Introduction of information technology and society

Technology

Social networks connect users into a community or trust (with common interests) IRS (really simple syndication) - emerging technology which enable users to get feeds' of data from content publishers via a browser or a special newsreader tool. Items come to users free of spam, on demand, and on an easy to digest format. WEB 3. 0 Driven by technological changes The semantic web ? Its about the MEANING of data WHY IS WEB CHANGING? People coming together instead of replacing each other Web users, 'Generation C', have started controlling their own programming through logs, sharing images and creating personalized 'away messages on IM.

WEB 2. 0 - the evolution towards a read/write platform web 1. 0 (1993-2003) Pretty much HTML pages viewed through a browser web 2. 0 (2003- beyond) Web pages, plus a lot of other " content" shared over the web, with more interactivity, more like an application than a " page" " Read" Mode " Write" & Contribute " Page" Primary Unit of content " Post / record" " static" State " dynamic" Web browser Viewed through... " Client Server" Architecture " Web Services" Web Coders Content Created by... Everyone " geeks" Domain of... Mass miniaturization" " folksong - spontaneous, collaborative work to categories links by a community of users. Users take control and organize the content together. Example: del. CIO. Us Week FIVE: Digital Planet; Tomorrows Technology and You Tim Burners - London 1955 Created HTML (invented the World Wide Web) because he wanted to create an open ended distributive hypertext system with no boundaries, so scientists everywhere could link their work. Painting: Bitmap Graphics Pixels: tiny dots of white, black, or color that make up images on the screen Painting footwear: paints pixels on screen with pointing devices.

Pointers movements are translated into lines and patterns on the screen (Palette of tools that mimic real world painting tools) Bitmap graphics (or raster graphics): pictures show how pixels are mapped on the screen Grey scale graphics Color depth: number of bits devoted to each pixel Resolution: density of the pixels; described as DIP (dots per inch) Ann-aliasing: smoothes out less than ideal resolutions Image processing: Photographic Editing by Computers Image processing - users manipulate photographs with tools such as adobe

Photos More powerful than traditional photo retouching techniques (red eyes) Can create fabricated images that show no evidence of tampering Digital photo management - simplify and automate common tasks associated with capturing, organizing, editing and sharing digital images (Apple 'photo, Google Picas, Adobe Lightproof) Disadvantages Megabits to terabyte; so much to store because size of photos getting larger Numbering system of photos; hard to find photos in 10 years time, can't sit there scrolling through everything - cannon trailing: naming the photo straight after taking the photo. Drawing: object Oriented Graphics

Drawing software: stores a picture as a collection of lines and shapes (Called object oriented or vector graphics) Many drawing tools (lines, shapes and texts) are similar to painting tools in bitmap programs PDF : file format developed by Adobe - enables digital documents to be exchanged between programs independent of software more compatible with programs independent of software, enable to share files with people who don't have programs such as word (they can still read it) Bitmap painting (pixels) gives you these advantages: Appropriate for screen displays, simulating natural

paint media, and embellishing hotplates Object-oriented drawing gives you advantages, such as cleaner lines and smoother shapes Vector graphics - used in animations all the time, (because animations work on simple colors) don't have pixels, it stays clear, can trick you into thinking it's better than it actually is (animations and TV playing ice age then sports and pix-elated ball example) AD Modeling pictures AD modeling software: used to create AD objects with tools similar to those in drawing software. Advantages: More flexible: can create AD model, rotate it and view it from different angels (AD walk wrought of cars and homes from top to bottom before you even get there; allows to compare easily) Can " walk through" a AD environment that exists only in the computers memory.

CAD/CAM: turn pictures into products CAD (computer aided design) - allows engineers, designers and architects to create designs of products on screen (from computer chips to buildings) - produce prototypes Cheaper, faster and more accurate than traditional design by hand techniques Note: AD modeling started of with CAD CAM (computer aided manufacturing) - process by which data related to the product sign are fed into a program that controls the manufacturing of parts CAM (computer integrated manufacturing) - combination of CAD/CAM Animation: Graphics in time Tweeting - instead of drawing each frame by hand, the animator can create key frames and objects and use software to help fill in the gaps The filling' option is really important especially for games (example, passing the ball in Fife or reloading in COD) Data compression - losing quality but ear/eye compensates because they adjust to quality. Samplers, synthesizers and sequencers: Digital audio and MIDI Synthesized: digital recording of computer sounds.