

Chapter 1 : Tech Training Helps Older Americans Socialize

A pioneering volume that explores the new phenomenon of the personal computer and its impact on the family. Family theorists express queries and concerns about the significance of the personal computer upon the organization, values, ideologies, and behavioral practices of family systems.

But this is speculation and there is no sign of it so far. It took a while for computers to be developed that meet the modern definition of a "personal computers", one that is designed for one person, is easy to use, and is cheap enough for an individual to buy. The Bendix G15 of was intended for use without an operating staff, and several hundred were made; it was too costly to be personally owned, however. An example of an early single-user computer was the LGP , created in by Stan Frankel and used for science and engineering as well as basic data processing. It was designed as a relatively small-scale computer for use in engineering and scientific applications, and contained a hardware implementation of a high-level programming language. Another innovative feature for that time was the user interface combining a keyboard with a monitor and light pen for correcting texts and drawing on screen. The demonstration required technical support staff and a mainframe time-sharing computer that were far too costly for individual business use at the time. By the early s, people in academic or research institutions had the opportunity for single-person use of a computer system in interactive mode for extended durations, although these systems would still have been too expensive to be owned by a single person. Minimal programming was done with toggle switches to enter instructions, and output was provided by front panel lamps. Practical use required adding peripherals such as keyboards, computer displays , disk drives , and printers. Micral N was the earliest commercial, non-kit microcomputer based on a microprocessor, the Intel It was built starting in , and few hundred units were sold. This had been preceded by the Datapoint in , for which the Intel had been commissioned, though not accepted for use. In the late s such a machine would have been nearly as large as two desks and would have weighed about half a ton. It used the Intel processor. The Alto was a demonstration project, not commercialized, as the parts were too expensive to be affordable. The Wang microcomputer of had a full-size cathode ray tube CRT and cassette tape storage. The introduction of the microprocessor , a single chip with all the circuitry that formerly occupied large cabinets, led to the proliferation of personal computers after Altair computer saw the introduction of what is considered by many to be the first true "personal computer", the Altair created by Micro Instrumentation and Telemetry Systems MITS. The Apple I computer differed from the other kit-style hobby computers of era. At the request of Paul Terrell , owner of the Byte Shop , Jobs and Wozniak were given their first purchase order, for 50 Apple I computers, only if the computers were assembled and tested and not a kit computer. Terrell wanted to have computers to sell to a wide range of users, not just experienced electronics hobbyists who had the soldering skills to assemble a computer kit. The Apple I as delivered was still technically a kit computer, as it did not have a power supply, case, or keyboard when it was delivered to the Byte Shop. The first successfully mass marketed personal computer to be announced was the Commodore PET after being revealed in January However, it was back-ordered and not available until later that year. Together, these 3 machines were referred to as the " trinity". Mass-market, ready-assembled computers had arrived, and allowed a wider range of people to use computers, focusing more on software applications and less on development of the processor hardware. During the early s, home computers were further developed for household use, with software for personal productivity, programming and games. They typically could be used with a television already in the home as the computer display, with low-detail blocky graphics and a limited color range, and text about 40 characters wide by 25 characters tall. Following came the Commodore 64 , totaled 17 million units sold. Workstations were characterized by high-performance processors and graphics displays, with large-capacity local disk storage, networking capability, and running under a multitasking operating system. Eventually, due to the influence of the IBM PC on the personal computer market , personal computers and home computers lost any technical distinction. Business computers acquired color graphics capability and sound, and home computers and game systems users used the same processors and operating systems as office workers. Mass-market computers had graphics capabilities and memory comparable to dedicated workstations

of a few years before. Even local area networking, originally a way to allow business computers to share expensive mass storage and peripherals, became a standard feature of personal computers used at home. In the s, several companies such as Hewlett-Packard and Sony sold off their PC and laptop divisions. As a result, the personal computer was declared dead several times during this period.

Chapter 2 : Personal Computer Support - Help Friends and Family with Computer Problems

Contents Thoughts on Microcomputers, Families, and Relationships Computers and Families--An Overview Computers, People and the Home Home Computers: Implications for Children and Families An Ethnographic Look at Personal Computers in the Family Setting Home Computers and Family Empowerment The Diffusion of Home Computers Among Households in.

