Chapter ii

Technology, Computer

Chapter II RELATED LITERATURE Many people do not know how, or even when computers were first made. Even before the first electronic computers were made, many people believe that computers started with the abacus, a simple counting device. The abacus is believed to have been built in Babylon in the fourth century B. C. The " First Generation" of computers started in the very late 1930's. These computers were grotesquely slow, colossal in size, created much heat, used hundreds of kilowatts of power, and were about as reliable as a used up match (www. pbs. org). As time went on, these computers evolved from using vacuum tubes to transistors. Transistors mark the beginning of the " Second Generation" of computers in 1947. Unfortunately, the 2nd Generation did not advance as much as most people hoped, but eventually, the " Third Generation" was brought about by the invention of integrated circuits in 1958. Integrated circuits replaced transistors, and many computer languages came out in this time. Many more computer companies were born during this time, and eventually this led to personal computers for everyday use. Microprocessors introduced the beginning of the " Fourth Generation" and a time where computers were in almost every house. (Wiley, 1985) The history of gadgets spans as far back as humanity itself - since hominids began creating tools to make their lives easier. Humans have always created devices and appliances with specific practical purposes that were initially thought of as novelties, due to unfamiliarity with and initial unwillingness to accept the technology. Today, industry has augmented the creation of new gadgets, while certain retailers, including Brookstone and Richard Thalheimer's RichardSolo. com, specialize in popularizing them. What famous inventors Benjamin Franklin, Thomas

Edison, Alexander Graham Bell and Leonardo da Vinci, among others, had in common was foresight. They understood that a lifetime spent playing with what others viewed as toys and senseless gadgets would eventually result in indispensable technology. From just that small group, the groundwork for electricity, communications, film, and flight was laid because of their gadgets, which obviously possessed more value than novelty. Perhaps one of the earliest, most well known gadgets created is the wheel, many millennia ago. Take a ride in your car and witness how truly revolutionary such a gadget became and how much we now rely on it for transportation. A more recent gadget, the Apple iPhone, appears to be the beginning stages of yet another gadget-turned-necessity that will reshape communications.(Article Source: http://EzineArticles. com/1095125) Foreign Settings Since Time named the microcomputer their " Man of the Year" in 1983 there has been a continued drive for public school teachers to become computer literate. A nationwide study concluded that although teachers have increased computer availability in their classrooms, they are not integrating computers into the standard curricula. The present study examined " technophobia" as an explanation for low levels of computer utilization. Elementary teachers (N = 171), secondary science teachers (N - 117), and secondary humanities teachers (N = 200) in 54 schools across five urban school districts completed three measures of technophobia and a measure of demographic characteristics, computer/technology experience, computer availability, and current computer use. Results indicated that: (1) computers are available at all schools, but are not being used by many teachers; (2) many teachers are technophobic, particularly elementary teachers and secondary humanities

teachers; (3) teachers are most worried about dealing with the actual computer machinery in their classroom, about computer errors, and about learning to use computers; and (4) predictive models showed that although computer experience is the most prominent predictor of technophobia, it is not the only predictor – age, gender, teaching experience, computer availability, ethnicity, and school socioeconomic status also play an important role in predicting technophobia. All gadgets were not created equal. In fact most inventions are built on the newest technology. The world of gadgets is tiered; devices fall into one of four categories: mechanical, electronic, programmable, and application. Mechanical gadgets include the wheel, as well as later developments such as the pulley, the bicycle, the sail boat, the thermometer and the sort. Following the advent of electricity, gadgets were taken to a new level as inventors began to discover different uses for the newly harnessed energy. The television, radio and quartz watch are examples of electronic gadgets. After electricity, inventors toyed around with electronic information via microprocessor, beginning an age of programmable devices such as computers, and later, MP3 players and the iPhone. Application gadgets include iTunes, Microsoft Office and other computer applications that customize our experience with programmable devices. Richard Thalheimer, the President and founder of online gadget vendor RichardSolo. com, and founder and former CEO of gadget giant The Sharper Image, understands, maybe better than anyone, that there's much more to gadgets than novelty.(Richard Thalheimer, RichardSolo. com) Local Settings The Philippines is regarded the " text capital of the world". About 350 to 400 million SMS (Short Message Service) or text messages are sent

daily by 35 million cell phone subscribers in the country, which is more than

the total daily text messages sent in the U. S. and Europe, together.