Technology in Action, Helpdesk, 16e Chapter 1 Helpdesk: Technology Impacts
1) Web 2.0 is  A) a web design software package  B) a book on using the internet  C) a term describing a web with a high percentage of user-created content.
D) a setting to enable access to web content Answer: C Diff: 2
2) is the concept describing the difference between people who have easy access to technology and those who do not.  A) Web 2.0 B) Digital divide C) Digital inequality D) Computer literacy Answer: B Diff: 2
3) Generating capital to start a business with small donations from many people is known as  A) collaborative consumption B) crowdfunding C) crowdsourcing D) venture capital Answer: B Diff: 2
4) Sue bought an expensive audio recorder to complete a project. She only uses it a few times a year, so she lists her tool online for others to use for a small fee. Sue is participating in
A) collaborative consumption B) crowdsourcing C) private ownership D) megabyte Answer: A Diff: 3
5) Crowdsourcing is A) raising startup capital from a crowd B) gathering opinions about products from customers C) sourcing resources within a group of people D) joining together to improve efficient use of goods and services Answer: B Diff: 2

6) The combination of leisure time and creativity that has fueled the growth of Web 2.0 is known as  A) digital divide B) cognitive surplus C) collaborative consumption D) creative commons Answer: B Diff: 2
7) Personal cognitive surplus and access to Web 2.0 has spurred the rise of a new collaborative model.  A) economic B) technological C) invention D) social Answer: A Diff: 2
8) Zipcar and CitiBike are examples of A) crowdsourcing B) a sharing service C) private ownership D) an online dating service Answer: B Diff: 2
<ul> <li>9) Which of the following statements is TRUE?</li> <li>A) The digital divide is only a problem in the most developed nations.</li> <li>B) The digital divide is a problem in developing countries but not in developed countries.</li> <li>C) The digital divide affects generations more than geographical location.</li> <li>D) The digital divide is a problem around the world.</li> <li>Answer: D</li> <li>Diff: 3</li> </ul>
<ul> <li>10) Which of the following statements is FALSE about a sharing economy?</li> <li>A) People offer goods and services on the internet.</li> <li>B) You need venture capital to access the sharing economy.</li> <li>C) Preowned items, rides, places to stay, custom products are all commonly found.</li> <li>D) Businesses designed to harness the sharing economy have a broad impact.</li> <li>Answer: B</li> <li>Diff: 3</li> </ul>

11) If each person purchases an item, and then they only use it a small percentage of the time, this is an example of a(n) model.  A) subscription  B) access C) private ownership D) crowdsourcing Answer: B Diff: 2
<ul><li>12) Which statement is TRUE about Web 2.0?</li><li>A) Web 2.0 requires Windows 10 operating system.</li><li>B) Web 2.0 is an application suite.</li><li>C) Web 2.0 is a more dynamic web that features a lot of user developed content.</li></ul>
D) Web 2.0 gives access to cognitive surplus.  Answer: C  Diff: 2
13) Going to the store and purchasing an item that you alone use is an example of a(n) model.  Answer: ownership  Diff: 2
14) Paying a monthly fee for a software program instead of a one-time purchase price is an example of a(n) service.  Answer: subscription  Diff: 2
15) The problems caused by some people having easy access to technology while others do not is the  Answer: digital divide  Diff: 2
16) Match each of the following terms to its definition:
<ul> <li>I. crowdfunding</li> <li>II. crowdsourcing</li> <li>III. cognitive surplus</li> <li>IV. collaborative consumption</li> <li>V. private ownership</li> </ul>
A. seeking feedback from customers or potential customers B. sharing a good or service efficiently rather than outright owning it C. combination of leisure time and access to tools to be creative D. seeking many donations to raise capital E. owning an item Answer: D, A, C, B, E Diff: 3