

#1. FIVE THINGS WE NEED TO KNOW ABOUT TECHNOLOGICAL CHANGE,
NEIL POSTMAN

Multiple-Choice Questions

1. A new medium (technology), as observed in "Five Things We Need to Know About Technological Change":
- a. simply adds something.
 - b. usually takes something away.
 - c. changes everything.
 - d. changes nothing.

2. As stated in "Five Things We Need to Know About Technological Change," in American society, the most significant "radicals" have always been:
- a. religious figures.
 - b. capitalists.
 - c. socialists.
 - d. educators.

3. According to "Five Things We Need to Know About Technological Change," technology is:
- a. a natural and predictable part of God's plan.
 - b. a product of human creativity and hubris.
 - c. nearly always good.
 - d. nearly always evil.

4. As suggested in "Five Things We Need to Know About Technological Change," the person who is MOST likely to benefit from computer technology is a:
- a. research scientist.
 - b. dentist.
 - c. musician.
 - d. mechanic.

True/False Questions

5. As asserted in "Five Things We Need to Know About Technological Change," there are always both winners and losers in technological change. ☒ True or False
6. Technological change, as noted in "Five Things We Need to Know About Technological Change," always exacts a price. ☐ True or False

Mid-Term Name _____ Date _____

GENERAL QUESTIONS

7. The author of "Five Things We Need to Know About Technological Change" states that "We need to proceed with our eyes wide open so that we may use technology rather than be used by it." What does he mean?

8. As discussed in "Five Things We Need to Know About Technological Change," what does it mean that technological change is "ecological," not "addictive?"

#2. THE SOCIAL CENTURY: 100 YEARS OF TALKING, WATCHING, READING AND WRITING IN AMERICA
DEREK THOMPSON

Multiple-Choice Questions

1. As expressed in "The Social Century," we have lived through an evolution of communications technology that could be likened to a:
a. Cambrian explosion.
b. Category 5 hurricane.
c. slow boat to China.
d. frenetic flip book.
2. As shown in "The Social Century," the featured graph--depicting a 110-year history of talking, watching, reading, and writing--is from a paper on social networks created at the:
a. McKinsey Global Institute.
b. Massachusetts Institute of Technology.
c. School of Science at Marxist College.
d. Ranger Laboratories.
3. According to "The Social Century," in 1900, 40 percent of American workers were employed:
a. in retail.
b. by the government, primarily in the armed forces.
c. on farms.
d. in factories.

True/False Questions

4. As pointed out in "The Social Century," in 1900, if you owned a telephone, you were the 1 percent. ☒ True or False

5. As observed in "The Social Century," the adoption of the landline phone seems to have replaced in-person conversation. ☐ True or False

GENERAL QUESTIONS

6. As described in "The Social Century," give the general profile of the state of communications for Americans in 1950.

7. As related in "The Social Century," what communication habits in the late 1970s can be determined from the graph, and why does the author find this particularly interesting?

- #3. IT'S A FLAT WORLD, AFTER ALL, THOMAS L. FRIEDMAN

Multiple-Choice Questions

1. The author of "It's A Flat World, After All" came to the conclusion that globalization was a reality while he was:
a. surfing the Internet late one night.
b. helping his daughters with their homework.
c. ☒ visiting Bangalore, India.
d. attempting to buy goods made in America.

2. As claimed in "It's A Flat World, After All," when the world is flat, you can innovate without having to:
a. ☒ emigrate.
b. translate.
c. graduate.
d. obfuscate.

3. As stated in "It's A Flat World, After All," an important step in making the world flat was the dot-com bubble, which triggered the:
a. stock-market depression of the late 1990s.
b. growth of open-source coding on the Internet.
c. inflation of salaries for computing jobs in the United States.
d. massive overinvestment in fiber-optic telecommunications cable.

4. According to "It's A Flat World, After All," the same countries that practiced extreme Communism in the past are now practicing extreme:
- a. democracy.
 - b. capitalism.
 - c. socialism.
 - d. federalism.

True/False Questions

5. As asserted in "It's A Flat World, After All," if Wal-Mart were a country, it would be China's eighth-largest trading partner.
- True or False

6. As maintained in "It's A Flat World, After All," C.E.O.s outsource jobs to save on salary, despite being forced to employ workers who are not as well educated or productive as American workers.
- True or False

GENERAL QUESTIONS

7. As described in "It's A Flat World, After All," what are the similarities and differences between the overinvestment in railroads and the overinvestment in fiber-optic telecommunications cables?

