# **Chapter 1 Quiz**

**Multiple Choice**

1. Social networking
   1. prevents two-way dialog between people.
   2. is incorporated as part of political strategy by many politicians.
   3. cannot be immediate enough to react to quickly developing issues.
   4. only is useful for personal friendships.
2. Web 2.0 has led to a shift from just consuming content toward
   1. spending all our time on leisure activities.
   2. less sharing of the work we produce.
   3. new standards for HTML.
   4. producing content.
3. Examples of crowdfunding and crowdsourcing include
   1. KIckstarter and MobileVoice.
   2. Bing and Google.
   3. Call A Bike and ZipCar.
   4. Ushahidi and Kiva.
4. Being computer literate includes being able to
   1. avoid spam, adware, and spyware.
   2. use the web effectively.
   3. diagnose and fix hardware and software problems.
   4. all of the above.
5. Computer forensics
   1. tests computers for hardware malfunction.
   2. analyzes computer systems to gather potential legal evidence.
   3. analyzes the design of a computer system.
   4. is used to create three-dimensional art.
6. The Khan Academy is
   1. a free technology tool used for education.
   2. a program in Africa to encourage study of mathematics.
   3. of use to students but not useful for instructors.
   4. a simulation package to teach users how to run a business.

**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. QR codes conduct a "quick release" of information from your phone to a website. (False)
4. Criminal investigators may find evidence on a computer, but that evidence cannot be used in court. (False)

**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 artworks. 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) Working 9 to 5**

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?