Odborná terminologie 4

Distanční studijní text

Daniel Jedlička

Opava 2019

SLEZSKÁ
UNIVERZITA
FILOZOFICKO-
PŘÍRODOVĚDECKÁ
FAKULTA V OPAVĚ

Obor:	0231 Osvojování si jazyka
Klíčová slova:	term, terminology, information technology, IT, ICT, computers, hardware, software
Anotace:	Kurz Odborná terminologie 4 rozvíjí znalost anglické odborné terminologie z oblasti informačních a komunikačních technologií. Studenti se seznámí s prostředím a základními principy počítačových technologií a s nejdůležitějšími pojmy z oblasti počítačového hardwaru a softwaru.

Autor: **Mgr. Daniel Jedlička, M.A.**

Obsah

ÚVODEM

Tato studijní opora je určena studentům bakalářského programu Angličtina pro odbornou praxi jako podpůrný materiál ke kurzu Odborná terminologie 4.

Studijní opora obsahuje:

- teoretický základ probíraného tématu s konkrétními příklady,
- definice probíraných pojmů,
- kontrolní otázky a samostatné úkoly,
- seznam použité literatury,
- odkaz na online LMS kurz.

Student nastuduje dané téma, zodpoví kontrolní otázky a vypracuje případné samostatné úkoly.

RYCHLÝ NÁHLED STUDIJNÍ OPORY

Kurz navazuje na teoretické základy probrané v rámci předmětu Odborná terminologie 1. Zaměřuje se na rozvoj znalosti anglické odborné terminologie v oblasti informačních a komunikačních technologií.

Výklad respektuje skutečnost, že zmíněnou oblast charakterizuje vysoká míra užití internacionalismů, z nichž řada je pro českého uživatele běžně srozumitelná i bez hlubší znalosti angličtiny. Zaměří se proto na bližší seznámení s prostředím a základními principy počítačových technologií a na nejdůležitější pojmy z oblasti počítačového hardwaru a softwaru.

Každá kapitola shrnuje probranou terminologii formou přehledné tabulky obsahující anglické termíny s jejich českými překlady. Po absolvování tohoto kurzu budou studenti znát více než 100 specializovaných termínů z uvedené oblasti.

1 INTRODUCING IT AND COMPUTERS

QUICK OVERVIEW

The first chapter will explain the difference between information technology (IT), information and communications technology (ICT), and informatics. As the computer is the centrepiece of all these concepts, we will also provide a brief overview of the development of computer technology, and present the general architecture upon which computers are built.

AIMS

In this chapter you will learn:

- about IT, ICT and informatics;

- about the history of computer technology;

- about the computer architecture and its key components.

KEYWORDS

information technology, IT, ICT, informatics, computers, computer history, computer architecture

REQUIRED TIME

180 minutes

1.1 IT, ICT and informatics

Information technology (IT) is a collective term referring to the use, design, development, implementation and management of **information systems**, i.e. computer-based systems for the collection, storage, retrieval, transmission and processing of data (information). The term also denotes a broad field that includes a wide range of professions such as computer science, network administration, data storage, computer support, system analysis, programming, etc.

In recent years, the term **information and communications technology** (ICT) has come into use in response to the rapidly emerging and developing digital technologies, and especially to the growing dominance of the Internet. Although the two terms and acronyms are often used interchangeably, the scope of ICT is actually wider than that of IT, as it also includes all forms of modern communication technology including telephony, mobiles and other "smart" devices, social networks, new media, content delivery, etc.

The term **informatics** has a wider frame of reference, and includes both IT and ICT. It covers all fields that deal with the use of computer technology and computer-aided information processing. As such it is often used as a de facto synonym of **computing**.

1.2 Computer history in brief

Despite the constant arrival of new technologies, the computer is still at the centre of all ICT in the second decade of the 21st century. We will now have a brief look at the computer history to provide a better understanding of the machines and devices that shape our daily lives.

The beginnings of the computer are not associated with communication or entertainment but, rather, an area of use that gave the machine its name: **computing**, i.e. making calculations. Indeed, the main motivation behind developing computers was the need to perform a vast number of calculations, typically in scientific, administrative or military contexts.

Although the first devices able to process numbers were already known in the 19th century, the central concept of the computer as we know it is based on the ideas of British mathematician and scientist Alan Turing. In 1936 Turing devised a theoretical model – later named "the Turing machine" – that can simulate any **algorithm** (a set of rules to follow when solving a particular problem) and is thus capable of computing anything that is computable.