8. The author of "It's A Flat World, After All" postulates that there are three gaps now plaguing American society. What are they?

Multiple-Choice Questions

1. According to the author of "How Google Dominates Us," Google is the oracle of:
 - a. prediction.
 - ☒ b. redirection.
 - c. information.
 - d. advertising.
2. As reported in "How Google Dominates Us," the ultimate dream for Google, according to its founders, is for Google to be:
 - a. the only search engine on the Internet.
 - b. the wealthiest company in the world.
 - c. a library containing every book ever printed.
 - ☒ d. implanted in people's brains as a way to get instant information.
3. As set forth in "How Google Dominates Us," the merchandise of the information economy is not information, it is:
 - a. attention.
 - b. advertising.
 - c. opinion.
 - d. connection.
4. "How Google Dominates Us" notes that Google will tell users that a wood-nymph, a poisonous snake in India, and an Abyssinian baboon are all definitions for the word:
 - a. krait.
 - b. taipan.
 - c. hamadryad.
 - d. mamba.

True/False Questions

5. As given in "How Google Dominates Us," the Google corporate motto is "Don't be evil." ☒ True or False
6. As stated in "How Google Dominates Us," Google makes more money from advertising than all the nation's newspapers combined. ☐ True or False

GENERAL QUESTIONS

7. As quoted in "How Google Dominates Us," "why does University of Virginia media scholar Silva Vaidhyathan say "We are not Google's customers: we are its product."?"

#5. WHAT FACEBOOK KNOWS,
TOM SIMONITE

Multiple-Choice Questions

1. As cited in "What Facebook Knows," Cameron Marlow calls himself Facebook's:

- a. missing link.
- b. viewer to the future.
- c. most ruthless critic.
- d. in-house sociologist.

2. As mentioned in "What Facebook Knows," while at MIT's Media Lab in 2001, Cameron Marlow created a website (which automatically listed the most "contagious" information spreading on weblogs) called:

- a. Virosphere.
- b. Blogdex.
- c. Camlow.
- d. Index.

3. As expressed in "What Facebook Knows," recently the Data Science Team has begun to use its unique position to experiment with the way Facebook works, tweaking the site to see how users react—the way scientists might:

- a. prod an ant's nest.
- b. unravel a strand of RNA.
- c. probe an exploding nova.
- d. plumb the ocean depths.

4. According to "What Facebook Knows," Facebook is not above using its platform to tweak users' behavior, as it did by nudging them to register:

- a. as organ donors.
- b. for the military draft.
- c. for online classes.
- d. to vote.

True/False Questions

5. As stated in "What Facebook Knows," if Facebook were a country (a conceit that founder Mark Zuckerberg has entertained in public), its 900 million members would make it the third largest in the world. True or False
6. As noted in "What Facebook Knows," Facebook's employees have a short path from an idea to an experiment on hundreds of millions of people. True or False

GENERAL QUESTIONS

7. As discussed in "What Facebook Knows," what is it that Facebook has been able to do since fall 2011 that involves the listening of music and reading of articles?
8. As given in "What Facebook Knows," quote (or paraphrase) Cameron Marlow's assessment of Facebook, which he joined in 2007:

#6. THE DECISION LENS, HELEN KNIGHT

Multiple-Choice Questions

1. As mentioned in "The Decision Lens," the author sets her jogging routes by using apps like:
 - a. Faces.
 - b. MapMyRun.
 - c. Trotpilot.
 - d. Catapult.
2. As noted in "The Decision Lens," one app, called Alfred, uses your past choices to suggest nearby restaurants you would like and is dubbed "your:
 - a. concierge."
 - b. personal robot."
 - c. thinking journal."
 - d. pal AI."

3. According to "The Decision Lens," psychologists know that our ability to make good decisions deteriorates after an extended period of making choices, in what is called:

- a. wandering concentration.
- b. decision fatigue.
- c. thinkblock.
- d. compromised focus.

4. As discussed in "The Decision Lens," the aggregate effect of all the lively updates on Facebook is a condition that Dean Eckles of Stanford University calls the:
 - a. counter-reality fun meter.
 - b. rosy agenda.
 - c. terminally upbeat stimulus.
 - d. friendly world syndrome.

