

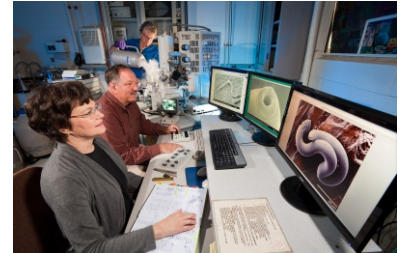
THE INTERNET NOW

Lesson 6

There are over 3 billion people users of Internet now, and in the future, it will reach up to 10 billion or more. The Internet is growing and changing at an extraordinary rate. There will be new ways to access the Internet and many different types of information available.

High-Speed Network Access

High-speed networks will make it possible for professionals to work in ways that are not possible before. For instance, scientists around the world can share specialized equipments like electron microscopes.



New Gadgets Connect to the Net

While PCs were once the primary means of accessing the Internet, we're now seeing Internet-enabled devices such as netbooks, tablets and smart phones that send and receive e-mail and access the Web. Now, everything from your car to your refrigerator will be connected to the global network, communicating with each other wirelessly.



Electrolux, Samsung & LG has developed the ScreenFridge, an Internet refrigerator that manages your pantry, among other things. It e-mails a shopping list to your local supermarket and coordinates a convenient delivery time with your schedule.



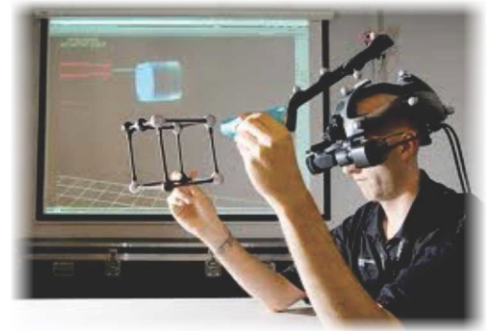
VR (Virtual Reality)

NASA has developed a Virtual Collaborative Clinic that connects medical facilities around the U.S., allowing doctors to manipulate high-resolution, 3-D images of MRI scans and other medical imaging. The doctors cannot just consult and diagnose, but they can simulate surgery by using a "CyberScalpel." Virtual surgery gives the surgeons an opportunity to practice before entering the operating room, reducing the time required for the actual procedure. Using this kind of virtual technology, local hospitals can access resources and skills only available at larger institutions. NASA plans to use the technology to provide remote health care to astronauts on extended space journeys.



VR (Virtual Reality) Continued...

Virtual reality (VR) is a term that applies to computer-simulated environments that can simulate places in the real world as well as in imaginary worlds. Most current virtual reality environments are primarily visual experiences, displayed either on a computer screen or through special stereoscopic displays, but some simulations include additional sensory information, such as sound through speakers or headphones. Some advanced, haptic systems now include tactile information, generally known as force feedback, in medical and gaming applications.



Audio Web Surfing



Building the web with standards and accessibility in mind brings the Internet to widens its audience as possible. With the importance of accessibility getting the recognition it deserves lately, the screen readers will soon take a front seat as a common means for surfing a site for a much broader audience.

People on the train with headphones attached to their mobile device while Text-to-Speech reads them the latest articles from their favorite sites. Rather than reading and clicking, the audience can tell the browser where they want to go with spoken commands.



LABORATORY MANUAL

Lesson 6 The Internet Now

Part 1 Chapter 1

Lab. 6.1 Into the Future

Estimated Completion time: 15 - 20 Minutes

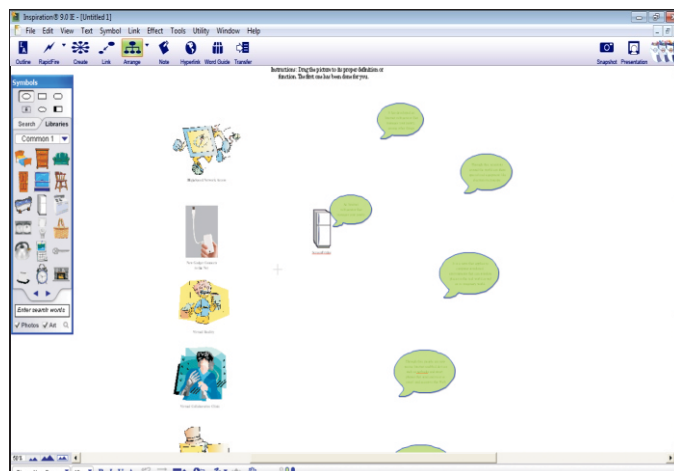
Directions:

1. Launch **Inspiration**.
2. Open and answer **Into the Future**.
3. Study the picture symbols and the definitions or functions opposite them.
4. Drag the symbols to their proper definitions or functions. The first one is done for you.
5. Follow the instructions properly to answer it correctly.
6. Save the activity as **IntoTheFuture**.

Score



Preview:



Lab. 6.2 Top Ten

Estimated Completion time: 15 - 20 Minutes

Directions:

1. Launch **Inspiration**.
2. Open and answer **Top Ten**.
3. Search for top ten new inventions of 2015. Use the Internet to search about them.
4. Insert picture of each invention if there is one.
5. Follow the format below or just plot your data in the symbols. Type the inventor and the date of invention was made. State also the features of the invention. Feel free to adjust the symbols if they overlap.
6. Save the activity as **TopTen**.

Score



Preview:

