VIT UNIVERSITY
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VELLORE ■ CHENNAI
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School of Information Technology & Engineering

Assignment - Winter 2014-2015

Program: B.Tech.   **Branch: IT**

Course Code: ITE210   **Title: Human Computer Interaction**

Activity 1 - Group Activity

Groups of students (5) will be asked to identify at least two examples to estimate the impact of computers on society. The following is the suggestive list of "areas of impact" that can be used by students and they will be required to come up with at least 2 examples in each division.

AREAS OF IMPACT OF COMPUTERS ON SOCIETY

Personal Impact:
Community Impact:
National Impact:
Global Impact:
Future Impact:

Personal Impact

- privacy and personal rights
- data banks, computer terminals, data security
- employment
- job opportunities, new careers, the need for retraining
- business transactions
- automated billing, credit cards, consumer spending
- the replacement of people through automation
- robots, word processing
- the impact that a machine has on a human - ergonomics

Community Impact

- employment
- traffic control
- urban planning
- law enforcement

National Impact

- communications media
- the use of information for control

- vote counting
- electronic funds transfer
- stock-market transactions
- defence
- surveillance
- national data banks
- employment
- shifting patterns
- telecommunications
- satellite broadcasting
- the possibility of fraud or theft using computer based systems
- standards for computer hardware and software

Global Impact

- reporting of current events
- communications media
- world government
- international standards
- exploration of space and sea
- world wide access to data

Future Impact

- computers in the home
- gaming
- learning
- electronic mail
- shopping
- business transactions
- information processing, storage and retrieval
- the home as a work centre
- effect on the family unit and on familiar patterns of life
- travel
- computer communication as a replacement for travel
- the possible disappearance of hard copy as a medium of communication
- the cashless society
- possible effects on the formal education system
- the use of robots in industry and in the home
- teleprocessing networks
- communications networks

Activity 2

Individual Assignment

Each student will be required to submit an individual report in an essay format.

The report should consist of the information or evidence that supports your opinion.

1. Do computers alienate the user from society?
2. What careers will be in demand in the future? How can we train for these careers?
3. Is it possible to create artificial intelligence?
4. Will computers create jobs or eliminate them?
5. What are the implications of the new technology for Indian Industry?
6. How realistic is the prediction of the "paperless office"?
7. What might the "electronic classroom" be like?
8. Will computers in the office remove the need for skilled workers or demand new skills and knowledge of employees?
9. How computer literate will we have to be to operate the computers of the future?
10. Conduct your own survey to determine if there are any differences between males and females in their use of computers in the school, in playing computer games, in surfing the web, or in choosing computer careers.
11. How have computers affected the entertainment industry?
12. How may computers change the home?
13. Will leisure time increase due to the use of computers in society? How will we use it if it does?
14. Are we going to have a "cashless society"?
15. Are computers threatening us with "invasion of privacy"?
16. How serious is computer crime? What can we do about it?
17. Does increasing dependence on computers make them attractive as terrorist targets?
18. Is it immoral to copy software?
19. Is there a relationship between video games and juvenile crime?
20. How can computers help people with handicaps?
21. What are the occupational health and safety hazards of computers?