Article Analysis

1. Tweets, Texts, Email, Posts: Is the Onslaught Making Us Crazy?
2. The title makes the implication that the social media we’ve become accustomed to have the prospect of making us mentally different.
3. * Insanity can be caused by the internet.
   * Often caused by indirect ways, such as sudden popularity, not possible normally.
   * The internet can be equated to a large city, also likely to include anxiety.
   * ADHD and OCD are increasing as a result of the internet.
   * Some governments are now treating for severe internet addiction.
   * Those without media for a day are often plagued by mood swings, upset.
   * Many often check around sleep times, lowering them.
   * Leisure time is now being interrupted by technology.
   * Those addicted to the internet have brain patterns similar to drug addicts.
   * Complacency with the effects of the internet cannot continue.
4. As a result of the growing popularity of mobile handsets and computers, the internet’s growing accessibility is resulting in dramatically increased usage and significant mental effects on the youth and adult of today.
5. The author’s tone in the article is mostly neutral. Though he acknowledges the problem, he also does not discredit the internet completely and instead calls for us to evaluate.
6. The author’s thematic message is to evaluate the current internet situation and ensure if the current path is the future we want.
7. No, though I am a huge internet user, I agree with it. Consuming content all day is not a positive.
8. “Missouri State University tracked the real-time Web habits of 216 kids, 30 percent of whom showed signs of depression.” This shows that the internet *is* having a real world, negative effect on the youth of today. “Those days of complacency should end. The internet is still ours to shape. Our minds are in the balance.” This passage points to what we need to do – we must do this to fix the problem.
   * Psychosis – n, a severe mental disorder in which thought and emotions are so impaired that contact is lost with external reality.
   * Insanity – n, the state of being seriously mentally ill; madness
   * ADHD – n, any of a range of behavioral disorders occurring primarily in children, including such symptoms as poor concentration, hyperactivity, and impulsivity.
   * OCD – n, denoting or relating to a disorder in which a person feels compelled to perform certain meaningless actions repeatedly in order to alleviate obsessive fears or intrusive thoughts, typically resulting in severe disruption of daily life.
   * Cyborg – n, a fictional or hypothetical person whose physical abilities are extended beyond normal human limitations by mechanical elements built into the body.
   * Atrophy – n, the process of atrophying or state of having atrophied
   * Puckishly – adverb, playful, esp. in a mischievous way
   * Psychiatric – adj., of or relating to mental illness or its treatment
   * Frisson – n, a sudden strong feeling of excitement or fear; a thrill
   * (frontal) cortex – n, the outer layer of the cerebrum (the cerebral cortex), composed of folded gray matter and playing an important role in consciousness
   * What evidence leads scientists to think that technology is damaging our brains?
     1. Studies such as those at UCLA and Maryland concluded that humans now display signs of atrophy and addiction to technology, two unhealthy mental conditions.
   * What steps are being advocated for to stop the technology’s effects?
     1. Although no formal recommendations have been given, several countries, such as Korea, now treat internet addiction as a first-tier disease or disorder. Limiting usage time has been advocated by many.
9. This article has reaffirmed my belief that too much time spent on the phone and computer (technology) leads to compulsive behavior and the desire to use it constantly. Like any other activity, too much of it results negatively for its users, and technology’s continued spread only aids this.
10. This article points out the flaws that led to the demise of the characters of “The Veldt.” Its characters, mentally consumed by the technology that they’d purchased and become accustomed with, demonstrate the conditions talked about in *iCrazy*. Ultimately, it led to the parents’ death in “The Veldt.”