Navigating the Digital World – outline (as of April 8, 2015)

Lecture 1
Introduction – what is the digital world?
The digital world is powered by computers, software & networks
History of computing – article review
Mobile Apps of the day

Lecture 2
The Internet - ISPs, the web, the cloud
The web & desktop applications – article review
Suggested Additional Reading
What’s in my computer
Mobile Apps of the day

Lecture 3
Security & privacy – article review
Smartphones – article review
Mobile Apps of the day – passwords, VPN; weather, astronomy

Lecture 4
Cars & self-driving cars – article review
Mobile Apps of the day – maps & navigation

Lecture 5
Robots – article review
Mobile Apps of the day – sound, movies, podcasts

Lecture 6
Legal, Books – article review
Mobile Apps of the day – sharing, social, conferencing

Lecture 7
Gadgets – article review
Mobile Apps of the day – miscellany, MMOGs (games)

Lecture 8
Future – article review
Books – article review
Mobile Apps of the day – brain games, language learning
Summary & Closing