CEIT111 HOMEWORK#1

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1. Information and data literacy
   1. Browsing, searching and filtering data, information and digital content (general asking)
      1. What is the most popular search engine?
         * 1. Google
      2. What do the given terms have in common? Chrome, Opera, Firefox, Microsoft Edge
         * 1. They are all browsers.
      3. How to search in the most effective way in search engines?
         * 1. With using only the keywords.
      4. How to turn on private browsing?
         * 1. Ctrl+Shift+N
      5. What is inprivate browsing?
         * 1. It is a mod that browsers use, it turns of the saving of browsing history, cookies.
   2. Evaluating data, information and digital content (true-false exercise)
      1. We should trust every information we see in Internet. (False)
      2. The accuracy of news can be learned from Internet by checking more than one source. (True)
      3. Every web site gives the correct information. (False)
      4. People must be sure before purchasing something on the Internet by checking the site, comments etc. to not to scam. (True)
      5. The website that ranks first in the search engine always provides us the necessary information. (False)
   3. Managing data, information and digital content (True-False questions)
      1. It is important to back up the essential folders. (True)
      2. Knowing how a database works makes searching easier. (True)
      3. Companies hire data analysts to manage the big datas. (True)
2. Communication and collaboration
   1. Interacting through digital technologies (fill in the blank)
      1. People can message over the Internet through \_\_\_\_\_ apps.
      2. The most popular messaging app is \_\_\_\_\_\_\_.
      3. The most popular photo sharing platform is \_\_\_\_\_\_\_\_.
      4. In a message chat, emotions can be expressed using face shapes called \_\_\_\_\_\_\_\_.
      5. The most popular video publishing platform today is \_\_\_\_\_\_\_\_.
   2. Sharing through digital technologies
      1. Google has a file sharing platform called \_\_\_\_\_\_\_\_\_. Google drive
      2. In online lessons, instructors can share their screens through \_\_\_\_\_\_\_\_ app. zoom
      3. People can share their feelings and status through \_\_\_\_\_\_\_\_\_ apps. Social media,
      4. \_\_\_\_\_\_\_\_\_ is a short-range technology used for exchanging data between mobile devices. Bluetooth
      5. Near-field communication, known as \_\_\_\_\_, is a set of communication protocols for communication between two electronic devices over 3 cm or less. Nfc
   3. )Engaging in citizenship through digital technologies (true false)
      1. CV’s can be prepared in virtual environment. (True)
      2. Most taxes can be paid online today. (True)
      3. Job interviews can’t be done in online environment. (False)
      4. We can vote online in democratic elections in todays world. (False)
   4. ) Collaborating through digital technologies (test)
      1. Which one is the one of the jobs that can be online?
3. Cook
4. **Programmer**(answer)
5. Police
   * 1. Which app is made for messaging?
6. **Telegram(answer)**
7. **Snapchat**
8. **Spotify**
   * 1. What is Linkedin for?

**a)Professional networking and career development(answer)**

b)To send videos to each other

c)To watch movies

2.4.4 Which one is not a collaborating app?

a)flowdock

b)GoToMeeting

c)**DroidCam(answer)**

* 1. )Netiquette (true-false)
     1. People can freely bully other people on the Internet platforms. (False)
     2. It is no problem to share someone else’s photo without their knowledge. (False)
     3. It is morally a bad thing to saying bad words to others through Internet. (True)
     4. Spamming is a violation of netiquette. (True)
     5. Sharing other people's private information on the internet is against netiquette.
  2. ) Managing digital identity
     1. People can hide their personal information to the people they don’t know in \_\_\_\_\_\_\_ settings on social media. (Privacy)
     2. \_\_\_\_\_\_\_ are built specifically for Internet web browsers to track, personalize, and save information about each user’s session. (Cookies)
     3. \_\_\_\_\_\_\_\_\_ refers to one’s unique set of traceable digital activities. (Digital footprint)
     4. Information on an entity used by computer systems to represent a person is called \_\_\_\_\_\_\_\_. (Digital identity)

1. Safety
   1. )Developing digital content (test)
      1. Which one is a code editing program that people can write program and apps?

a) Zoom

**b) Vscode(answer)**

c) Spotify

* + 1. Which one is a market app that people can download other apps on android devices? A)**Google play store**

b) Netflix

c) App store

* + 1. Which one is a market app that people can download other apps on IOS devices?

