Test Digital Culture

1. According to the video, which of the following is true of digital media?

a.) There are no positive effects on human development.

b.) There are no negative effects on human development.

c.) Digital media has become so pervasive in our culture it is impossible to measure the impact.

d.) There are both positive and negative effects on human development.

2. What is the greatest concern about digital culture posed in the video?

a.) It displaces opportunities for live social interaction.

b.) Promotes lazy habits.

c.) Links between hostile video games and aggressive behavior.

d.) TV may promote ADHD.

3. Benefits of digital media include:

a.) Potential global unity on issues of human health and welfare.

b.) Visual motor skills improvement.

c.) Can help teach cooperation and delegation skills.

d.) All of the above.

4. Concerns about television include possible links with

a.) obesity

b.) anxiety

c.) Difficulties sleeping

d.) all of the above

5. Overall it appears that the mental health of American children

a.) remains the same

b.) is getting worse

c.) is getting better

d.) no definite trends are apparent

6. The same kinds of activities and games that people used to play instead of consuming digital media are now often used as theapuetic activities with

a.) bipolar disorder

b.) major depression

c.) autism

d.) none of the above

7. One way to manage children’s use of digital media endorsed in the video is

a.) turn it all off

b.) let kids decide what to watch and play

c.) watch and play with them so you can discuss what they see and understand and you know learning.

d.) none of the above

8. Digital forms of interpersonal interaction and play may reduce opportunities to develop social skills because

a.) It’s not real

b.) 93% of communication is nonverbal and digital communication such as texting do not include nonverbal cues such as posture, pitch, and tone.

c.) Children actually appear to have better social skills as they begin pre-school and kindergarten than they used to present

d.) video games depict inappropriate behavior

9. Lack of social human interaction at an early age

a.) makes no difference

b.) causes autism

c.) can impact the structure and function of the brain and sensory systems in a negative way

d.) leads to sociopathy

10. Internet use

a.) predicts greater problems with distractibility

b.) risks exposure to inappropriate material

c.) both a and b

d.) none of the above

11.) Hyperlinks in text

a.) have been shown to reduce reading comprehension

b.) broadens and deepens comprehension because the reader can learn more on related topics

c.) increase attention and time on task

d.) promote hyperactivity