The TEDd Assignment

Module Learning Objectives

The learning objectives of this module are such that by the end of the module students should be able to do the following.

A. Demonstrate an understanding of the complexity of the relationship between technology and society;
B. Articulate well reasoned and well structured arguments;
C. Show some understanding of working in teams.

Part I – Team Element (70%)

Each team is required to give a 5 minute "TEDx" type presentation on an assigned topic related to the course content followed by a 5 minute Q&A on the presentation. The questions will be asked by a panel of "Dragons" (a la Dragons' Den) and the team members who make the presentation may not take part in the Q&A.

On the day of the presentation each team is to provide the dragons (and course lecturer) with a one page document giving the team name, full names of all participating team members, a headshot photograph of each team member and a one paragraph summary of the idea.

For the initial round the Dragons will be from Trinity. A number of teams will be selected for a second round of pitching to external dragons from outside college.

The team leader is responsible for loading all materials used in the presentation, plus the cover page just described, into a sub-folder on the team's Google Drive by midnight on Tuesday the 6th of December.

Each team member should also put a signed plagiarism declaration in the assignment sub-folder – cf. http://tcd-ie.libguides.com/plagiarism.

Part II – Individual Contribution (30%)

Each individual to write a 500 word report on the process. The report should detail the contribution the individual made to the team (150 words) along with an elaboration of one of the points made in the pitch (350 words). Team members need to tackle different points.

To be eligible for the team's mark the individual component must be passed. The report to be placed in the TEDd Google Drive sub-folder before midnight on Thursday the 15th of December.

Topics for CS1081 TEDd Presentations

It is expected that teams will draw on a variety of sources to support their arguments. In particular reference should be made to appropriate material in the module readings.

1. Information Technology (IT) is neutral. (Winner - CS1081/Resources.php)
2. "New technology brings social change and change comes with both risks and opportunities." (Blown to bits, p14). Overall IT is making society better.
3. "New technology brings social change and change comes with both risks and opportunities." (Blown to bits, p14). Overall IT is not making society better.
4. The development of IT would have been different if women had played a greater role (MacKenzie and Wajcam)
5. Technological Determinism is a sufficient theory to explain the development of IT. (MacKenzie and Wajcam)
6. XX has made the greatest contribution to development of computing. (XX to be agreed with the course lecturer).
7. YY has made the greatest contribution to development of computing. (YY to be agreed with the course lecturer).
8. IT is having a larger impact on society than "The Industrial Revolution"
9. IT is having a larger impact on society than "The Scientific Revolution"
10. The computer is more important than the book.
11. IT is shaping how we think. (Curtis)
12. IT is not neutral.
13. Churchill's statement that **"**w*e shape our buildings and afterwards they shape us"* applies to computing.
14. Standange was/was not accurate in calling the Telegraph the "Victorian Internet".
15. Negorponte was/was not correct in saying "*the information superhighway is more than a short cut to every book in the Library of Congress. It is creating a totally new, global social fabric."*
16. "Engineers must understand how technology interacts with people and with politics and how critical are factors of human and institutional behaviour in technological decisions". (E Wenk, quoted in Computerization and Controversy).
17. In their book "The Golem at large : what you should know about technology" Collins and Pinch compare technology to a golem, a creature which without controls *"may destroy its masters with it flailing vigour; it is a lumbering fool who know neither its own strength nor the extent of his clumsiness and ignorance."* This is an accurate analogy to use for information technology.
18. Given the incredible power of new robotic technologies we should proceed with great caution. (Joy)
19. To paraphrase (Balabanian p24) – as technology has such a profound impact on human society there should be some means, other than market forces, for controlling it.
20. Ireland in the information age will be *"a unique community, rich in culture, learning and creativity where the Information Society is embraced: to support the talents of our people; to create employment, wealth and vibrant, inclusive communities; and where citizens participate more actively in government."* [Info Society Commission]
21. The increasing use of sophisticated IT enabled surveillance techniques is for society's good.
22. "Schools will change to become more like museums and playgrounds for children to assemble ideas and socialize with other children all over the world". (Being Digital p6).
23. "The erosion of the power of the established professions will be a striking feature of the second phase of the Computer Revolution." (Mighty Micro, p110).

Team Name	Presentation	Topic
Object Oriented Overlords	Weds 30th Nov @2	1
The B Team	Weds 30th Nov @2	2
The Meme Team	Weds 30th Nov @2	3
5GIGAHERTZ	Weds 30th Nov @2	4
A5	Weds 30th Nov @3	5
Bits Please	Weds 30th Nov @3	6
Currently Unavailable	Weds 30th Nov @3	7
M8rices	Weds 30th Nov @3	8
Alt Tabbers	Weds 30th Nov @4.30	9
Uncaught Exception	Weds 30th Nov @4.30	10
Bits and Pieces	Weds 30th Nov @4.30	11
USBGees	Weds 30th Nov @4.30	12
Omada	Weds 7 Dec @ 2	13
Keyboard Warriors	Weds 7 @ 2	14
B4	Weds 7 @ 2	15
Fantabulous Five	Weds 7 @ 2	16
CAJA	Weds 7 @3	17
TechBytes 7	Weds 7 @3	18
MacCRAB	Weds 7 @3	19
Byte Me	Weds 7 @3	20
Sick Crew	Weds 7 @ 4.30	21
WWW DoTT	Weds 7 @ 4.30	22
The Procrastinators	Weds 7 @4.30	23