Informatics B003: Innovation and Invention

Catalogue Number	3169-0000
Category	Informatics
Prerequisite Course	None required

Lesson 1 – Innovation and Invention

In this lesson, students will look at Innovation and Invention, and they will discuss the process of invention.

After this lesson, students will be able to:

- Define the terms Innovation and Invention
- Identify the different approaches to innovation and invention
- Identify the steps in the process of innovation and invention
- Characterize each step

Lesson 2 – Analysis of important inventions

In this lesson, a few key inventions will be presented.

After this lesson, students will be able to:

- Recall the steps in the process of innovation
- Analyze a few key inventions in light of the process described in Lesson 2

Lesson 3 – The Development of the Computer

In this lesson, students will look at the history of the computer and its impact on society.

After this lesson, students will be able to:

- Define the term "computer"
- Compare the old definition of computers with the modern one
- Describe the developments that led to the modern computer
- Identify the impact of computers in modern careers

Lesson 4 – Virtual Communication Tools

In this lesson, students will see how the internet works and learn about virtual communication tools.

After this lesson, students will be able to:

- Define basic Internet concepts
- Identify different virtual communication tools
- Describe how different virtual communication tools work
- Enumerate characteristics of virtual communication tools

Lesson 5 – Social Networks and Crowdsourcing

In this lesson, students will examine different types of social networks and their characteristics.

After this lesson, students will be able to:

- Define what is a social network
- Examine the development of social networks
- Differentiate types of social networks
- List social networks features
- Define social media marketing
- Identify social media problems
- Define crowdsourcing