1. Provide three examples of how technology is changing the way we think, work, and play: describe one technology innovation not available five years ago which has impacted our thinking or cognition; another that has impacted our work; and a third that has impacted our play or entertainment.

1) Google ads machine learning is one program that has affected the way we think. It collects our interests and makes it more easy to have relevant advertisements show up online. This affects human thinking because it makes us realize what we view and more likely to check out different things.

2) A form of technology that changes the way we work is Microsoft office. Office is a business tool that allows easy communication between coworkers and creates a back up for all data on it.

3) Spotify is a musical related technology that impacts our entertainment. It collects the songs that a user listens to and compares them to find songs that the person would want to hear.

2. Innovation in your major.

My major is Game Design and computing causes many innovations for the job by allowing more beautiful games, more ways to play games, and speeding up the speed at which software can be run. https://www.entrepreneur.com/article/316543

Zooniverse:

A) Criminal Characters
B) The project is trying to discover which people from the 1850s to the 1940s committed crimes and why.
C) The scientist cannot transcribe all the written data to computers on their own. They have written records from over 100 years and the writing is sometimes illegible to a computer.
D) Yes I do think crowd sourcing is a good idea for this type of project because it's work that anyone can do with a literate background.

A) Squirrel Mapper
B) The project is trying to understand why natural selection has led to the downfall of black squirrels.
C) The squirrels have very slight differences that would be impossible for computers to detect so human mentality is needed.
D) Using vision to classify which type of squirrel fits a category is something that could be quite easy but I believe it may not be the best idea to have random people decide because sometimes the classification would be much more difficult than meets the eye.

The Jvion machine is built for profit while the human genome project was researched for everyone. Both were created to help people but the human genome project was released for free so that other scientist can use the data to find new discoveries.

One benefit of the human genome project is that it will help make many advances in the medical fields and research for evolution since genomes are heavily related to those topics but a negative effect that could come from it is that scientist could use it for malicious research such as finding and creating new chemical weapons that affect humans in a specific way.

The Jvion machine is helpful because it can speed up the time needed to find the next towards recovery or prevent something bad from happening but a possible side effect that the Jvion machine could result in is finding a disease someone will get that is incurable. No one would want to know if they are about to be diagnosed with a perilous disease before it actually happens.
Economic, social, and cultural contexts affect computing by giving people in different standings ways of thinking that do not relate to each other. For example, someone born with lots of money may use computing to create something that manages wealth while someone born without as much money may more preoccupied with distributing wealth more easily. Cambridge Analytica is a company that used psychographics to create a program that would use information from Facebook to place ads in front of someone who would be more interested (Halpern).

If machine learning is applied to psychometrics it could alter our social fabric because by using a person's interest machines could find a way to manipulate people into agreeing on a topic just by phrasing the texts and pictures differently between the two people. This could be done in many different ways but the most prominent would be politically. Two other ways that could result in problematic situations would criminal justice case predictions and school intelligence predictions. By criminal justice case predictions I mean if machine learning was used to discover which people would be most likely to commit a crime. This could cause problems because police might decide to arrest someone before something happens and that would bring up many ethical debates. School intelligence predictions could use machine learning to attempt to predict how well someone would do in school by their upbringing and would make schools decide to accept people based off of that information and not how well the person actually would be doing.

Works Cited