True/False Questions

5. As cited in "The Decision Lens," Dean Eckles of Stanford University believes that the social influence of interactive technologies is basically invisible to people. ☒ True or False

6. As observed in "The Decision Lens," in principle, tomorrow's virtual assistants could work solely in our best interests, not a company's interest. True or False

GENERAL QUESTIONS

7. As quoted in "The Decision Lens," explain what Justin Donaldson (president of machine-learning company BigML) means when he says that smartphones may soon act like "old-fashioned butlers."

8. As presented in "The Decision Lens," what term related to television viewing did George Gerbner coin in the 1970s, and what did it describe?

#7. BEYOND CREDIT CARDS: Q&A WITH DAN SCHULMAN OF AMERICAN EXPRESS, JESSICA LEBER

Multiple-Choice Questions

1. As pointed out in "Beyond Credit Cards: Q&A with Dan Schulman of American Express," the first widely accepted plastic charge card was issued by American Express in:
 a. 1938.
 b. 1947.
 c. 1959.
 d. 1965.

2. As addressed in "Beyond Credit Cards: Q&A with Dan Schulman of American Express," Amex's Serve aims to compete directly with:
 a. Visa Online.
 b. Western Union.
 c. GreenBank.
 d. PayPal.

- a. fence holes.
- b. peepholes.
- c. wormholes.
- d. knotholes.

called:

2. As identified in "My Life as a Telecommuting Robot," video screens known as virtual windows, installed so that far-off teams appear to be working side-by-side, are also

- a. Anybots Inc.
- b. VGo Communications Inc.
- c. iRobot Corp.
- d. Xaxxon Technologies.

1. As profiled in "My Life as a Telecommuting Robot," the telepresence robot utilized by the author was made by:

Multiple-Choice Questions

#8. MY LIFE AS A TELECOMMUTING ROBOT,
RACHEL EMMA SILVERMAN

7. As examined in "Beyond Credit Cards: Q&A with Dan Schulman of American Express," what does the acquisition of Somerics mean for American Express?

6. As related in "Beyond Credit Cards: Q&A with Dan Schulman of American Express," how does Schulman assess "the real breakthrough" made possible with near-field communication chips that respond to just a tap on a phone?

GENERAL QUESTIONS

5. According to "Beyond Credit Cards: Q&A with Dan Schulman of American Express," approximately 85 percent of transactions across the world today are in cash. True or False

4. As mentioned in "Beyond Credit Cards: Q&A with Dan Schulman of American Express," Schulman, who has headed Amex's Enterprise Growth division since 2010, was once CEO of Cellular One. True or False

True/False Questions

3. As noted in "Beyond Credit Cards: Q&A with Dan Schulman of American Express," Verizon Wireless and Sprint have agreed to put Serve on phones, turning it into a so-called: a. digital wallet. b. app master. c. ATM-by-phone. d. cardless credit card.

3. According to "My Life as a Telecommuting Robot," the author's telepresence robot was referred to as Robot:
- Reporter.
 - Rachel.
 - Silverman.
 - R.E.S.

True/False Question

4. As concluded in "My Life as a Telecommuting Robot," despite technological hurdles and expense, it will be in the very near future that robots are as common in the office as, say, Skype. True or False

5. As explained in "My Life as a Telecommuting Robot," the author's robot was not designed to go into elevators. True or False

GENERAL QUESTIONS

6. As shared in "My Life as a Telecommuting Robot," what did the author observe about her interaction with coworkers during her "robot days"?
7. As described in "My Life as a Telecommuting Robot," what were the findings and analyses of Cisco's research on telepresence robots in house, regarding interaction with employees?

#9. AUTOMATION ON THE JOB,
BRIAN HAYES

Multiple-Choice Questions

1. According to "Automation on the Job," the percentage of the adult population that is working or seeking work has risen throughout the period of automation taking hold, largely because of:
- the increase in overall population.
 - growth in the service industry.
 - the need to monitor the machines, including computers, that provide automation.
 - women entering the workforce.

2. As mentioned in "Automation on the Job," the term "technological unemployment" originated with:

- Bill Gates.
- Henry Ford.
- Karl Marx.
- Charles Darwin.

1. As noted in "The Lost Steve Jobs Tapes," within days of being ousted from Apple in 1985, Steve Jobs set about creating another computer company, which was called:
- Next.
 - AfterMath.
 - C-Quence.
 - Deux.

