The Dumbest Generation?

Summary:

*The Dumbest Generation* is the title of the book which was written by Mark Bauerlein, a professor in Emory University. In this book, he insists that recent students are not academically capable as used to be before because of all the digital distraction. He points that the younger students' reading skills are improving but as they get older and sensibly more wired, their reading skills deteriorates. For example, a student of Chatham high school says that he doesn't read almost at all and instead of that, he reads just summaries and spark notes. Also, according to the survey among college professors, only 6% of students come to class “very well prepared” in writing. They indicate that compared with the students a decade ago, nowadays students' basic skills, especially writing are deteriorating. In addition, Nass Clifford, a professor in Stanford University, points out that recent students are good at writing just paragraphs instead of essays because they are usually distracted by many other things like facebook or texting. The students from MIT supported his idea in the interview by saying that they know there is no connection between their paragraphs.

However, some experts oppose to this idea. For example, Marc Presty, a founder & CEO of Games2train, says that he can not sure that the book which held long period of time in human history will be the best way for 21st century.

In addition, some professors think in positive way about the digital distraction. Look back to human history, there were always gains and losses. We lost memory when the trend was converted from oral culture to writing and printing culture. Likewise, USC professor Henry Jenkins says that we are already familiar with this kind of revolution in our history. For example, once the 1960s' movies moved to information overloaded.
Therefore, we might be struggle and cope with this changing, but we eventually survive. We have adapted ourselves to be used to living in this situation. People should open minds in order to explore the new concept life of living in the present world.

**Vocabulary:**

1. **deteriorate**
   - verb
   - Def.: become progressively worse
   - Relations between the countries had **deteriorated** sharply.

2. **electrocute**
   - verb
   - injure or kill someone by electric shock
   - A man was **electrocuted** when he switched on the Christmas tree lights

**Question:**

1. Do you think it's fair that our teachers or some experts call us “Dumbest Generation”? Are you comfortable with this idea? Have your teachers ever give you this kind of feeling that you do not work hard as they used to be?
2. Do you multitask? Do you feel distracted by digital distraction when you do your assignment on your computer? Does distraction affect your works?
3. Do you prefer reading books? Or scanning on technological devices? Why or Why not?

Akhota, Albert, Fei and Forest.
3/7/2011
“Jigsaw Listening and Teaching” project
For: Amelia Onorato Core
- Summery:
In this chapter, we can see how virtual worlds and the internet can affect our relationships. Through the examples there is a mother talking about her child who learnt how to read using video games although this has always been the family and school job. We can also see an example of a great relationship between a grandmother and her grandson, they both work on a virtual kitchen website. Also, she has a lot of relationships with people through e-mails and her grandson types those e-mails for her.

On the other hand, this chapter tells us how a so popular video game like World of Warcraft can affect our lives including our relationships. First of all, we have to know that it's so popular and joyful because of the new world the players experience, they travel in sky, through seas and forests, fighting all the beasts they face. An experience you can't find in the real world. Because of this fantasy world, a lot of people have to work together in facing monsters and the difficulties they'll face all the way. Here, we can find an example of how video games affect our relationships, a girl says she had her first date when a guy broke in to a castle to save her, and that's how their relationship began. At the same time, there is that woman who quitted her job to have more time to play. This shows us clearly how isolated from the real world can this woman be. Also, there is a group of players who never met each other outside the game; However, they feel they know each other very good through the time they spend playing which is about 10 hours for the 4 times they spend a week. These players have met in one of the conferences about video games, and they seemed very happy with their lives and relationships.

- Questions:
  Have you ever had any kind of relationships (As a friendship or romantic relationship...) online?
  Do you think those relationships are real? How was your experience?
  How does the virtual world affect your relationship with your family and real-world friends?
  Are your facebook friends considered us true friends?

- Vocabularies:
1- Hit on: (Verb) Discover or think of, especially by chance.
2- Carboholic: (Noun, informal) Someone who consumes carbohydrates in excess, to the point of harming themselves or other relationships.