In 1946 the first general-purpose digital computer, the ENIAC (Electronic Numerical Integrator and Computer), was built, consisting of some 20,000 vacuum tubes that were used for the processing. It was programmed through mechanical switches because **programming languages** did not yet exist (it is also interesting to note that the primary ENIAC

programmers were women). Like many other computers in the first generation, the development of the ENIAC was driven by military interests.

The second generation of computers (built between early 1950s and early 60s) was based on transistors, which were more reliable than vacuum tubes. The computers also had their own memory and **operating system**, and used **peripherals** such as printers and various storage devices (tape, disk, and punch cards). During this period the first computers for commercial use were introduced, which gave rise to two new areas of use:

- **information storage and retrieval**: computers were no longer used as sophisticated calculators but, more importantly, as means to store, access and manipulate information;

- **programming**: users got the opportunity to tell their computers what to do and program them to perform particular tasks; during the period about 100 programming languages were devised.

The third generation of computers (mid-1960s to the present) began with the invention of the **integrated circuit**: a set of tiny electronic circuits (transistors, resistors and capacitors) residing on a small flat piece of silicone called a "chip". The invention of the computer chip was instrumental in the miniaturization of computer technology and, as of early 1980s, the development of personal computers (PC) and home computers.

1.3 The computer architecture

Despite all technological advancements and innovations, the computer of today is still largely based on the same architecture as its 20th century predecessors.

The design architecture for a digital computer was first described in 1945 by the Hungarian-American mathematician, physicist and computer scientist John von Neumann. His model – to be later known as the "von Neumann architecture" – determined that in order to operate, the computer needs at least the following components:
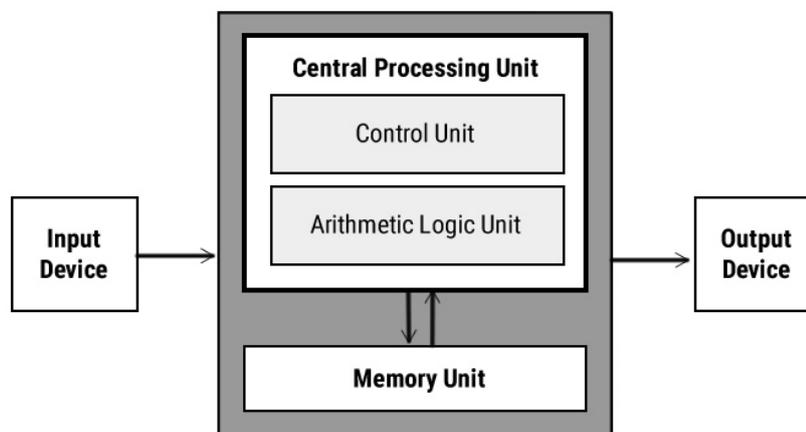

Fig. 1 – The von Neumann architecture scheme.

As the scheme suggests, there are five main components in the model:

- an **arithmetic logic unit** (ALU), responsible for all arithmetic calculations, logical operations, and data comparison;

- a **control unit**, which manages and coordinates the operation of all parts of the computer;

- a **memory unit**, which stores program code and data;

- an **input device,** which allows feeding program code and data into the computer;

- an **output device**, through which the resulting data is presented to the user.

The control unit and the arithmetic logic unit represent parts of the **central processing unit** (CPU). Today, the CPU and the memory unit are typically implemented as chips embedded in the computer **mainboard** (also referred to as **motherboard**). The CPU is either soldered on the board or placed in a socket. The memory often takes the form of modules that are fitted in dedicated memory slots on the mainboard.

On the other hand, input and output devices are typically external peripherals connected to the computer. Examples of input devices include keyboards or disk drives; common output devices are monitors, printers or audio speakers.

COMPREHENSION CHECK

1. Explain the difference between *IT*, *ICT* and *informatics*.

2. Characterize each of the three *generations* of computers.

3. Describe the main components of the *computer architecture* as designed by John von Neumann.

TERM OVERVIEW

The table below gives an alphabetical list of terms we have introduced in this chapter, together with their corresponding Czech translations:

Term	Translation
algorithm	algoritmus, postup řešení úlohy
arithmetic logic unit (ALU)	aritmeticko-logická jednotka