Multiple-Choice Questions

#10. THE LOST STEVE JOBS TAPES,
BRENT SCHLENDER

8. The author of "Automation on the Job" asserts that it is not that machines are doing the work that people used to do, it is that people are now running the machines themselves. What examples are given of this phenomenon?
7. As mentioned in "Automation on the Job," what are examples of industries for which manual methods are unthinkable?

GENERAL QUESTIONS

6. According to "Automation on the Job," a technology that was automated from birth was the production of the integrated circuit. True or False
5. As stated in "Automation on the Job," the "economic problem" is, simply, how to get enough to eat. True or False
- True/False Question
4. As stated in the conclusion to "Automation on the Job," the author of the article is:
- science writer.
 - economist.
 - computer programmer.
 - business analyst.
3. The example given in "Automation on the Job" of a continuous-process industry in which automatic control first took hold was:
- food production.
 - automobile manufacturing.
 - textile manufacturing.
 - oil refining.

2. As mentioned in "The Lost Steve Jobs Tapes," Steve Jobs always said he could think better when he:

- a. ran.
- b. bicycled.
- c. walked.
- d. closed his eyes.

3. As observed in "The Lost Steve Jobs Tapes," the best thing to happen to Pixar may have been the fact that Steve Jobs:

- a. had a wife and children.
- b. was a gambler.
- c. had never grown up.
- d. was a workaholic.

4. As cited in "The Lost Steve Jobs Tapes," one of the big lessons Steve Jobs learned from his "Hollywood adventure" was that people remember:

- a. stories more than products.
- b. disappointment as much as pleasure.
- c. everything they want to forget.
- d. hunger only when they are hungry.

True/False Question

5. As pointed out in "The Lost Steve Jobs Tapes," of the three companies Jobs helped create, Pixar was the purest corporate and organizational expression of his nature.

☒ True or False

6. According to "The Lost Steve Jobs Tapes," Steve Jobs considered Jeffrey Katzenberg and Michael Eisner to be the only ones at Disney who "had a clue" about how far Pixar could take them. True or False

GENERAL QUESTIONS

7. As set forth in "The Lost Steve Jobs Tapes," if Steve Jobs's life were staged as a tragic opera, what would be the titles of its three acts?

8. As described in "The Lost Steve Jobs Tapes," what was known as "Pixar University"?

Multiple-Choice Questions

1. As hypothesized in "Women, Mathematics, and Computing," women would be drawn more to studying computer science if:
 - a. more scholarships were offered.
 - b. the career outlook in the field were more favorable.
 - c. the field were structured with the precision of mathematics.
 - d. it were not so male-dominated.

2. As noted in "Women, Mathematics, and Computing," one indication of the complexity of a computer-science course is the:
 - a. training of the professor.
 - b. evaluations by previous classes.
 - c. size of the textbook.
 - d. reputation of the school.

3. As explained in "Women, Mathematics, and Computing," one major reason why females are not highly represented in computer-science classes is that:
 - a. women are less confident and perceive computing to be a male domain.
 - b. schools do not encourage girls to study math and science in high school.
 - c. women generally do not perform well in math and science and therefore tend to stay away from computing courses.
 - d. colleges do not offer scholarships for women to study computer science.

4. As shown in "Women, Mathematics, and Computing," the advent of the microcomputer:
 - a. reinforced the male dominance of the information-technology field.
 - b. made computer science more accessible.
 - c. brought about changes that rendered obsolete the skills of most computer scientists of the time.
 - d. opened the door for females to the information-technology field.

True/False Question

5. As claimed in "Women, Mathematics, and Computing," women receive nearly half of bachelor's degrees conferred in mathematics. True or False
6. As related in "Women, Mathematics, and Computing," the author advocates the use of microcomputers to teach computer science. True or False

GENERAL QUESTIONS

7. As recounted in "Women, Mathematics, and Computing," what is it about physics and electrical engineering that draws primarily male students?

8. As concluded in "Women, Mathematics, and Computing," how do we make the study of computer science more appealing to women?

#12. SMALL CHANGE: WHY THE REVOLUTION WILL NOT BE TWEETED, MALCOLM GLADWELL

Multiple-Choice Questions

1. In "Small Change," Gladwell focuses on the activities of the Greensboro Four, who worked for social change by beginning the:

- a. voter registration movement in the South.
- b. sit-in at the Woolworth lunch counter.
- c. Montgomery bus boycott.
- d. March on Washington.