a) Google play store

**b) App store(answer)**

c) Autotune

* + 1. Which one is a live video streaming platform? A)**Twitch**(answer)

b) Udemy

c)Trendyol

* + 1. What do Whatsapp and Viber have in common?
  1. )Integrating and re-elaborating digital content
     1. People called \_\_\_\_\_\_\_\_ can design visual concepts by using computer software’s. (Graphic designers)
     2. \_\_\_\_\_\_ is an open-source digital audio editor and recording software. (Audacity)
     3. \_\_\_\_\_\_ is an integrated development environment from Microsoft and uses to develop programs. (Visual studio)
     4. Adobe Premiere, Apple Final Cut, DaVinci Resolve. These programs all \_\_\_\_\_ editing programs. (video)
  2. )Copyright and licences (true-false)
     1. It is not a problem to use every music in any video we make and publish. (False)
     2. When producing new music content, it is necessary to ask permission to benefit from the rhythm of someone else's content. (True)
     3. Computer games, music files, lectures, articles, and books may be copyrighted. (True)
     4. People may be sued for copyright infringement. (True)
  3. )Programming
     1. \_\_\_\_\_\_\_\_\_ is not a programming language. (Visual studio)
     2. \_\_\_\_\_\_\_\_ is a type of programmer who creates the logical back-end and core computational logic of a website, software, or information system. (Back-end developer)
     3. \_\_\_\_\_\_\_\_’s job is to code and bring to life the visual elements of a website, application, or a software. (Frontend developer)
     4. \_\_\_\_\_\_\_\_\_\_ are computer programmers who are proficient in both front and back-end coding. (fullstack developers)
     5. Which one is a program editing software?

A) Chrome

B) Spotify

**C)Notepad++(answer)**

1. Safety
   1. ) Protecting devices
      1. Which one is a stronger password than others? Qwerty, qwerty123456, L@Rc6^xQMC@g
      2. Which one is not an antivirus? Kaspersky Norton McAfee, Scratch
      3. Using a firewall is a good method to protect a device from malicious softwares. (True)
      4. The case of a personal computer should be cleaned at most every 6 months. (True)
   2. ) Protecting personal data and privacy
      1. Even \_\_\_\_\_\_\_\_\_ itself which is a chat application can’t read or see your texts because of end-to-end encryption system. (WhatsApp)
      2. People must not share any \_\_\_\_\_\_\_\_\_\_\_ in online. (Personal information)
      3. The data we leave on the Internet is called \_\_\_\_\_\_\_\_. (Digital Identity)
      4. \_\_\_\_\_\_\_\_ is a thing that we called unwanted e-mails. (Spam)
   3. ) Protecting health and well-being

Write down five methods to protect health and well-being in Internet.

* + 1. (Use social media for good)
    2. (Use online platforms and resources to help promote good mental health and wellbeing.)
    3. (Protect yourself and others online)
    4. (Avoid doom-scrolling)
    5. (Stay present and connected in real life.)
  1. ) Protecting the environment
     1. It is essential to be aware of the \_\_\_\_\_\_\_\_ impact of digital technologies and their use. (environmental)
     2. Ecological \_\_\_\_\_\_ is a method that tracks the demand through an ecological accounting system. (Footprint)
     3. \_\_\_\_\_\_\_\_ usage should be considered when surfing online. (Electric)
     4. Paying bills or shopping online has a significant impact on protecting the \_\_\_\_\_\_\_. (environment)

1. Problem solving
   1. )Solving technical problems
      1. What to do first to solve a technical problem on a computer?
         * 1. We can search it on Internet.
      2. What should you do first if your PC gets a virus?
         * 1. Scan with an antivirus.
      3. What should you do if your PC has an issue that you cannot solve?
         * 1. I send it to its authorized service.
      4. What should you do if a computer that warranty time has expired breaks?
         * 1. I can take it to a computer fixing workplace that I can trust.
   2. ) Identifying needs and technological responses

Write down five components necessary for a computer to boot.

* + 1. Motherboard
    2. CPU (with integrated graphics)
    3. CPU cooler
    4. Ram
    5. Power supply
  1. ) Creatively using digital technologies
     1. Trying to be open to new things is important to use technology creatively. (True)
     2. Mixing up the line between work and play would not be a problem. (False)
     3. We can use \_\_\_\_\_\_ to get quick knowledge about something that we don’t know. (Google)
  2. )Identifying digital competency gaps
     1. There are digital competency \_\_\_\_\_\_ in the Internet that show us in which areas we need to improvement. (tests)
     2. Today, there is a digital \_\_\_\_\_\_ gap between new graduates from engineering and industry expectations. (skill)
     3. Photoshop, editing, softwares are some skills that people can learn on the \_\_\_\_\_\_\_. (internet)
     4. It is essential to keep up-to-date with \_\_\_\_\_ evolution. (digital)

References:

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