

## Checklist for Web Book

### Chapter 1: Introduction

Know the context and significance of the following people, things, and concepts. Since chapter 1 is an introductory chapter, there is limited material for each of the concepts below. For many of the topics, additional material will be introduced later in the Web book.

#### Lesson 1: About this Web Book

- Using the Web book (familiar with menus, need to use navigation arrows)
- Literacy versus fluency
- 3 components of information technology fluency (skills, concepts, intellectual capabilities)
- Goals of the Web book

#### Lesson 2: Computers are Everywhere

- Ubiquitous and “anytime, anywhere”
- Uses of computers in language, art, and communication
  - Electronic publishing desktop publishing
  - CD-ROM and DVD storage capabilities
  - Hypertextuality
  - Voice recognition
  - Telecommunication
  - Methods of online communication
- Computers in economic, politics, and social structures
  - Stock market
  - E-commerce
  - Computer politics, electronic government, online voting
  - Online devotion and religious organizations
- Computers in science, engineering, and medicine
  - CAD (computer-aided design)
- Computers in education
  - Distance education
- Computers in work and industry
  - Robotics, accounting, telecommunications
- Computers in recreation
  - Homo ludens*
  - Computers as toys
  - Gaming
- Ubiquitous computers and morality
  - Value judgments in developing and producing
  - Neutrality of technology?

### Lesson 3: Computer Dilemmas

- Computers and our humanity
  - Cyborg
  - Nanotechnology
  - Telepresence
  - Post-human age
- Privacy
  - Monitoring & pornography at work
  - Myth of Web anonymity
  - Supermarket surveillance
- Property
  - Intellectual property rights
  - P2P sharing and MP3s
- Modeling reality
  - Desktop metaphor
- Digital divide
- The challenge
  - Think with and think about technology