# Introduction

Over the years, the Internet has been playing an increasingly important role in interactions between people. With the emergence of the Internet and technology in places where it wasn’t accessible before, it’s becoming normal to communicate with people from all around the globe. Especially now, during the times of COVID-19, it is becoming the new norm to communicate with others through technology.

This portfolio will be showcasing artifacts based on the impacts of the Internet in today’s world through video games, online entertainment, social interactions via the Internet, and education via the Internet.

# Artifact 1

Ubisoft – A video game developer’s impact on the restoration of the Notre Dame:

The Notre-Dame de Paris, also called the Notre Dame Cathedral, is an ancient building (built in the mid 12th century) located in Paris that is adored by many throughout the world. On April 5th, 2019, however, an accidental fire severely damaged the building and left many parts charred. This sent people from all around the world into a panic and many thought parts of this historic building were gone forever.

Ubisoft, a video game developer and the creators of Assassin’s Creed: Unity, pledged help to restoration efforts with a large sum of money. While the money pledged from Ubisoft is helping immensely with restoration efforts, that’s not the only help they are providing. Assassin’s Creed: Unity is a game developed by Ubisoft, and features a life-size building of the Notre Dame. According to USA Today reporter Mike Snider (2019), this building is a 3D render of the Notre Dame that took over 14 months to design in an attempt to get it as close as possible to the original Notre Dame. Ubisoft is giving their 3D render to the restoration team of the Notre Dame to further assist. From this example, I learned that it is possible for popular culture and high culture to meet. Notre Dame is an example of high culture as it contains many pieces of fine art for admiration and is considered a historical relic. Assassin’s Creed is a video game and would be considered popular culture.

# Artifact 2

Fortnite Battle Royale

As the fastest growing game in history, Fortnite has led the way for game culture throughout the world. According to

# Artifact 3

Grand Theft Auto 5

# Artifact 4

Netflix

# Artifact 5

Youtube

# Artifact 6

Zoom

# Artifact 7

# Conclusion

# References

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