Introducing IT and computers

audio speaker	reproduktor
central processing unit (CPU)	procesor, centrální procesorová jednotka
chip	čip
content delivery	poskytování (digitálního) obsahu
control unit	řadič
computing	využití počítačů
disk drive	disková mechanika
home computer	domácí počítač
informatics	informatika
information systems	informační systémy
information technology	informační technologie
input device	vstupní zařízení
integrated circuit	integrovaný obvod
keyboard	klávesnice
mainboard, motherboard	základní deska
memory slot	paměťová pozice, paměťový slot
memory (unit)	operační paměť
monitor	monitor, počítačová obrazovka
network administration	správa (počítačových) sítí
new media	nová média, digitální média
output device	výstupní zařízení
peripheral(s)	periferní zařízení
personal computer (PC)	osobní počítač
printer	tiskárna
programming	programování
programming language	programovací jazyk
punch(ed) card	děrný štítek
resistor	rezistor, odporová součástka, odpor
social network	sociální síť
socket	patice
storage device	záznamové zařízení

| transistor | tranzistor (el. polovodičová součástka) |
| vacuum tube | elektronka |

SUMMARY

In the introductory chapter we explained the difference between information technology (IT), information and communications technology (ICT), and informatics: terms that are often used interchangeably despite having slightly different frames of reference. As the computer is central to all of these concepts, we also provided a brief overview of the development of computer technology, and outlined the general architecture upon which computers are built.

2 HARDWARE

In this chapter we will have a brief look at computer hardware, i.e. the physical side of computer technology. We will provide a basic classification and discuss various hardware components, peripherals and accessories.

AIMS

In this chapter you will learn:

- about computer hardware;

- about the interaction between hardware and software;

- about hardware components, peripherals and accessories.

KEYWORDS

hardware, components, peripherals, accessories

REQUIRED TIME

180 minutes

2.1 Hardware, software and their interaction

On the most general level, every computer or a computer-like device consists of two elements:

- **hardware** (sometimes abbreviated as HW), which collectively refers to the physical (tangible) features, i.e. every part of the computer that you can either see or touch;

- **software** (SW), which represents the intangible part that activates the physical components and controls their operation.

Hardware and software are mutually interconnected and only provide functionality when used together. Without software the hardware would not be able to operate at all, and similarly, the software would be quite useless without hardware to run on.

Hardware is relatively limited in its scope of operation: every piece of hardware is designed for a specific task. Software, on the other hand, makes it possible to perform much more complex and varied tasks, with the help of the hardware. For example, a computer CPU is typically able to perform basic calculations (such as addition, subtraction, multiplication and division) and logical operations (such as conjunction, disjunction and negation), but it cannot, say, calculate an equation or find the largest value in a set of numbers. It is the software that will provide ways to accomplish such higher-level tasks, by creating algorithms that put the basic operations of the hardware into an ordered sequence of procedural steps.

2.2 Hardware classification

There are three types of computer hardware: components, peripherals, and accessories. (This traditional classification is perhaps less useful for **mobile hardware**, which is much more integrated.)

2.2.1 COMPONENTS

Components are the core parts. They include:

- The **mainboard**: a printed circuit board (PCB) that provides slots and sockets to host other key components such as the CPU (often fitted with a fan or a cooler) or memory modules. The size of the mainboard (referred to as the **form factor**) is standardized.

  Directly soldered on the mainboard are **controllers** (special chips managing the operation of certain components and peripherals) as well as various **connectors**, **ports** and **interfaces**, which provide ways to connect peripherals to the board.

- **Expansion cards**, including network cards, sound cards, and graphics cards (also referred to as video cards); they are placed in dedicated **expansion slots** on the mainboard. Modern graphic cards contain a Graphics Processing Unit (GPU), which can be seen as a specialized processor for display operations.

  Small form-factor mainboards tend to have limited connectivity, and can host few expansion cards. Instead, the graphic, sound and networking capability is provided by dedicated on-board chips.

- Auxiliary components such as **coprocessors** and various **custom chips.**

- The **power supply unit** (PSU), which provides the mainboard and its components with electric power.

- The computer **case** or **chassis**, i.e. the box that holds the mainboard, components and internal peripherals; see below. A less obvious (but no less important) function of the chassis is protection from electromagnetic interference that is generated by the components.

2.2.2 PERIPHERALS

Peripherals are devices that handle the input and/or output of data to and from the computer. Peripherals are usually connected to the mainboard via cables or wireless connection.

One possible classification of peripherals is based on their actual function:

- **Input devices** are peripherals that only provide data input: keyboards, mice, graphic tablets, scanners, microphones, joysticks and other game control devices, and non-rewritable optical drives such as CD-ROM and DVD-ROM drives, etc.

