# **Chapter 1 Quiz**

**multiple choice**

1. Social media

 a. prevents two-way dialog between people.

 b. is incorporated as part of a political strategy by many politicians.

 c. cannot be immediate enough to react to quickly developing issues.

 d. only is useful for personal friendships.

2. Web 2.0 has led to a shift from just consuming content toward

 a. spending all our time on leisure activities.

 b. less sharing of the work we produce.

 c. new standards for HTML.

 d. producing content.

3. Examples of crowdfunding and crowdsourcing include

 a. Kickstarter and MobileVoice.

 b. Bing and Google.

 c. Call a Bike and Zipcar.

 d. Ushahidi and Kiva.

4. Being computer literate includes being able to

 a. avoid spam, adware, and spyware.

 b. use the web effectively.

 c. diagnose and fix hardware and software problems.

 d. all of the above.

5. Computer forensics

 a. tests computers for hardware malfunction.

 b. analyzes computer systems to gather potential legal evidence.

 c. analyzes the design of a computer system.

 d. is used to create three-dimensional art.

6. Data mining is

 a. important now because it is so easy to gather enormous data sets.

 b. the study of data using algorithms to detect patterns.

 c. the translation of Big Data sets into meaningful information.

 d. all of the above.

true/false

\_\_\_\_ 1. The move toward access instead of ownership is a sign of collaborative consumption. (True)

\_\_\_\_ 2. The Next Einstein Initiative uses the power of supercomputing to enhance mathematical education. (False)

\_\_\_\_ 3. Virtual reality is the addition of infographics to your visual field. (False)

\_\_\_\_ 4. Web-based databases are being used to help investigators solve criminal cases. (True)

critical thinking

**1.** What Occupies Your Mind?

 What we think about is influenced by the information fed to our mind all day long. Web 2.0 has created numerous channels for people to offer their own work for free—open source software, free music, books, and artwork. How has this affected your thinking? Have you created things to share freely with the online world? Has it changed the value you put on music, books, and art?

**2.** Career and Computers

 This chapter lists many ways in which becoming computer literate is beneficial. Think about what your life will be like once you’re started in your career. What areas of computing will be most important for you to understand? How would an understanding of computer hardware and software help you in working from home, working with groups in other countries, and contributing your talents?