

# Ec cs111technology in action chapter 1



**ASSIGN  
BUSTER**

**Social Networking**A means by which people use the Internet to communicate and share information among their immediate friends, and meet and connect with others through common interests, experiences, and friends.

**Crisis Mapping Tool**A tool that collects information from e-mails, text messages, blog posts, and Twitter tweets and maps them, making the information instantly publicly available.

**Digital Divide**The gap between the levels of Internet access and the availability of technical tools in different regions of the world.

**Autonomy**working without continual direction and control

**QR Codes**A technology that lets any piece of print in the real world host a live link to online information and video content.

**Crowdsourcing**solicits online input from consumers, phenomenon of consumers checking in with the voice of the crowd before making purchases

**Collaborative Consumption**Sharing products rather than owning them individually

**Computer Literate**Being familiar enough with computers that you understand their capabilities and limitations and you know how to use them.

**Spam**Unwanted junk e-mail.

**Augmented Reality**A combination of our normal sense of the objects around us with an overlay of information displayed.

**Affective Computing**A type of computing that relates to emotion or deliberately tries to influence emotion.

**binary digit (bit)**A digit that corresponds to the on and off states of a computer's switches. A bit contains a value of either 0 or 1.

**binary**The language computers use to process data into information, consisting of only the values 0 and 1.

**data mining**The process by which great amounts of data are analyzed and investigated. The objective is to spot significant patterns or trends within the data that would otherwise not be obvious.

**Information technology (IT)**field of study focused on handling and automatic retrieval of information.

**purpose**The understanding that you are working for something larger than yourself.

**Autonomy**1st factor that leads to greater motivation

**Cognitive Surplus**results when leisure time and tools allow us to engage in creative acts

**Mastery**feeling confident and excited about learning new skills

**crowdfunding**Using the Internet to get small donations from many people to start a business is called; a style of generating capital to start a business through social media

**Quick Response**What does QR stand for?

<https://assignbuster.com/ec-cs111technology-in-action-chapter-1-2/>

SkypeA popular Voice over Internet Protocol (VoIP) service

Software refers to the commands that instruct a computer what to do

Computer ForensicsAnalyzing computer systems to gather potential legal evidence

UshahidiCrisis Mapping Tool

Next Einstein Initiative rallying the support of the world to identify mathematical genius

Purpose2nd factor that leads to greater motivation

Mastery3rd factor that leads to greater motivation

Web 2. 0tools and web based service that emphasize online collaboration and sharing among users, move from just consuming internet content to creating content

ONEC CS111TECHNOLOGY IN ACTION CHAPTER 1 SPECIFICALLY FOR YOUFOR ONLY\$13. 90/PAGEOrder Now