Discussion Questions for Chapter 03 Application Software

*NOTE: for all the discussion questions, you need to read the chapter, think about your responses, and briefly type up your thoughts on the questions. Print out your work and bring it to class the day we cover the chapter.*

Look at Figure 3-1 on page 134 of your text, Categories of Application Software:

Which of these applications have you used?

Which of these applications haven’t you used?

Which are you totally unfamiliar with?

Figure 3-6 on page 140 lists some features of word processors. On feature it doesn’t list is using a word processor to:

Create a table of contents

Add/manage footnotes/bibliography, and

Create a glossary/index…

For a term paper. Use MS Word Help (or the internet) to learn how to do this. Try using the features for a paper that you’ve written for one of your courses. Briefly comment on your successes/failures of using these features.

Page 160 briefly mentions “Entertainment Software”, yet this is a category that many of you are probably familiar with. Spend fifteen or so minutes searching the internet (e.g. Yahoo! Finance) and see if you can find out how large of an industry gaming software is. Who are some of the key companies?

How has gaming software/systems changed over the past 10 years or so (e.g. since the time you were a little kid playing with these)?

How do you think gaming will change in the next 10 or so years?

Do you think this is a growing or declining industry? Why?

Google is trying to develop “cloud applications” so you don’t have to run all your software on your PC. Check out some of the “Google Apps” (<http://www.google.com/apps/>), specifically Google Docs. Try the word processor and presentation graphics program. How does it compare to MS Word and MS PowerPoint? Do you like using Google Docs? Why or why not?