Philosophy 366 – PRACTICE Final Exam, Fall 2016 Instructor: Simpson, J.

This isn't really a practice final exam since the sections are really just collections of questions of the sort and on topics that you can expect to see on the final exam and so all the questions together create an exam that is much longer than you will actually see. Some of the questions are left over from previous instances of this course and may not apply to this one. In the case of the short answer questions all the questions are from a previous exam and so may or may not be representative of the content you will see while being entirely representative of the sorts of questions you can expect to be asked in this section.

All this aside, you should find this informative.

Short Answers

1. Fill in the blanks. Just write in the most appropriate word/name.

a) _____ is a game that was played by Jarish

b) _____ is the first name of the person who delivered the Mother of All Demos

c) _____ wrote about the tight control of photocopiers in the Soviet Union

d) _____ was the first computer game developed by students at MIT

e) _____ was the "military industrial complex" cautioning US president

f) _____ are the colours of hats that hackers are usually assigned.

g) _____ can be considered the first graphical MMORPG

h) _____ is the name of the prison designed by Jeremy Bentham

i) _____ is the system that ran a script to impersonate a therapist

j) _____ is the person best associated with phrases like "Put a ship here".

1. Matching. Match the letter corresponding to the idea in the second column to the name in the first column (10 points total, 1 point each):

2. Use McLuhan's Tetrads/Laws of Media to analyze one of the following items (just as we did in class) (8 points total): Computer Games OR Smart Phones a)

3. True/False-Justify. Correctly identified true statements are worth one point. Correctly identified false statements that include a correct one sentence correction are worth two points. Misidentified sentences are worth zero regardless of any justification. Correctly identified false sentences with an incorrect justification are also worth zero. (10-20 points, 1-2 points each)

a) _____ The current standard copyright term in the US for material produced today is the life of the author plus 100 years.

b) _____ Blogs that do not allow comments are a good example of a reciprocal media.

c) _____ Chatbots are being used to help treat victims of post-traumatic stress disorder.

d) _____ Wiener warns us about technology using the metaphor of a vampire and a coffin.

e) _____ A former member of Anonymous was a guest speaker in our class.

f) _____ Traditional media outlets are more likely to suffer from a sort of selection/presentation bias than the outright reporting of false information.

g) _____ A magic silver sword +1.5 caused the creators of Habitat trouble.

h) _____ There are no philosophically interesting games.

i) _____ Baudrillard is concerned about MESSAGE-MEDIUM-RECIEVER model.

j) _____ Kay and Goldberg released the first dynabook in 1984 but the Macintosh outsold

it.

4. What was the "best" article that you read over the past term in this class and why? In your answer justify what you mean by "best" and identify the closest runners up. Make it clear why the winning article is better than the runners-up given this criteria. (12 points)

Paragraph Answers (4 questions, 10 points each)

Each question should be answerable in about 5 focused sentences.

1. What are the primary arguments for and against teaching programming in schools? After listing these make a short assessment of the sides in this argument to determine whether programming should or shouldn't be taught and when.

2. What are the similarities and differences between the Dynabook and the iPad? Based on this assessment argue for or against the claim that the iPad is, for all reasonable intents and purposes, the Dynabook.

3. What is the importance of AlphaGo? How does this game relate to two of the subtopics that we covered this term?

4. What are the main points of critical theory? Choose one social media looked at over the term and summarize the results of a critical theory analysis of that tool/app.

5. What does Baudrillard mean when he argues that reciprocity is more important than reflexivity and who is he writing in response to? Provide an example to support the position of each theorist.

6. What are the categories that rights are often divided amongst? Is the UN's stance on Internet Access as a human right? Whether it is a right or not what are the properties that you expect this right to have

7. What is procedural rhetoric and how is it different from the other major forms that Bogost discusses?

8. What are the five faces of oppression? What is a social group? How are these relevant to game design?

9. What does Bogost believe is bullshit about gamification? How is this different from, yet related to, exploitationware?

10. What is a public sphere? Assess whether Facebook, Twitter, or a third social media app of your choosing count as providing a public sphere.

11. What are the central components of Marxism? How are these relevant to modern society?

12. Outline Fuchs' argument that: a) Twitter is not really a tool of political change b) Google

isn't any better or worse than any other company in a capitalist society c) Facebook is a surveillance threat to privacy

Essays (2 questions, 40 points each)

In answering each of the questions below you will be expected to do four things.

1. Make connections between the readings used throughout the course.
2. Make an argument for a position and against the important alternatives.
3. Draw on material from outside the readings, including class discussions and material from your own investigations.
4. Demonstrate the extent to which you understand the themes and arguments made within the course by carrying out numbers 1, 2, and 3.

Even if a question does not specifically ask you for a specific number of readings you should be leveraging the text extensively.

Note that "making an argument" within this context requires you to correctly identify and describe at least one view that opposes your position. Go beyond simply summarizing these alternative views and make it clear how you think that their strengths and weaknesses play out against those of your own position. Avoid choosing weak opposing positions as this will lower the quality of your answer.

You are not be required to cite ideas directly in a formal way during this exam—regardless, you must make it clear when you are using ideas from the text and to whom they belong (e.g. According to McLuhan...). The exception to this amnesty are direct quotes drawn from the texts you are allowed to bring into the exam. If using these then simply write the last name of the original speaker followed by the page number of the text where the quote may be found.

1. Is it possible to escape the maelstrom of technological control or not? If so, then how can it be done and who is capable of this? If not then why not? Choose four authors from the term and, making it clear how they relate to this topic, incorporate them into your answer.

2. What is the "Turing Test"? What was its importance/relevance? Drawing on at least three articles from the course, make an argument for what its current importance is (if anything) and defend this against the strongest alternative.

3. What are the predicted consequences of augmenting humans and human control with machines and machine control? Make sure that you draw on at least three readings from across the entire term and our in-class discussions.

4. What does Haraway mean when she says that we are moving, "...from all work to all play, a deadly game?" Compare this answer to approaches to the consequences of technology raised by at least two other authors looked at this term and argue whether or not Haraway and these other authors are right.

5. Fuchs uses critical theory to explore the role of social media today. Summarize two of his arguments and then draw in two other authors from the term while assessing the success/importance of Fuchs arguments.

6. Drawing on X sources from across the entire term argue for or against one of the following claims:

    a. Video games should have a significant role to play in both formal and informal education.
    b. Social media has made important changes in how we organize ourselves and communicate.
    c. Computers have made a significant impact, perhaps the most significant of all technology, on our culture.