Prior to the Industrial Revolution, families lived on small farms and every able member of the family did work to support and sustain the family economy. There was a lower standard of living, and because of poor sanitation people died earlier. After the Industrial Revolution, farm work was replaced by factory work. Women became the supervisors of homework. Many families still worked to develop their own home goods, and many women and children also went to the factories to work. Cities became larger and more diverse heterogeneity. Families became smaller less farm work required fewer children. Eventually, standards of living increased and death rates declined. Hard work was the norm and still is today for most women. Homemaking included much unpaid work. Take my own granny "grandmother" as an example. She passed away recently at age ! She worked hard her entire life, both in a cotton factory and at home raising her children, grandchildren, and at times great-grandchildren. When I was a boy, she taught me how to make lye soap by saving the fat from animals the family ate. She took a metal bucket and poked holes in the bottom of it. Then she burned twigs and small branches until a pile of ashes built up in the bottom of the bucket. After that she filtered water from the well through the ashes and collected the lye water runoff in a can. She heated the animal fat and mixed it in the lye water from the can. When it cooled, she cut it up and used it as lye soap. She would also take that lye water runoff and soak dried white corn in it. The corn kernel shells would become loose and slip off after being soaked. Granny would rinse this shelled corn and use it for hominy or grind it up and make grits from it. These pre- and post-Industrial Revolution changes impacted all of Western civilization, because the Industrial Revolution hit all of these countries about the same way: The Industrial Revolution brought with it some rather severe social conditions, which included deplorable city living conditions, crowding, crime, extensive poverty, inadequate water and sewage facilities, early death, frequent accidents, extreme pressures on families, and high illness rates. Today, sociology continues to rise to the call of finding solutions and answers to complex social problems, especially in the family. Family Research The American Sociological Association is the largest professional sociology organization in the world. One section of ASA members focuses its studies specifically on the family. The Section on Family was founded to provide a home for sociologists who are interested in exploring these issues in greater depth. As with all of sociology and other social sciences, science and scientific rigor are paramount. It is not enough to simply study the family from our narrow personal points of view. We have to reach into the larger social picture and see the hidden social processes that teach us how to inform marriage and family therapy, provide useful and accurate data to governmental and policy-making figures, and provides reliable advice that will help the most people in the most efficient way. This becomes a scientific endeavor then to study and examine the family with rules of scientific engagement and analysis. Those earning a Ph. If researchers make the results of their study public and present them for critical review by other family scientists, then scientific rigor is even stronger and the findings can be afforded more credibility. For example, studies have shown that the leading factor of divorce is not any of the following: What is the leading cause of divorce? Would you believe it is marrying too young? Specifically, if you marry at 17, 18, or 19 you are far more likely to divorce than if you wait to marry until your 20s. This was discovered and confirmed over decades of studying who divorced and which factors contributed more to divorce than others see chapter The cool thing about knowing the risks of marrying as a teen is that you can choose to wait until you are older, more established in your sense of self, and more experienced in knowing your own likes and dislikes. Family Culture Another key point in studying the family is to understand that all families have some cultural traits in common, but all also have their own unique family culture. Culture is the shared values, norms, symbols, language, objects, and way of life that is passed on from one generation to the next. Culture is what we learn from our parents, family, friends, peers, and

schools. It is shared, not biologically determined. In other words, you are only born with drives, not culture. Most families in a society have similar family cultural traits. But, when you marry you will learn that the success of your marriage is often based on how well you and your spouse merge your unique family cultures into a new version of a culture that is your own. Yet, even though family cultures tend to be universal and desirable, we often judge other cultures as being "good, bad, or evil" while we typically judge our own culture as being good. We have to consider our perspective when studying families from different cultures. Are we ethnocentric or cultural relativist? Ethnocentrism is the tendency to judge others based on our own experiences. In this perspective, our culture is right, while cultures that differ from our own are wrong. Jean in Lyon, France. I fell in love with this beautiful and historic monument to the religious devotion of generations of builders. I left with a deep sense of appreciation for it all. On the bus back to our hotel, we met two American tourists who reacted very differently to their vacation in France. You might also notice that their values of fun and relaxation also vary from your own. Cultural relativists like all the ice-cream flavors, if you will. They tend to be teachable, child-like, and open-minded. They tend to enjoy or learn to enjoy the many varieties of the human experience. An ethnocentric person thinks on the level of carrot soup: The cultural relativist thinks on the level of a complex stew: The diversity of the human experience is what makes it rich and flavorful.

