

Computer Fluency

CIS 110

Information Technology

- **Definition:** Devices used in creation, storage, manipulation, dissemination of data, sound, and/or images
- **Examples:** Computers, telephones, video cameras
- **People making greater use of IT**
 - Costs keep falling
 - Capabilities keep rising

Why?

- **What is the purpose of a course in fluency with information technology?**
- **Does everyone here have the same goal(s)?**
- **Can we determine a common core from the various goals of the students in the class?**

Perspective

- Computers
- Networking
- Information Storage
 - Information Representation
- Information Retrieval

Digital Divide (1)

- “The term **digital divide** refers to the gap between those with regular, effective access to **digital** and **information technology**, and those without this access. It encompasses both physical access to technology hardware and, more broadly, skills and resources which allow for its use.”

http://en.wikipedia.org/wiki/Digital_divide

Question

- **How does your skill/knowledge regarding information technology influence:**
 1. You ability to get and maintain employment,
 2. You ability to participate effectively as a consumer,
 3. You ability to participate effectively as a citizen.

Digital divide (2)

- Socioeconomic - rich/poor
- Racial - white/minority
- Geographic - urban/rural
- Gender - male/female
- Age - young/old
- Cultural
- Global - U.S and Europe versus third world
 - Estimates have it that only 4% of the population of Africa have connectivity.

Field-of-study

- How has your particular discipline been influenced by the information technology?

What?

- Computer fluency is
 - Skills
 - Proficiency with contemporary applications
 - Concepts
 - Fundamental knowledge underpinning IT
 - Capabilities
 - Modes of thinking essential to leveraging IT usage

Problem

- **First taught computer fluency/literacy in 1980.**
 - Are the skills/concepts/capabilities of that era the same as those needed today? Tomorrow? In 2020?
 - What new skills/concepts/capabilities must be addressed?

Data

- **48.5 million desktop and portables were sold worldwide in 1984.**
- **approximately 1 in three U.S. households have a computer.**
- **the lunar landing module by the Apollo astronauts, beginning in 1969, had less computing power than a 1994 automobile.**

Ubiquitous computing

- **Information technology has been thoroughly integrated into everyday objects and activities.**
 - Smart objects
 - Wearable computing
