Soccer is the world’s sport. It is adored and cherished by over four billion people worldwide. It is a sport that is played with two teams who have eleven players each. The objective of the sport is to score as many goals as possible, the team with the greater number of goals wins. A goal is scored when a team shoots the ball into the goalpost, a 7.32 meters long and 2.44 meters tall which are 110 yards apart. For precaution sake, there are also lots of rules implemented for safety purposes, for example, if you try to get the ball from the opposing player and miss the ball and end up harming the physically that will be called a foul and it could be severe enough for you to be ejected from the match. Overall, technology has helped advance the modern game of soccer.

When I was small, I was an active child so like any kid I played intramural soccer in first grade. To my surprise I had some natural talent because my dribbling ability was already better than most kids. I ended up playing ever since and falling in love with the sport.

Interestingly enough, this very year the video assistant referee (VAR) technology was implemented in the world cup to help on-field referees with difficult game decisions. Since soccer is such a fast paced sport and covers so much space it is hard for the on field referees to make the right calls, but now with the help of VAR the right decisions can be made more often. The article defines VAR as a “team of three people who work together to review certain
decisions made by the main referee by watching video replays of the relevant incidents. That team is comprised of the video assistant referee himself (who will be a current or former referee), his assistant and a replay operator. They are situated in a video operation room which is essentially a bank of monitors offering different camera angles. Four types of decisions can be reviewed using VAR: goals (and violations in the build-up to them), penalties, red cards and mistaken identity in awarding a card. For a decision made on the pitch to be overturned, it must be a "clear error". The process for reviewing a decision can work in two ways; either the referee can request a review after making a decision or the VAR team can recommend one. In the latter situation, if the VAR judges that there is the potential for a clear error to have been made he or she can notify the referee. The referee then has three options: they can immediately overturn the call based on the VAR's advice, review the incident themselves on a monitor on the touchline or stick with their initial decision.”

It's clear that there are many pros to having this technology embedded into the game of soccer. For example, many teams have lost games due to bad officiating. I think another pro is that now players will also stop looking for fouls which will help the flow of the game overall. However, there some disadvantages in my opinion. Sometimes it can ruin the flow or "excitement" of the game when the review because the thrill of debating whether it was a good or bad call is now taken away. I think we’ll see more leagues adopt this technology as it the benefits outweigh the positives. I also believe that the usage of technology within the game will only increase and become more sophisticated as time progresses.
Works Cited


Murphy, Mike. “The World Cup Could Potentially Be Decided by a Computer.” Quartz, Quartz, 14 June
Part 2

Technology plays a huge role in media. In television specifically, episode 2 of season 3 of Black Mirror uses its power perfectly. Black Mirror is a science fiction television series created by Charlie Brooker, with Brooker and Annabel Jones and originated in Britain. It examines modern society, particularly with regard to the unanticipated consequences of new technologies. It’s a contemporary reworking of “The Twilight Zone" with stories that tap into the collective unease about the modern world.

This particular episode follows Cooper who travels abroad after his father's death. During this he meets a girl and ignores his mother's phone calls, as well as the reality waiting for him back home. Strapped for cash, he decides to test a top-secret augmented reality game from a world-famous developer. After signing his life away, an implant is inserted into his neck to track his brain frequencies and meddle with his eyesight, causing his fears to manifest while trapped inside a virtually haunted house. Cooper plays along with the jump scares until the sinister twist arrives: Cooper was killed after one second in real life by a malfunction caused by a signal interference when Mom calls his cell phone and what viewers have been watching only exists in an alternate, rabbit hole-like universe.

This episode uses a lot of advanced technology. They use technology that actually gets physically inserted into your body and then puts you into a simulated world away from reality.
The artificial intelligence and AR in this episode while possible in the future are not currently available. I do hear about such technologies being built and with the new advancements in VR gaming it would come as no surprise to me that in a few years we’ll be able to have black mirror type capabilities. In theory this seems really cool for the future of gaming and entertainment. Being able to completely immerse yourself into a different world is a very awesome thought. However, this episode shows the potential dangers of this kind of technology. Because his phone rang it messed up the signals with the game and ended up killing him. This technology clearly have a negative impact on the character since he was killed by it. I think in real life people would hesitant also because it has the potential to really hurt you since it’s placed near your brain. It is ethical in the way the video game company used it. This is because they didn’t force anything upon the character it was completely on a volunteer basis. On the side, it could be used unethically because someone could be forced into the simulation and that would be a torturous experience in my opinion. I think we will head closer to this technology as five or ten years go by, however I just hope it stays on the safe side because the negative impact can definitely be there.
Abad-Santos, Alex. “‘Playtest’ Is Black Mirror’s Sinister Look at How We Treat Life like a Video Game.” Vox, Vox, 31 Oct. 2016,

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