Socialization From the first moments of life, children begin a process of socialization wherein parents, family, and friends transmit to the newborn the culture of the mainstream society and the family. In a typical set of social circumstances, children grow up through predictable life stages: Most will leave home as young adults, find a spouse or life partner in their mid to late 20s, and work in a job for pay. To expect that of the average U. Also when discussing the average U. Primary socialization typically begins at birth and moves forward until the beginning of the school years. Primary Socialization includes all the ways the newborn is molded into a social being capable of interacting in and meeting the expectations of society. Most primary socialization is facilitated by the family, friends, day care, and to a certain degree various forms of media. Children watch about 3 hours per day of TV by the time the average child attends kindergarten he has watched about 5, hours of TV. They also play video games, surf the internet, play with friends, and read. Around age , children are expected to attend preschool and kindergarten. Once they begin their schooling, they begin a different level of socialization. Secondary Socialization occurs in later childhood and adolescence when children go to school and come under the influence of non-family members. This level runs concurrently with primary socialization. Children realize at school that they are now judged for their performance and are no longer accepted unconditionally. They learn a new culture that extends beyond their narrow family culture and that has complexities and challenges that require effort on their part. This creates stressors for the children. By the time of graduation from high school, the average U. These children have also probably watched 15, hours of TV and spent 5., hours playing video games, friends, internet, text messaging, etc. Friends, classmates, and peers become increasingly important in the lives of children in their secondary educational stage of socialization. Most 0- to 5-year-olds yearn for affection and approval from their parents and family members. By their preteen years, the desire for family diminishes and the yearning now becomes for friends and peers. Parents often lament the loss of influence over their children once the teen years arrive. They learn that they can persuade their children at times through the peers. The K schooling years are brutal in terms of peer pressures. Many new high school graduates face the strikingly harsh realities of adulthood shortly after graduation. Anomie often follows, meaning social instability that result from unclear values and standards, and it takes months and years at times for young adults to discover new regulating norms that ground them back into expectable routines of life. We adapt to new roles that meet our needs and wants throughout the adult life course.

Opportunity In the U. Where you belong has a great deal to do with who you were born to or adopted by. Where you end up in your economic standing has a great deal to do with how you act, given your own set of life chances. As identified by Max Weber, Life Chances are access to basic opportunities and resources in the marketplace. There are differences among family systems in which people live and have opportunities. This brings up a very important concept from Max Weber. For example, one of my best friends in high school came from a wealthy family. I had no financial aid, no family support, and such bad high school grades that I had no scholarship funding.

Chapter 3 : Part 1: How the internet has woven itself into American life | Pew Research Center

When most people think about computers, they picture a personal computer, or PC. It's designed for only one person to use at a time. It's designed for only one person to use at a time. Most of the computers you and your friends and family have are probably personal computers.