2. In "Small Change," Malcolm Gladwell argues that Facebook and other online social media are networks, which are the opposite, in structure and character, of:

- a. individuals.
- b. governments.
- c. hierarchies.
- d. political parties.

3. As reported in "Small Change," the "Twitter Revolution" was the name given to protests that took place in the streets of:

- a. Egypt.
- b. Iran.
- c. East Germany.
- d. Moldova.

4. As explained in "Small Change," the power of social media is demonstrated by the story of Silicon Valley entrepreneur Sameer Bhatia, who needed:

- a. a bone-marrow transplant.
- b. venture capital for his start-up company.
- c. a date for a family wedding.
- d. help finding his lost dog.

True/False Question

5. As noted in "Small Change," the unquestioned leader of the Southern Christian Leadership Conference was Martin Luther King, Jr. True or False

6. As maintained in "Small Change," Al Qaeda has become even more dangerous now that it is a network rather than a hierarchy. True or False

GENERAL QUESTIONS

7. As put forth in "Small Change," what are the drawbacks of networks because they lack centralized leadership?

8. What does the author of "Small Change" mean when he states that the kind of activism needed for real social change is built around strong ties?

#13. RELATIONSHIPS, COMMUNITY, AND IDENTITY IN THE NEW VIRTUAL SOCIETY, ARNOLD BROWN

Multiple-Choice Questions

1. As explained in "Relationships, Community, and Identity in the New Virtual Society," although technology is being lauded for encouraging diversity and facilitating cross-cultural communication, there is a counter-trend known as:

- a. the electronic divide.
- b. intra-social solidarity.
- c. virtual insularity.
- d. digital tribalism.

2. As cited in "Relationships, Community, and Identity in the New Virtual Society," the pollster John Zogby calls the emerging generation that links up through IM, Twitter, blogs, smart-phones, and social networking sites:

- a. Generation Z.
- b. Virtual Villagers.
- c. World Citizens.
- d. First Globals.

3. As related in "Relationships, Community, and Identity in the New Virtual Society," social scientists and other "experts" decried what they saw as a loss of social capital in what they dubbed the:

- a. "Single Dancing" theory.
- b. "Howling Alone" theory.
- c. "Separated Couple" theory.
- d. "Solo Party" theory.

4. As defined in "Relationships, Community, and Identity in the New Virtual Society," Ning, created by Netscape co-founder Marc Andreessen, enables people to create their own:
- individual social network.
 - online work space.
 - personalized newspaper.
 - electronic medical file.

True/False Question

5. As mentioned in "Relationships, Community, and Identity in the New Virtual Society," Chinese people who participate in *wang hun*, or online role-play marriages, are sometimes getting divorced on the grounds that this constitutes adultery. True or False CRITICAL ANALYSIS

6. As put forth in "Relationships, Community, and Identity in the New Virtual Society," increasingly, over time, distinctions between real and virtual identities will become more sharply defined, especially for people who spend substantial amounts of time in the virtual world. True or False

GENERAL QUESTIONS

7. As outlined in "Relationships, Community, and Identity in the New Virtual Society," what commercial opportunities might exist in the realm of online relationships?
8. According to the box "The Reality of Virtual Feelings" within the article "Relationships, Community, and Identity in the New Virtual Society," what are some of the possibilities raised by advances in brain research and multisensory perception?

#14. R U FRIENDS 4 REAL?
AMY NOVOTNEY

Multiple-Choice Questions

1. As noted in "R U Friends 4 Real?" social psychologist Sherry Turkle put 15 years of research and observation of children and adult interactions with technology into her 2011 book:
- See You Next Week.
 - Where Did Everybody Go?
 - Comments.
 - Alone Together.

2. According to "R U Friends 4 Real?", a 2010 study by psychology professor Malinda Desjarlais revealed that playing computer games with friends has positive effects on:

- a. isolated elderly Internet users.
- b. socially anxious teen boys.
- c. adolescent girls much more so than has been assumed.
- d. learning-disabled students.

3. As profiled in "R U Friends 4 Real?", in one national media literacy program titled "Powered by Girls and Sponsored by Hardy Girls", teenage girls throughout the United States connect online via the social networking site:

- a. Zing.
- b. Ning.
- c. Quing.
- d. Bling.

4. As related in "R U Friends 4 Real?", a 2010 study with 99 undergraduates led by Holly Schiffrin, a psychology professor at the University of Maryland, found that those who spent more time on the Internet reported:

- a. decreased well-being.
- b. higher levels of socialization.
- c. better grades.
- d. short-term memory loss.

