

Explore — Impact of Computing Innovations

Written Response Submission 2018

Submission Requirements

2. Written Responses

Submit one PDF file in which you respond directly to each of the prompts below. Clearly label your responses 2a–2e in order. Your responses must provide evidence of the extensive knowledge you have developed about your chosen computing innovation and its impact(s). Write your responses so they would be understandable to someone who is not familiar with the computing innovation. Include citations, as applicable, within your written responses. Your response to prompts 2a–2d combined must not exceed 700 words. The references required in 2e are not included in the final word count.

Computational Artifact

2a. Provide information on your computing innovation and computational artifact.

- Name the computing innovation that is represented by your computational artifact.
- Describe the computing innovation’s intended purpose and function.
- Describe how your computational artifact illustrates, represents, or explains the computing innovation’s intended purpose, its function, or its effect.

(Must not exceed 100 words)

Insert response for 2a in the text box below.

Social Media, which is defined as websites and applications that enable users to create and share content or to participate in social networking (7), has become a highly discussed topic in this day and age. The intended purpose of social media is based on the core principle of the ability to share content with others. In the simplest case, social media can provide a highly personalized and relevant ‘Table of Contents’ by keeping up to date with current research, popular science and broader issues such as science policy, funding, publishing, or personal career development(1).

2b. Describe your development process, explicitly identifying the computing tools and techniques you used to create your artifact. Your description must be detailed enough so that a person unfamiliar with those tools and techniques will understand your process.

(Must not exceed 100 words)

Insert response for 2b in the text box below.

I created my artifact on Piktochart which allowed the process of making it effective but useful at the same time. I first placed a picture of a screen in which had different social media apps(4) which followed with "Social Media" below it as the title. Furthermore, I used a bar graph in which displayed the different and most popular types of social media(6) that lead me to the line graph which displayed the usage of social media in the last decade(5). These graphs go on to display to the audience a sense of how social media has changed over the years.

Computing Innovation

2c. Explain at least one beneficial effect and at least one harmful effect the computing innovation has had, or has the potential to have, on society, economy, or culture.

(Must not exceed 250 words)

Insert response for 2c in the text box below.

The use of social media has tremendously made a huge impact on our society, economy, and culture. One of the main beneficial effects of social media is that it can be a very useful tool when seeking a job. First off, the nature of social media allows for the platforms to collect immense amounts of data about each individual user. As social media users, it is possible to feed the certain job in which you desire about your favorite hobbies, jobs, gender, age, location, etc. (2). Therefore, by giving the information and obtaining the job that the person had desired, they will benefit in an economic way. However, one harmful effect of social media is that social media can have terrible mental health impacts. According to a survey of 1,500 14 to 24 year olds in the UK, published by Royal Society for Public Health (RSPH) and the Young Health Movement (YHM), social media is the worst thing for children's health as it has been directed towards signs of depression and that there may also be links to an increase in cyberbullying, worsening sleep, and feelings of social isolation and anxiety(3). This is a problem as it is affecting our society in a way that can be harmful to the children and possibly adults through the use of social media.

2d. Using specific details, describe:

- the data your innovation uses;
- how the innovation consumes (as input), produces (as output), and/or transforms data; and
- at least one data storage concern, data privacy concern, or data security concern directly related to the computing innovation.

(Must not exceed 250 words)

Insert response for 2d in the text box below.

Data is necessary for social media in an economic standpoint. First off, this innovation consumes knowledge based on what it learns. A majority of businesses with successful social media presence, utilize some sort of social listening, which are analytics tools that constantly gather useful customer data and track conversations about target brands or themes(2). Therefore the person who is being interviewed must tell them the necessary information in which the business will consume the data and see if that person will fit in well with their business. While this data may be useful to some, there can also be concerns for breach of data. If some people don't take actions on their privacy, such as sharing their profiles to the rest of the world, then they may allow other people to find out personal information about them such as gender, where they live, how old they are, and other possible information. This can be harmful to that person as someone who is unknown to them, will know a lot about them.

References

2e. Provide a list of at least three online or print sources used to create your computational artifact and/or support your responses through in-text citation to the prompts provided in this performance task.

- At least two of the sources must have been created after the end of the previous academic year.
- For each online source, include the complete and permanent URL. Identify the author, title, source, the date you retrieved the source, and, if possible, the date the reference was written or posted.
- For each print source, include the author, title of excerpt/article and magazine or book, page number(s), publisher, and date of publication.
- If you include an interview source, include the name of the person you interviewed, the date on which the interview occurred, and the person's position in the field.
- Include in-text citations for the sources you used.
- Each source must be relevant, credible, and easily accessed.

(Note: No word count limit for this answer)

Insert response for 2e in the text box below.

1. Osterrieder, Anne. "The Value and Use of Social Media as Communication Tool in the Plant Sciences." *https://www.ncbi.nlm.nih.gov/Pmc/Articles/PMC3716900/*, 11 July 2013,
2. www.ncbi.nlm.nih.gov/pmc/articles/PMC3716900/.
3. Jaradat, Ron. "8 Benefits of Social Media for Business – Strategic Content Marketing – Medium." *Medium*, Strategic Content Marketing, 30 Aug. 2017, medium.com/strategic-content-marketing/8-benefits-of-social-media-for-business-4524a00a097e.
4. Hocking, Lucy. "Does Social Media Depression in Young People Really Exist?" *Medical Xpress - Medical Research Advances and Health News*, Medical Xpress, 6 Feb. 2018, medicalxpress.com/news/2018-02-social-media-depression-young-people.html

4. https://www.google.com/search?q=social+media&safe=strict&rlz=1C1CHBF_enUS772US772&source=Inms&tbm=isch&sa=X&ved=0ahUKEwikganT857ZAhVLXKwKHTfZANIQ_AUICygC&biw=1366&bih=621#imgrc=hHglI7n2dKRtvM:

5. https://www.google.com/search?q=social+networking+has+shot+up+in+the+past+decade+graph&safe=strict&rlz=1C1CHBF_enUS772US772&source=Inms&tbm=isch&sa=X&ved=0ahUKEwjyiums-Z7ZAhWtwFkKHSp3CGsQ_AUICygC&biw=1366&bih=621#imgrc=vxuYI9Pa7DAZ0M

6. https://www.google.com/search?safe=strict&rlz=1C1CHBF_enUS772US772&biw=1366&bih=621&tbm=isch&sa=1&ei=qMiAWsPIAoOB5wLSi5WYBw&q=social+media+usage&oq=social+media+usage&gs_l=psy-ab.3..0i10.33377.37952.0.38065.23.16.2.5.5.0.155.1674.1j13.15.0....0...1c.1.64.psy-ab..1.21.1923.0..0i67k1j0i13k1j0i13i5i30k1j0i8i13i30k1.71.uTd16dqFINg#imgrc=Tacj-Wf5bL9kGM:

7. <http://www.dictionary.com>