Thousands of programs were written to run under it, and a million or more people might have used it. The influence on the nascent personal computer industry was profound. But what do we know about the man who created all this? Kildall died in 1980, at the young age of 37. He never published an autobiography, and there are no book-length biographies. There is more, however. In 1979, the year before his untimely death, Gary wrote a draft of a memoir titled *Computer Connections: With their permission, we are pleased to make available the first portion of that memoir, along with their introduction to it and previously unpublished family photos.* Gary viewed computers as learning tools rather than profit engines. His career choices reflect a different definition of success, where innovation means sharing ideas, letting passion drive your work and making source code available for others to build upon. His work ethic during the 1970s resembles that of the open-source community today. In this excerpt Gary writes about his vision for bringing the new microprocessors into homes and businesses. For the next 20 years, Gary continued inventing and breaking ground on new technologies, such as the first commercially available CD-ROM: DRI as a software company in 1980, in the beachside town of Pacific Grove, just a one-hour drive south of Silicon Valley. This software startup was the vehicle for his inventions. Our parents believed that the operating system business should be separate from the applications business, to create a more thriving industry without monopolistic practices. Gary with Scott and Kristin, ca Scott Kildall and classmates with Gary in the background in R2D2 costumes made by Gary in On the personal side, our father worked passionately to share his creations but also led a balanced life and was dedicated to our family. Our dad was just as likely to put in late night hours at work as to cut out early to take us waterskiing, have a backyard party, or make R2-D2 costumes for the entire second-grade class. He showed us how to draw cartoon characters, and how to make a faster derby race car. He made backyard movies with us, played the guitar, and sang to us each night as we fell asleep. We are grateful to be his family and to share a part of his life with you. In this excerpt, you will read how Gary and Dorothy started from modest means as a young married couple, paved a new path for start-up culture, and embraced their idea of success to become leaders in the industry. Our father embodied a definition of success that we can all learn from: Dorothy and Gary, ca We have chosen to release only the first portion of his memoir. We hope you enjoy this glimpse into the life of a man who was inventive, compassionate and loved life. We welcome you to link to this page to give others access.

Chapter 4 : Macintosh - Wikipedia

I might find it beneficial to work one evening, so I could take care of a personal or family matter during the day. Or I could leave early, if I got a jump start on my work the prior evening.

Share on Facebook Personal computers, also known as PCs, are used occasionally by most people in America. Many people use the computer every day at home or work, and some spend the bulk of their day sitting in front of a computer. Though the computer makes it much easier to communicate, find information and create documents and slideshows, it sometimes leads to physical problems and decreased contact with friends and family. Computers make it easier to run a business. Communication A personal computer provides you with the ability to stay in touch with hundreds of people. You can send emails and instant messages or video chat with a specific person for personal or professional reasons. If you want to send a message to many people at one time, you can write a blog or article or leave a post in a forum. Computers with a microphone are able to make free phone calls to landline or cell telephones. They can also send videos, photographs, songs, documents and audio files in just a few seconds. Information Because of the Internet, most people are used to having information constantly at their fingertips. In just a few seconds, you can type a website URL into the search bar of your browser and visit a website full of information. There are online encyclopedias, books and user-submitted communities designed to provide specific types of information, such as video game walkthroughs. Offline, you can use digital encyclopedia software or play education games. Video of the Day Fun Computers provide a wealth of opportunities for fun and relaxation. You can play computer games, watch digital TV shows or movies, draw using a tablet and digital artwork software, create your own video or write a digital diary. However, computers often keep people from more traditional methods of having fun such as playing games with friends, reading books, watching TV or exercising. People with computers typically spend less time with their family and friends and may instead elect to communicate digitally, which does not provide the tone and body language required for effective conversation. Physical Side Effects Frequent computer use leads to a variety of physical problems such as wrist soreness, back aches, tension headaches and tight hamstrings. Laptop users are especially prone to problems because they must hunch in order to appropriately view the screen. People who spend all day on the computer are susceptible to tight muscles, strained eyes and carpal tunnel syndrome. Those with a personal computer are more likely to spend all day sitting, which allows blood to pool and can lead to more serious health conditions. Internet Addiction Internet and computer addiction plague a small percentage of computer users and mildly affect many other users. Severe Internet addiction may include addiction to cyber-relationships, online gaming, online gambling or adult content found on the Internet. People who suffer from Internet addiction feel anxiety when they are not online and may use the Internet to escape from depression, stress or loneliness in their everyday life. Though mild Internet use is healthy and normal, people who are addicted to the Internet feel as if they must constantly be on the Internet. This often leads to decreased work or school performance or losing touch with friends and family members.

Chapter 5 : Microsoft account | Manage Your Microsoft Account in One Place

covey, the family man cast, the death of the family batman, the family of man, sly and the family stone box set, the family book, swiss family robinson book, the finch family to kill a mockingbird, sister.