True/False Question

5. As cited in "R U Friends 4 Real?", Margarita Azmitia, a psychology professor who studies adolescent friendships, is among those who contend that the social networking technologies have completely overhauled the ways teens interact. True or False

6. As maintained in "R U Friends 4 Real?", we know from the sociological literature that Americans are becoming less empathic and more emotionally disconnected from each other. True or False

GENERAL QUESTIONS

7. As examined in "R U Friends 4 Real?", what has research shown about the long-term effects of friendlessness in high school?

8. As described in "R U Friends 4 Real?", what has education professor Joseph Kahne's three-year study of 2,500 teens revealed about the relationship between certain Internet pursuits and volunteerism?

#15. THE YOUTUBE CURE,
KATIE MOISSE

Multiple-Choice Questions

1. As noted in "The YouTube Cure," even before Paolo Zamboni published the results of his study on a surgical treatment for MS sufferers, news of his research showed up in a post on the online patient-community site:

- a. HealthSupport.org.
- b. e-patients.net.
- c. CarePages.org.
- d. PatientsLikeMe.com.

2. As pointed out in "The YouTube Cure," the most common form of multiple sclerosis is:

- a. primary-progressive MS.
- b. secondary-progressive MS.
- c. progressive-relapsing MS.
- d. relapse-remitting MS.

3. As described in "The YouTube Cure," venoplasty, the operation to straighten out and putt up crooked and collapsed veins, is almost identical to:

- a. zygoma reduction plasty.
- b. cardiac angioplasty.
- c. septal dermoplasty.
- d. cosmetic cervicoplasty.

True/False Question

4. According to "The YouTube Cure," most MS experts believe that undergoing Zamboni's procedure at the present time is a very risky proposition. True or False

5. As identified in "The YouTube Cure," Paolo Zamboni is a reputable vascular surgeon as well as an MS researcher. True or False

GENERAL QUESTIONS

6. As cited in "The YouTube Cure," how does Aaron Miller (professor of neurology at Mount Sinai School of Medicine and chief medical officer for the National MS Society) assess the social-media sites that engage in interchanges about health issues and medical research?

7. As explained in "The YouTube Cure," although the ultimate cause of MS remains obscure, what characteristics of the disease are mostly unanimously understood?

Multiple-Choice Questions

1. As discussed in "Everyone's a Player," a key recruitment and training tool used by the U.S. military is the genre of video games known as:
 - a. ☒ military simulation.
 - b. simulated defense.
 - c. warplay.
 - d. screenshooting.
2. According to "Everyone's a Player," at age 13, game designer and Carnegie Mellon professor Jesse Schell designed his first computer game, a rudimentary:
 - a. ☒ fishing competition.
 - b. cockfight.
 - c. wrestling match.
 - d. triathlon.
3. As noted in "Everyone's a Player," some companies train employees using games of their own invention, such as *Dawn of the Shadow Specters* and *Rise of the Shadow Specters*, two games that were conjured up by:
 - a. Sun Microsystems.
 - b. Google.
 - c. Microsoft.
 - d. McKinsey & Co.
4. As mentioned in "Everyone's a Player," the video game *Supercharged*, which reportedly is 28 percent more effective than lectures, was designed to teach:
 - a. music theory.
 - b. physics.
 - c. astronomy.
 - d. nutrition.
5. As cited in "Everyone's a Player," Jane McGonigal, director of games research and development at the Institute for the Future in Palo Alto, believes that if we want to conquer problems such as climate change, hunger, obesity, poverty, and war, we need to:
 - a. strike a healthy balance between the game world and the real world.
 - b. play at least 21 billion hours of video games a week.
 - c. eventually shut down the video games and get out into the field.
 - d. establish an international games federation.

True/False Question

6. As concluded in "Everyone's a Player," although games are prolific, sophisticated, and culturally significant, they are not likely to transform our concepts of work, education, and commerce. True or False
7. As pointed out in "Everyone's a Player," Quest to Learn, a non-charter public school for grades 6-12 in borough of Manhattan in New York City, bases its entire pedagogy on game design. True or False

GENERAL QUESTIONS

8. As spelled out in "Everyone's a Player," describe the practical application of Lockheed Martin's *Virtual Combat Convoy Trainer*.

9. As detailed in "Everyone's a Player," why is Nintendo's *Wii* sometimes referred to as "Wii-hab"?