Type, click and talk!

1 Interacting with your computer

Read the description of input devices and then label the pictures (1–8) with words from the text.

Input devices are the pieces of hardware which allow us to enter information into the computer. The most common are the **keyboard** and the **mouse**. We can also interact with a computer by using one of these: a **light pen**, a **scanner**, a **trackball**, a **graphics tablet**, a **game controller** or a **microphone**.
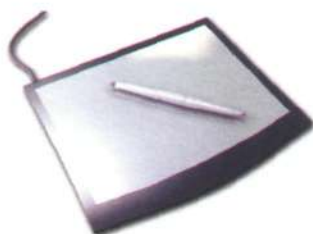
1 touch screen

2 gamepad

3 scanner

4 mouse

5 keyboard

6 Graphics touchpad

7 w eird mouse

8 headphones

2 Describing input devices

A Listen to a computer technician describing three input devices. Write which devices he's talking about.

1 _____ 2 _____ 3 _____

B Listen again and complete these extracts.

1 This device is _____ enter information into the computer.

2 … it may also _____ function keys and editing keys _____ special purposes.

3 This is a device _____ the cursor and selecting items on the screen.

4 It usually _____ two buttons and a wheel.

5 … the user _____ activate icons or select items and text.

6 It _____ detecting light from the computer screen and is used by pointing it directly at the screen display.

7 It _____ the user _____ answer multiple-choice questions and …

3 Describing functions and features

A Look at the HELP box and then use the notes below to write a description of the Sony PlayStation 3 controller.

Sony PlayStation 3 controller

Functions

- control video games
- hold it with both hands, use thumbs to handle directional sticks and face buttons

Features

- six-axis sensing system (capable of sensing motion in six directions: up, down, left, right, forwards and backwards)
- wireless controller (Bluetooth)
- USB mini port and cable for wired play and automatic battery charging

B 💬 In pairs, choose one of these input devices and describe its functions and features. Try to guess which device your partner is describing.

HELP box

Describing functions

In the listening, the mouse was described using **for** + gerund:

*This is a device **for controlling** the cursor and selecting items on the screen.*

There are other ways of describing a device's function:

- **used** + **to** + infinitive
  *It's **used to control** …*

- relative pronoun + verb
  *This is a device **which controls** …*

- relative pronoun + **used** + **to** + infinitive
  *This is a device **which/that** is **used to control** …*

- **work by** + gerund
  *It **works by detecting** light from the computer screen.*

Describing features

We can describe features like this:

*An optical mouse **has** an optical sensor instead of a ball underneath.*

*It usually **features** two buttons and a wheel.*

*You **can** connect it to a USB port.*

*A wireless mouse **works/operates** without cables.*

*It **allows** the user **to** answer multiple-choice questions and …*

Bar code reader *Touchpad on a portable PC* *Webcam* *Touch screen*

4 The keyboard

A Label the picture of a standard keyboard with the groups of keys (1–5).

1 **Cursor control keys** include arrow keys that move the insertion point up, down, right and left, and keys such as *End*, *Home*, *Page Up* and *Page Down*, which are used in word processing to move around a long document.

2 **Alphanumeric keys** represent letters and numbers, as arranged on a typewriter.

3 **Function keys** appear at the top of the keyboard and can be programmed to do special tasks.

4 **Dedicated keys** are used to issue commands or to produce alternative characters, e.g. the *Ctrl* key or the *Alt* key.

5 A **numeric keypad** appears to the right of the main keyboard. The *Num Lock* key is used to switch from numbers to editing keys.

b   3

c   5

a   2

e   4

d   1

A PC-compatible keyboard

B Match the descriptions (1–8) with the names of the keys (a–h). Then find them on the keyboard.

1 A long key at the bottom of the keyboard. Each time it is pressed, it produces a blank space.

2 It moves the cursor to the beginning of a new line. It is also used to confirm commands.

3 It works in combination with other keys. For example, you press this key and *C* to copy the selected text.

4 It removes the character to the left of the cursor or any selected text.

5 It produces UPPER CASE characters.

6 It produces UPPER CASE letters, but it does not affect numbers and symbols.

7 It moves the cursor horizontally to the right for a fixed number of spaces (in tabulations and data fields).

8 They are used to move the cursor, as an alternative to the mouse.

8 a   arrrow keys
2 b   return/enter
6 c   Caps Lock
5 d   shift
7 e   tab
1 f   space bar
4 g   backspace
3 h   Ctrl

5 Mouse actions

Complete this text about the mouse with verbs from the box.

| click | double-click | drag | grab | select | move | control |

Mouse actions

A mouse allows you to (1) __move__ the cursor and move around the screen very quickly. Making the same movements with the arrow keys on the keyboard would take much longer. As you (2) __drag__ the mouse on your desk, the pointer on the screen moves in the same direction. The pointer usually looks like an I-bar, an arrow, or a pointing hand, depending on what you are doing.

A mouse has one or more buttons to communicate with the computer. For example, if you want to place the insertion point or choose a menu option, you just (3) __click__ (press and release) on the mouse button, and the option is chosen.

The mouse is also used to (4) __control__ text and items on the screen. You can highlight text to be deleted, copied or edited in some way.

The mouse is widely used in graphics and design. When you want to move an image, you position the pointer on the object you want to move, press the mouse button, and (5) __drag__ the image to a new location on the screen. Similarly, the mouse is used to change the shape of a graphic object. For example, if you want to convert a square into a rectangle, you (6) __select__ one corner of the square and stretch it into a rectangle.

The mouse is also used to start a program or open a document: you put the pointer on the file name and (7) __doubleclick__ on the name – that is, you rapidly press and release the mouse button twice.

GOOD. NOW, BAT THE MOUSE OVER THE CAT FOOD DISH ICON AND DOUBLE CLICK.

BALDWIN

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6 Speech recognition systems

A 🖸 **Listen to an interview with Anne Simpson, an expert in voice input technologies and tick (✔) the features she mentions.**

Speech recognition systems:

☐ need a good sound card and a microphone.

☐ can take dictation with accuracy.

☐ allow you to create and compile a computer program.

☐ allow you to execute programs and navigate around menus using voice commands.

☐ allow you to surf the Web by speaking.

☐ allow you to design graphics.

B 🖸 **Listen again and answer these questions.**

1 What do people usually use to communicate with a computer?

2 How do you get the best results from speech recognition software?

3 What rate of accuracy is possible with the software?

4 How can you train the software to be more accurate?

5 What kinds of words aren't in the software's dictionary?

C 💬 **In groups, discuss these questions.**

1 What are the benefits of speech recognition software?

2 What kind of tasks would you find speech recognition useful for?

3 Who would benefit most from advances in speech recognition technology?

4 What is the future of this kind of technology? Do you think it will ever be possible to control your computer using only your thoughts?

You talk, it types – speech recognition software lets you operate computers by voice command