Checklist for Web Book  
Chapter 1: Introduction

Know the context and significance of the following people, things, and concepts. Since chapter 1 is an introductory chapter, there is limited material for each of the concepts below. For many of the topics, additional material will be introduced later in the Web book.

Lesson 1: About this Web Book

☐ Using the Web book (familiar with menus, need to use navigation arrows)  
☐ Literacy versus fluency  
☐ 3 components of information technology fluency (skills, concepts, intellectual capabilities)  
☐ Goals of the Web book

Lesson 2: Computers are Everywhere

☐ Ubiquitous and “anytime, anywhere”  
☐ Uses of computers in language, art, and communication  
   ☐ Electronic publishing desktop publishing  
   ☐ CD-ROM and DVD storage capabilities  
   ☐ Hypertextuality  
   ☐ Voice recognition  
   ☐ Telecommunication  
   ☐ Methods of online communication  
☐ Computers in economic, politics, and social structures  
   ☐ Stock market  
   ☐ E-commerce  
   ☐ Computer politics, electronic government, online voting  
   ☐ Online devotion and religious organizations  
☐ Computers in science, engineering, and medicine  
   ☐ CAD (computer-aided design)  
☐ Computers in education  
   ☐ Distance education  
☐ Computers in work and industry  
   ☐ Robotics, accounting, telecommunications  
☐ Computers in recreation  
   ☐ *Homo ludens*  
   ☐ Computers as toys  
   ☐ Gaming  
☐ Ubiquitous computers and morality  
   ☐ Value judgments in developing and producing  
   ☐ Neutrality of technology?
Lesson 3: Computer Dilemmas

- Computers and our humanity
  - Cyborg
  - Nanotechnology
  - Telepresence
  - Post-human age
- Privacy
  - Monitoring & pornography at work
  - Myth of Web anonymity
  - Supermarket surveillance
- Property
  - Intellectual property rights
  - P2P sharing and MP3s
- Modeling reality
  - Desktop metaphor
- Digital divide
- The challenge
  - Think with and think about technology