The monitor only displays output from the computer, and the cassette recorder is used to save and load software from cassette tape. Anticipating sales of perhaps units, MITS was swamped trying to keep up with demand and sold 10, units that year. This was back in the days when computers had switches on the front — lots and lots of switches. Built-in keyboards were a thing for the future. Buyers needed to add a keyboard, case, and power supply, but at least the logic board was fully assembled! TRS and Personal Computing In , the first assembled personal computers came to market, and Radio Shack was one of the first companies to market. But how many could it sell? Nobody knew, and guesses ranged from 50, per year to 3, or less. To play it safe, they built 3, — one for each Radio Shack store. The TRS was an instant success. Even 50, units a year had been a conservative guess! Although it took until mid before Radio Shack could catch up with demand, it was eventually able to stock the computer in its stores and have demo units set up. Radio Shack dominated the personal computing revolution. The Model I could display 32 or 64 text characters across its screen, more flexibility than Apple or Commodore offered with their fixed 40 character displays. The EI had a floppy disk controller, room for up to 48 KB of additional memory, a serial port, and a parallel port, along with a second cassette interface. Radio Shack first offered floppy drives in , and disks had a formatted capacity of 85 KB. Unfortunately, TRSDOS could be unreliable, and many early hobbyists developed ways of making it write to disk more reliably. Unfortunately, the new disk drives were incompatible with disk from the Model I. Because of its all-in-one design, the Model III was a much better fit for the education market. Tandy had a bad habit of using similar names for unrelated computers. Tandy also built a totable version, the Model 4P. There was also a Model 4D, which included KB double-sided floppy drives. TRS Color Computer , We hope to cover these in a future article. These were rebadged Sharp and Casio devices. TRS Model and The Model right was released in , built by Kyocera, and had 8 lines of 40 characters on its display. It was very popular among journalists in the days before laptops and sold 6 million units. The was a thinner, lighter version of the Only the Model used TRS as part of its name.

Chapter 6 : Personal computer - Wikipedia

If so, then TeamViewer is the perfect solution for your personal computer support. With TeamViewer, you can connect to your friends' and family members' computers anytime, using your technical expertise to help them solve questions and problems.

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Chapter 7 : Computers and Their Impact

Personal computers, also known as PCs, are used occasionally by most people in America. Many people use the computer every day at home or work, and some spend the bulk of their day sitting in front of a computer.

Development and introduction[edit] A prototype of the Macintosh from at the Computer History Museum The original Macintosh featured a radically new graphical user interface. Users interacted with the computer using a metaphorical desktop that included icons of real life items, instead of abstract textual commands. Things had changed dramatically with the introduction of the bit Motorola in , which offered at least an order of magnitude better performance than existing designs, and made a software GUI machine a practical possibility. The design at that time was for a low-cost, easy-to-use machine for the average consumer. Instead of a GUI, it intended to use a text-based user interface that allowed several programs to be running and easily switched between, and special command keys on the keyboard that accessed standardized commands in the programs. Raskin was authorized to start hiring for the project in September , [12] and he immediately asked his long-time colleague, Brian Howard, to join him. In that same interview, Wozniak said that the original Macintosh "failed" under Jobs, and that it was not until Jobs left that it became a success. He attributed the eventual success of the Macintosh to people like John Sculley "who worked to build a Macintosh market when the Apple II went away". Raskin left the team in over a personality conflict with Jobs. Debut[edit] In , Regis McKenna was brought in to shape the marketing and launch of the Macintosh. It was first demonstrated by Steve Jobs in the first of his famous Mac keynote speeches, and though the Mac garnered an immediate, enthusiastic following, some labeled it a mere "toy. This was a time-consuming task that many software developers chose not to undertake, and could be regarded as a reason for an initial lack of software for the new system. Infamous for insulting its own potential customers, the ad was not successful. While , people participated, dealers disliked the promotion, the supply of computers was insufficient for demand, and many were returned in such a bad condition that they could no longer be sold. Although outselling every other computer, it did not meet expectations during the first year, especially among business customers. Only about ten applications including MacWrite and MacPaint were widely available, [47] although many non-Apple software developers participated in the introduction and Apple promised that 79 companies including Lotus, Digital Research , and Ashton-Tate were creating products for the new computer. Until third-party Pascal compilers appeared, developers had to write software in other languages while still learning enough Pascal to understand Inside Macintosh. Initially, desktop publishing was unique to the Macintosh, but eventually became available for other platforms. It also lacked a hard disk drive or the means to easily attach one. Many small companies sprang up to address the memory issue. It also featured a SCSI parallel interface, allowing up to seven peripheralsâ€”such as hard drives and scannersâ€”to be attached to the machine. Apple began bundling both with every Macintosh. Among the many innovations in Color QuickDraw were the ability to handle any display size, any color depth, and multiple monitors. The Macintosh II marked the start of a new direction for the Macintosh, as now for the first time it had an open architecture with several NuBus expansion slots, support for color graphics and external monitors, and a modular design similar to that of the IBM PC. It had an internal hard drive and a power supply with a fan, which was initially fairly loud. For this reason, Apple recommended users bring their SE to an authorized Apple dealer to have upgrades performed. In , Apple spun off its software business as Claris. To provide a complete office suite, Claris purchased the rights to the Informix Wingz spreadsheet program on the Mac, renaming it Claris Resolve , and added the new presentation software Claris Impact. By the early s, Claris applications were shipping with the majority of consumer-level Macintoshes and were extremely popular. In , Claris released ClarisWorks , which soon became their second best-selling application. After four years, the case was decided against Apple, as were later appeals. System 7 was the first Macintosh operating system to support bit addressing. In response, Apple introduced a range of relatively inexpensive Macs in October The Macintosh Classic , essentially a less expensive version of the Macintosh SE, was the least expensive Mac offered until early Although due to considerable design issues, it was soon replaced in with the first of the PowerBook line: Also during this time,

