



The Naming Game:

A Computer Science Solution to the “Digitization” Problem





Item	Computer Name
	0
	1

def: To **digitize** information is to create a clear system of representing information as digits.









def: When we digitize, we often document the clear system with a **mapping**; this is a table of information as well as the matching digits that name them.

Activity - Elbow Partner Think/ Pair/Share: The Naming Game

- Task: Fill in the mapping below

Item	Computer Name (using two bits)
	0 0
	— —
	— —
	1 1

- Task: Fill in the mapping below

Item	Computer Name (using three bits)
	___
	___
	___
	___
	___
	___
	___
	___

Reflection

- Prompt: How many unique names can you create when the names are one bit long? How about two bits long? Three bits long? How many unique names do you think you can create when the names are four bits long? Explain.
- My responses:

