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IS FOR THE A to Z OF MEDIA AND TECHNOLOGY

BRAINSTORMING

- A** audiovisual, audiotape, animation, amplifier, artificial intelligence, access, ASCII, AUP, AVI
- B** bit and byte, binary, bar code, bulletin board system, book, back up, bit map, bleed, bookmark, browser, boot
- C** cellular phone, CPU, computer, CD-ROM, computer chip, cassette player, computer programmer, camera, camcorder, copyright law, computer crime, computer health, computer languages, cyberspace, cassette, clipboard, copy, clipart
- D** data, disk, distance learning, digital image, disk drive, desktop publishing, disk capacity, DOS, download, drag
- E** electronic, e-mail, electronic library/encyclopedia/dictionary, ethernet, encapsulated postscript (EPS)
- F** film, fax machine, film festival, fibre optic, flowchart, file, floppy disk, flight simulator, font, FTP, freeware format, FAQ
- G** graphics, graphic art, gopher, GIF
- H** hard drive, history of film, handshake, homepage, hot buttons, HTML
- I** Internet, input, information highway, icon, invasion of privacy, interface, import, interactive, integrated circuit
- J** journalism, journal, journalist, jpeg
- K** keyboard, knowledge, kilobyte
- L** lights/camera/action, laser, laptop, log-in name, listserv, log on, LAN
- M** megabyte, movie, movie studio, micro/macro computer, media centre, media specialist, magazine, mouse, monitor, modem, memory,
- N** negative, network, newspaper, navigate, netiquette
- O** output, overhead projector, opaque, on-line services, operating
- P** photography, programming, performances, projectors, personal computer, printer, public domain, postscript, prompt, port, pict, platform, peripheral
- Q** quality performance, query, quicktime
- R** radio, recording, remote control, robotic, reference, RAM, resolution
- S** software screen, script writing, spread sheet, satellite dish, search engine sound/light waves, slides, scanners, studios, silicon chip, simulation, surfing
- T** television, telephone, telemarket, tape recorder, telecommunication, tiff, textbox
- U** understudy, user-friendly, upgrade, undo, URL
- V** video, visual, video game, VCR, virus, virtual memory, virtual reality
- W** word processing, wavelength, World Wide Web (WWW or Web), wildcard, wav
- X** example, x-rays
- Y** "you name it"
- Z** zoom lens, zest for media and technology



IS FOR BRAINS AND COMPUTERS

READ AND RELATE

READ

Brains and computers work in similar ways in terms of receiving input and storing information. This is highlighted by the fact that there are many words which can be used to describe both of them. The best example of this is 'memory'.

RELATE

Think of as many words as you can that relate to both brains and computers. Prepare a list giving the definitions of the word for both uses.

READ

Your brain remembers information. The computer remembers information so you can use it later. When the computer remembers information, it stores the information.

RELATE

Write down ten to twenty pieces of information currently stored in your brain (and that could be fed into a computer) that you would never want to forget.

READ

Computers have no capacity for imagination, creativity or lateral thinking. They have an incredible ability to store, process and retrieve information.

RELATE

What would you like to change about yourself to be:
more like a computer?
less like a computer?



IS FOR BOOK-TALK BACK TALK

INTEREST INVENTORY

A question often asked in this age of high tech is, “Will books be replaced by modern technology?” Book lovers are usually quick to answer: “No! Never!” What do you think? Completing the “Book-Talk Back Talk” Interest Inventory will help you determine your answer.

It has been said, “A book can be the best of friends. It will go anywhere with you, and depending on your choice, will provide new insights and information, help you escape from or cope with reality, strain your brain, or stretch your imagination. Or it can be enjoyed just for enjoyment’s sake.”

To help you evaluate and understand your reading interests and habits, think about all the books you have read recently or hope to read in the near future.

1. The book I am reading now (or read last) is _____
by _____ .
2. On a scale of 1 to 10, with 10 being the highest score, I would give this book a ____.
3. When I evaluate a book’s interest to me, I consider the following, in order numbered from 1 to 5.
Plot _____
Setting _____
Characters _____
Language _____
Author’s writing style _____
4. Right now I am especially interested in reading books about

5. Kinds of books I have never read but would like to are
