CPSC 224 Greyson Knippel

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hw-2

1. **(a)** *"While words naturally change meaning over time, what do you think the danger is with technology being the driver of the change"?* I think that it could be especially dangerous when technology is the main cause of the word meaning changes, since technology is always changing rapidly. And since technology is also a lot more recent/different compared to the creation of these words, it can lead to disassociation and loss of actual meaning to the original word. And in this modern age since almost everybody is online, you might rarely ever hear the original version of the word as the new meaning spreads through the internet.
   (b) *"What are some examples of this with modern-day technologies (e.g., LLMs, AI more broadly, robotics, VR/AR, fully autonomous vehicles, etc.)?"* Some examples of this include the terms "intelligence", with the word now leaning more towards AI's "artificial intelligence" and LLMs, instead of simple human wisdom. Other words include automaton, which has turned into terms like "robot" or "AI".

2. **(a)** *"Another way of saying this is that the benefits and deficits of a new technology are not distributed equally. There are, as it were, winners and losers. It is both puzzling and poignant that on many occasions the losers, out of ignorance, have actually cheered the winners, and some still do."* In these sentences, the author means that the pros and cons of new technologies are not shared equally to the winners and losers of the technology. And sadly, the losers sometimes don't even recognize that the technology is creating a disadvantage for themselves out of ignorance, while still cheering on the new technology.
   (b) a modern example of this is the invention of self-driving cars, or basically any automated feature that humans use as a crutch. Sure the winners are benefitted like disabled individuals who can't drive, taxi companies and whatnot, but for the average citizen who needs to drive, they may revel in this new technology, but in reality it makes them too reliant on this crutch, negatively affecting their quick & rational thinking skills required for driving. **(c)** The "losers" unintentionally cheer on the "winners" in this case as the idea & convenience of a self-driving vehicle invites excitement and practical use in the real world, but they ignorantly fail to notice the consequences that fall upon themselves when they use these products.

3. **(a)** *"And yet his idea that a quantitative value should be assigned to human thoughts was a major step toward constructing a mathematical concept of reality."* The author in this context meant that William Farish's idea of grading humans on a performance/tangible scale was a guiding point for the reality and social reality we see today in the world. Just as in a more broader perspective that some pieces of technology are changing the social world and construct as we speak. **(b)** some dangers and harms of quantification in this world include loss of uniqueness, loss of reality, and loss of purpose in life. Humans can spend all their life only in respect to their quantification goals, but fail to succeed in other goals in life such as simply happiness.

4. **(a)** *"New technologies alter the structure of our interests: the things we think about. They alter the character of our symbols: the things we think with. And they alter the nature of community: the arena in which thoughts develop."* (e.g., social media, AI, robotics, VR/AR, autonomous vehicles, etc.) This quote is especially true when talking about these topics especially AI. Almost every class I'm in, computer science related or not, has mentioned AI at one point. Similarly with VR/AR, and social media, it changes the way we look at reality. Humans produce billions and billions of bytes of data everyday, so it is bound to at least change a couple ways of how you think of things & how everyone else around you does, regardless of how developed you and the people around you are. **(b)** I definitely agree with Postman's 3 topics that new technologies impact on us. Thamus and the writing invention changed the entire world and how we think and consume basically everything. This can basically be said for any new major technology invention that has come across in human history.

5. **(a)** the term *"lock-in"* in "you are not a gadget" is described in technology as a brittle process when a new piece of technology is trying to coincide with an older piece of technology, causing a hard process to fix, as the "locked-in" technology is extremely difficult to work together with/change. & it brings down new ideas. **(b)** this can relate to technopoly and Postman's novel as once society gets fed that new technology, they are kind of "locked-in" in a sense. They cling on to it until it changes the very way they live and their "ecosystem". **(c)** a modern example of question B would be social media. Social media has been around since the early 2000's and it has only changed in the slightest. It's "locked-in" and can't change its ideals, which ultimately made society conform to it, becoming part of our reality.

6. (**a)** My thoughts on this video from what sections I saw were confusing. Mark claims to have billions of users of his technology, but everywhere I go whether it be in Spokane or Seattle, I barely see anyone buying these products or wearing them in some cases. His conversation where he brings up AI in human conversation/friends I didn't agree with either. Literally nobody I know has or wants to have any relationship with an AI. AI

relations won't replace humans, and I don't think it'll change our reality, since human relationships is the real "locked-in" aspect here. **(b)** relating this video to postman's idea of technological change with "winners" and "losers" especially with AI. "winners" use LLM's to become more productive and change lives, and "losers" use AI to create art or become lazier without realizing it, stripping away their good characteristics as a human being. And with what I mentioned earlier on question A, I think certain aspects of AI especially "companions" are not "locked-in" but rather their human counterparts are. Nobody I've known or seen actively uses AI to complete daily tasks or use it as a friend, which in my opinion is a good sign.

7. ✅
8. ✅
9. Some features I tested in my program once the implementation was completed were to first check the input that the user can pass in to the program. I tested for both the displayContinuePromt() method and the displayChoiceMenu() method if the user inputted a number out of range for the options, or something that isn't an integer using hasNextInt(). Next I tested if the input the user actually put in returned correctly and allowed me to give it value by using some test print methods.

   Then I moved on to testing the actual game once it was completed. I first set the random dice rolls to only return 6 to make testing go by easier for the user to win and see their score update in the while loop. After seeing that each players score worked and was updated and the turn switching worked as well, I disabled the stable dice rolling and activated the real dice rolling. I then tested the snake eyes feature and rolling a single one by printing the score and the current turn score before the turn method broke the while loop showing that they either lost all their points, or lost their turn points.

   After that, testing was pretty much done for the human vs. human mode and the human vs. computer mode. I played a few test games in game mode 1 and 2, and everything seemed to work fine.
10. Some challenges I came across while implementing the game was definitely learning that while(true) loops are your best friend here. I tried making other fancy while conditions and I was stuck for a good while. But then I just tried simple while(true) loops a lot of the methods and it worked perfectly since the while loop breaks when it returns something, and these methods return important information. I also had trouble working on the main method, because you have to backtrack and revise the main method as parts in the game don't function in a proper order. Some variables and if statements you have to put out of order, etc. and setting all that up together took some time. Other than that, most parts of the program were pretty simple to implement.