Chapter 12

The Internet: The New Frontier

Learning Objectives

- 1. Define "internet."
- 2. Explain how the internet was a system that was initially a technical medium for scientists and engineers that evolved into a mass medium.
- 3. Describe the timeline for what is known today as the World Wide Web (WWW).
- 4. Explain how computer video games have become a common property of teenagers in core nations.
- 5. Understand the positives and negatives of the internet.
- 6. Explain why Hollywood filmmakers have to confront the emergence of the global entertainment market.
- 7. Define America Online (AOL) and its significance to subscribers around the world.
- 8. Understand the development and the impact of blogging.
- 9. Explain the role of core nations in the development and use of the internet.

Chapter Outline

Introduction Background





World Wide Web
History of the Web
Video games
Internet timeline
Impact of the internet
Internet and global television issues
Internet and Hollywood films
Internet users

Computer viruses

Blogging ICANN

Key Terms

Internet

Advanced Research Project Agency (ARPA)

Rand Corporation

ARPANET

Email

File transfer protocol (FTP)

Newsgroups

Chatrooms

Blogging

World Wide Web (WWW)

Hypertext markup language (HTML)

Browsers

Hypertext

Microsoft

DVD

America Online (AOL)

Computer viruses

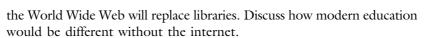
ICANN

Activities

■ Open class discussion: ask students if they have a personal computer at home, how much time per week they spend on the internet, how much of that time is divided between research and recreation, and if they think

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- Ask students to list some of the most famous computer viruses. Examine the effects of these viruses, the economic damage that they have done, and their cures.
- Take-Home Assignment: ask students to browse America Online (AOL) to determine one or two new products that the company has to offer consumers.

Test Questions - Chapter 12

Multiple Choice

- 1) What was the early successor to the internet, constructed in 1969?
 - a. Interanet
 - b. InterText
 - c. TEXnet
 - d. ARPANET*
- 2) Who provided the funding for the early successor to the internet?
 - a. US Department of Defense*
 - b. United Nations
 - c. The University of Texas
 - d. private investors
- 3) The internet consists of four major elements or electronic services. Which one does NOT belong?
 - a. email
 - b. File Database Protocol (FDP)*
 - c. chatrooms
 - d. newsgroups
- 4) What is the name of the key component that basically represents client application software that knows how to communicate through the internet and capture appropriate documents?
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- a. Protocol
- b. HTML
- c. PC
- d. Browser*
- 5) What does the acronym HTML mean?
 - a. Hypertext Markup Language*
 - b. HyperTerminal Marked Link
 - c. Hypertemp Mouse Line
 - d. None of the above
- 6) _____ set the visual benchmark for PC graphics.
 - a. Banners
 - b. Online advertisements
 - c. Games*
 - d. Chatrooms
- 7) In what year was America Online (AOL) founded?
 - a. 1985*
 - b. 1982
 - c. 1990
 - d. 1993
- 8) What CERN scientist helped develop the World Wide Web?
 - a. Bill Gates
 - b. Steve Jobs
 - c. Vannevar Bush
 - d. Tim Berners-Lee*
- 9) The core nations have all three requirements for internet access. Which one does NOT belong?
 - a. technical expertise
 - b. financial resources
 - c. communication infrastructures
 - d. users*

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- 10) According to your textbook, how many worldwide internet users existed as of 2004?
 - a. 70 million
 - b. 200 million
 - c. 800 million*
 - d. 1.4 billion
- 11) One of the internet's largest user dates turned out to be Friday, September 11, 1998. Millions flocked to the internet when _____ released a report about President Clinton, containing graphic details about the president's relationship with Monica Lewinsky.
 - a. Linda Tripp
 - b. Hillary Clinton
 - c. the Washington Post
 - d. Kenneth Starr*

True/False

- 12) Microsoft was founded in the 1960s by Steve Jobs and Bill Gates. (F)
- iCraveTV is the Canadian internet site that offered free online television stations, and was sued in the United States for relaying US stations.
- 14) Illegal online movie sharing has become nearly as widespread as illegal online music sharing. (F)
- 15) As of 2004, the United States alone accounted for over 50% of global internet usage. (T)
- 16) Video games make a significant impact on overall software development. (T)

Short Answer/Essay

- Outline in detail the development of ARPANET.
- Define "blogging," and identify one example of bloggers having an effect on a public figure or politician.
- What is ICANN, and what are its responsibilities?
- How has the internet changed public life?

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