

Technology In Action, Complete, 14e (Evans et al.)
Chapter 1 Using Technology to Change the World

- 1) _____ tools gather information from sources such as e-mails, text messages, and tweets and make the information instantly and publicly available for use in emergencies.
- A) Social networking
 - B) Crowdsourcing
 - C) Crisis-mapping
 - D) Affective computing
- 2) _____ tools enable people to connect and exchange ideas.
- A) Affective computing
 - B) Social media
 - C) Debugging
 - D) Computer forensics
- 3) The gap in ease of access to technology is known as the _____ divide.
- A) web
 - B) Internet
 - C) digital
 - D) technology
- 4) People are motivated to use their free time for altruistic purposes for all of these reasons EXCEPT _____.
- A) consumption
 - B) purpose
 - C) autonomy
 - D) mastery
- 5) _____ results when leisure time and available tools allow us to engage in creative acts.
- A) Crowdsourcing
 - B) Social networking
 - C) Cognitive surplus
 - D) Affective computing
- 6) Mastery is defined as _____.
- A) combining leisure time with the tools to be creative
 - B) feeling confident and excited about learning new skills
 - C) working without continual direction and control
 - D) working for something larger
- 7) Autonomy is _____.
- A) working for something larger than yourself
 - B) feeling confident and excited about learning new skills
 - C) working without continual direction and control
 - D) repressing inappropriate behavior

8) Using the Internet to get small donations from many people to start a business is called _____.

- A) kickstarting
- B) crowdfunding
- C) crowdsourcing
- D) collaborating

9) QR or _____ codes let any piece of print host a link to online information.

- A) quick retention
- B) quick response
- C) quality response
- D) quality retention

10) _____ solicits online input such as product ratings from consumers.

- A) A quick response code
- B) Computer forensics
- C) Crowdsourcing
- D) Crowdfunding

11) _____ is redistributing goods or products we own by sharing them.

- A) Collaborative consumption
- B) Crowdfunding
- C) Crowdsourcing
- D) Social networking

12) Skype is a _____.

- A) crowdfunding app
- B) Voice over IP service
- C) Social network
- D) Wi-fi hotspot

13) The term computer _____ is used to describe someone who is familiar enough with computers to understand their capabilities and limitations.

- A) master
- B) webmaster
- C) literate
- D) hacker

14) _____ provides the instructions that tell a computer what to do.

- A) Software
- B) Hardware
- C) Spam
- D) Data mining

- 15) Unwanted or junk e-mail is called _____.
- A) spam
 - B) spyware
 - C) adware
 - D) malware
- 16) All of the following are examples of being computer literate, EXCEPT _____.
- A) knowing how to avoid hackers and viruses
 - B) knowing how to maintain and troubleshoot your computer
 - C) knowing how to use the web efficiently
 - D) knowing how to build and program computers
- 17) _____ is a field of study focused on the management, processing, and automatic retrieval of information.
- A) Computer forensics
 - B) Crisis mapping
 - C) RFID
 - D) Information technology
- 18) The process of searching huge amounts of data seeking a pattern, is called data _____.
- A) mining
 - B) scaling
 - C) warehousing
 - D) diving
- 19) Which of the following examples is the result of mining raw data to produce useful information?
- A) An Excel spreadsheet listing all employees and their annual salaries in a random order
 - B) Amazon providing you a list of products similar to others you've viewed
 - C) Raw data from questionnaires given at the mall
 - D) A printout of all sales taken from the register at the end of the day
- 20) Which of the following software programs can best be used to help create digital art?
- A) Microsoft PowerPoint
 - B) Microsoft Word
 - C) Adobe Acrobat
 - D) Adobe Illustrator
- 21) Faculty at universities often use course management software such as _____ so that students can communicate outside of class and have easy access to class materials.
- A) Blackboard
 - B) Teachpro
 - C) LinkedIn
 - D) Whiteboard

22) The goal of _____ technology research is to provide solutions to physical and health-related problems.

- A) crisis-mapping
- B) computer forensics
- C) biomedical
- D) RFID

23) _____ reality is the addition of digital information directly into our reality, either to add more detail or to remove unwanted visual effects.

- A) Augmentative
- B) Alternate
- C) Assisted
- D) Altruistic

24) In medicine, 3D printing allows more stylish and less expensive designs for _____.

- A) medicines
- B) patient simulators
- C) prosthetic limbs
- D) clothing

25) _____ replaces perceived reality with a different world.

- A) Variable reality
- B) Augmentative reality
- C) Virtual reality
- D) Alternate reality

26) Analyzing computer systems to gather potential legal evidence is computer _____.

- A) detective work
- B) forensics
- C) analysis
- D) enforcement

27) _____ is our normal sense of the world around us enhanced with digital information.

- A) Cognitive surplus
- B) Web 2.0
- C) Augmentive reality
- D) Affective computing

28) _____ behavior is not conforming to a set of approved standards of behavior.

- A) Unethical
- B) Amoral
- C) Illegal
- D) Dogmatic

29) Which of these is NOT a system of ethics?

- A) Humanism
- B) Relativism
- C) Divine Command Theory
- D) Utilitarianism