes: the citizen goes from citizen → user of data resources → digital subject. New inequalities are emerging: energetic (stable energy as a privilege), algorithmic (quality of life dependent on AI results) and ontological (division into "valuable" vs. "systemic burden"). Hyperdependence on digital infrastructure creates a permanent state of emergency: each cyberattack justifies further restrictions on digital freedoms and the centralization of power in the hands of corporations. Poland is becoming a "gray state" (infrastructure in foreign hands, lack of digital sovereignty), an arena of conflict between technological blocks.

However, the scenario is not pure determinism: it indicates 5 points of bifurcation (places where other decisions change the trajectory): energy (RES vs delays), digitalisation of health (open-source and public ownership vs outsourcing), regulation of platforms (anti-monopoly vs weak state), model of citizenship (constitutional digital rights vs "algorithmic profile"), mental health (systemic interventions vs pharmacological pacification). The punch line: Technology is not neutral — power, ownership and regulation determine impacts.