the Macintosh began to shed the "Snow White" design language, along with the expensive consulting fees they were paying to Frogdesign. Apple instead brought the design work in-house by establishing the Apple Industrial Design Group, becoming responsible for crafting a new look for all Apple products. In 1995, Intel rolled out the Pentium processors as the successor to the 486, while the Motorola 68000 was never released, leaving the Macintosh platform a generation behind IBM compatibles in the latest CPU technology. A successful price war initiated by Compaq vaulted them from third place to first among PC manufacturers in 1996, overtaking a struggling IBM and relegating Apple to third place. At one point, its product lineup was subdivided into Classic, LC, II, Quadra, Performa, and Centris models, with essentially the same computer being sold under a number of different names. Windows 95 significantly enhanced the multimedia capability and performance of IBM PC compatible computers, and brought the capabilities of Windows substantially nearer to parity with Mac OS. This maneuver effectively ended the clone lines, as Apple had only licensed System 7 to clone manufacturers, not Mac OS 8. Revival[edit] The iMac G3, introduced in 2000. Its translucent plastic case, originally Bondi blue and later various additional colors, is considered an industrial design landmark of the late 2000s. The iMac proved to be phenomenally successful, with 1.5 million units sold in days. Apple completed elimination of the Macintosh product name in 2002, when "Power Macintosh" was retired with the introduction of the Power Mac G4. Apple continued to launch products, such as the unsuccessful Power Mac G4 Cube, [] the education-oriented eMac, and the titanium and later aluminium PowerBook G4 laptop for professionals. The original iMac used a PowerPC G3 processor, but G4 and G5 chips were soon added, both accompanied by complete case redesigns that dropped the array of colors in favor of white plastic. As of 2006, all iMacs use aluminium cases. Subsequent releases of Mac OS X included All new Macs now use x processors made by Intel, and some were renamed as a result. However, the Classic environment is now unavailable on the Intel architecture. Intel chips introduced the potential to run the Microsoft Windows operating system natively on Apple hardware, without emulation software such as Virtual PC. The group released their software as open source and has posted it for download on their website. Classic was discontinued in Mac OS X Glass was added in with the introduction of the unibody MacBook Pro. These materials are billed as environmentally friendly. According to the report, the switch might happen as early as the year Timeline of Macintosh models.

Chapter 8 : Sociology Of The Family : 01 Changes and Definitions

Computers have revolutionized the everyday access of information, whether for business, scientific or personal use. In the space of 15 minutes, you can buy movie tickets, check the latest sports scores and research different brands of pickup trucks from your home computer.

