Glenelg Country School, Team 03 Brainstorm

1. Cold War Context—

* In what way does the Cold War drive the plot of the film?

-The movie is about the threat of the soviets

-Driven by the paranoia of nuclear threat

-The technology would not allow for either side to win

* How does the Soviet threat drive the technological innovation on display in the film?

-Advances in technology could provide advantages for one side

-Had a possible result of hurting through technological difficulties

-Both sides were competing in innovating better weapons/technology

-They actually believed the threats could be real

1. Level of Technology

* What does cyber look like at this time?

-Basic technology

-Floppy disks

* How does one get online?

-Dial up connection

* What does cyber security involve?

-A password that was fairly easy to get your hands on

-Many passwords could be used based on user (administrator…)

-“Backdoors” to get through security

-Grades were online and he could easily change them

1. Military-Industrial Complex

* What role does the military play in the development of cyber space?

-The military chose whether or not to go along with the technology

-Created the WOPR and generated the gaming systems

-Caused the decisions to control the missiles to be made by machines

* How does the military draw on different sectors of society to achieve its objectives?

-Different sectors of society provide insight

1. Automation and Artificial Intelligence

* How does the WOPR represent an improvement over human agents?

-WOPR eventually gains the ability to learn from its mistakes

-WOPR is based off code and not emotions

-It does not know when to give up/ has no limits

* How has the WOPR changed by the end of the film?

-It becomes more like humans because it can learn when to give up but it will never work right as well as humans because it can malfunction

* Is it more or less like the humans it replaced?

-It was better than humans because it learned that the only way to win was to not play the game

1. Man vs. Machine

* How does it help us to see the problem man always has with the things he builds?

-Man has to know how much to trust what they create

-Whatever creation is made it will have equal benefits of improvements and problems

-There is a point where humans cannot control technology anymore

-There is a limit to how far things can go (extinction)

* Does technological innovation always equal progress?

-Progress can be assisted with technological advances but they do not always equal progress

-Innovation is not always positive

-The more complex it becomes it leads to more chances for error