The resulting estimate was that 1. The internet would remain a clunky, text-based resource for another six years. The World Wide Web was born. Within a year, the Pew Research Center fielded its first question about computer use in a national survey. Men and women were about equally as likely to use computers, as were whites and blacks. College graduates were the most likely group to say they use computers on a regular basis: We propose a completely different way—rather than inferring the number of users by counting and sampling machines, sample the users themselves. Early researchers were not too far off the mark, however, focusing on computer penetration into American households, schools, and businesses. Twenty-five years ago, anyone who wanted to use the internet needed to have access to a computer. Now, eight in ten U. In both the and the current sample, there is about a 30 percentage point gap in computer use between adults with a college degree and adults with a high school diploma. Age is also a durable predictor for computer use: Cell phones and mobile connectivity Nowadays, desktop or laptop computer access is no longer a prerequisite for internet access. Ninety percent of U. One third of cell phone owners say that their primary internet access point is their phone, not some other device such as a desktop or laptop computer. Education is less of a factor in predicting cell phone ownership than in predicting computer use: Age, however, is a factor: Mobile access to the internet took a huge leap forward when smartphones were introduced in mid with the introduction of the iPhone. Higher education is associated with smartphone use, as is being younger than age The latest findings illustrate remarkable growth in internet adoption across all demographic groups. Yet, there still are notable differences in adoption: Those ages 65 and older are considerably less likely to use the internet than younger Americans; those with college degrees are more likely than those with high school diplomas or no high school diploma to be online; and those in higher-income households are more likely to be online than less well-off Americans. More Pew Research material on digital differences can be found here. Another way to look at the increasing importance of the internet is to look at the frequency with which people go online. Seventy-one percent of all American adults say they use the internet on a typical day. The percentage of internet users who go online from work has not changed as much in the past 15 years: The rise of mobile device use represents the biggest shift in access over the past ten years: Is it because they could access a seemingly limitless amount of information? Is it because they could communicate, in real time, with friends and family across the globe? Is it because they could share their deep expertise in a subject? Is it because they really liked that cute boy and wanted to know if he is single? Instead of guessing at why people were drawn to it, or were required to start using it, we asked people to assess the role of the internet in their lives more generally. Survey by Southern New England Telephone. Hoffman and Thomas P.

This table shows the number of personal computers installed in a country per household. The statistic includes desktop PCs and laptops, but excludes smartphones and terminals connected to mainframe computers.

ICT permeates family life, especially for married couples with minor children, says a Pew Internet survey. Parents can check in with kids at all times to see where they are and what they are doing. Kids can easily reach parents if there is an emergency or a problem. However, ICT can also keep families apart. Maybe the TV is on, a laptop on the kitchen counter and everyone has their phone with them. Mom and dad are keeping an eye on emails even though the work day is technically over. So this family is physically together, but they are not totally focused on and paying attention to each other. They are at least partially attentive to a ping or a beep indicating that there is a new text message, email or missed call. Maggie Jackson describes how ICT can make it difficult to focus, pay attention and connect with others in her book, *Distracted: For many, work is no longer something we do at a certain time or place; work can be anytime, and anywhere. Technology blurs the boundaries between home and work and can negatively impact employees and their commitment to their organizations, as well as their partners, and children. A study found that more frequent use of ICT computer, email, cell phones, Internet results in being more effective at work, but also generates increases in work load and the pace of work demands. Nicholas Carr suggests that frequent internet usage interferes with working productively and creatively as well as reduces our ability to read anything longer than a few paragraphs in, Is Google Making Us Stupid?. In Germany, Volkswagen plans to deactivate emails during non-work hours. Deutsche Telekom vowed to not expect workers to read email after business hours at certain points during the week. Leslie Perlow in her book, *Sleeping with your Smartphone*, described a successful experiment with consultants at the Boston Consulting Group. One work team took off one full day a week, while another group had one evening off when they did not check email after 6 pm. Benefits resulted for everyone - the individuals, the teams and their work, and the organization. But are ICT restrictions the answer? I might find it beneficial to work one evening, so I could take care of a personal or family matter during the day. Or I could leave early, if I got a jump start on my work the prior evening. And we will need to confer with our managers and colleagues to figure out how our work groups can use ICT to promote collaboration and working smarter.*