- **Output devices** are peripherals that only take care of data output: monitors, data projectors, printers, audio speakers, headphones, etc.

- **Input/output devices** (also **storage devices** or **mass-storage devices**) are, typically, peripherals designed for data storage and exchange. These include disk drives such as hard drives, solid-state drives (SSD), flash drives, memory card readers, and rewritable optical drives (CD-RW, DVD-RW etc.).

Another classification of peripherals is based on where these devices are located:

- **internal peripherals** are housed inside the computer case (typically, disk drives, optical drives, and memory card readers);

- **external peripherals** are all other peripherals, including external drives, that are connected outside of the chassis.

2.2.3 ACCESSORIES

Accessories are any other physical parts that are needed for the operation of the computer. That includes various cables, leads, cords, adaptors, converters, and storage media used by peripheral devices (CD/DVD media, memory cards, etc.).

COMPREHENSION CHECK

1. Explain the difference between *hardware and software*, and comment on their mutual interaction.

2. Which *components* will you typically find on a computer mainboard?

3. Which computer *peripherals* are typically used as storage devices?

TASK

Match the following terms with the hardware components and peripherals shown in the picture below:

| mainboard | CPU | fan | memory modules |
| PSU | hard drive | chassis | optical drive |
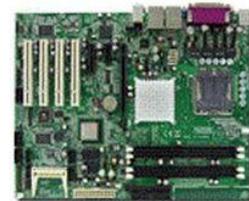
The table below gives an alphabetical list of terms we have introduced in this chapter, together with their corresponding Czech translations:

Term	Translation
accessories	příslušenství
case, chassis	(počítačová) skříň
component	komponenta, součástka
controller	řadič, řídicí jednotka periferních zařízení
converter	převodník
cooler	chladič
coprocessor	koprocesor
custom chip	zákaznický obvod, specializovaný čip
data projector	dataprojektor
expansion slot	rozšiřující pozice, rozšiřující slot
external drive	externí disk
fan	větrák
flash drive	flash disk
form factor	rozměr (základní desky)
game control device	herní ovladač
graphic tablet	grafický tablet
graphics card, video card	grafická karta
Graphics Processing Unit (GPU)	grafický procesor
input/output device	vstupně-výstupní zařízení
interface	rozhraní, interface
joystick	pákový ovladač, joystick
on-board chip	čip umístěný přímo na základní desce
optical drive	optický disk
mass-storage device	velkokapacitní záznamové zařízení
memory card	paměťová karta
memory card reader	čtečka paměťových karet

mobile hardware	přenosná zařízení, mobilní hardware
mouse	myš
port	rozhraní, port
power supply unit (PSU)	zdroj
printed circuit board (PCB)	plošný spoj
scanner	skener
software	software, programové vybavení
storage device	záznamové zařízení
storage medium	záznamové médium
wireless connection	bezdrátové připojení

SUMMARY Σ

In this chapter we looked at computer hardware, that is, the material side of computer technology. We provided a basic classification and discussed various hardware components, peripherals and accessories.

3   SOFTWARE

This chapter focuses on computer software. We will explain the difference between programs and applications, and between system software and application software (giving examples of both). We will also have a look at the graphical user interface (GUI) as a fundamental feature of software applications, and at various elements that make up such an interface and perform specific control functions.

AIMS

In this chapter you will learn:

- about programs and applications;

- about system software and application software;

- about graphical user interfaces (GUI);

- about various GUI elements.

KEYWORDS

software, program, application, graphical user interface (GUI)

REQUIRED TIME

180 minutes

3.1 Programs vs. applications

When we speak of computer software we refer to programs and applications. While these two terms are often used interchangeably, i.e. as synonyms, they in fact mean slightly different things:

- a **program** is an executable piece of code (a set of instructions) that runs on a computer and performs a task it has been written for;

- an **application** is a program that helps the user accomplish a particular task or goal through the use of various tools and functions.

Therefore, all applications are programs, but not all programs are applications.

One notable difference is that programs can operate quite inconspicuously (for example, run in the background with no apparent input or output and with no user interaction), while applications are always visible to the user because they feature a graphical user interface (see below).

3.2 The user interface

In a broad sense, the term **user interface** (UI) denotes a means of interaction between a human and a device or machine. It covers all instruments, technologies, procedures and steps needed to accomplish the task(s) for which the device was designed. More specifically, a user interface is the place from which the device is operated as well as where the progress and/or outcome of the operation is indicated. Virtually every machine that requires human control has a user interface: your coffeemaker, your mobile phone, your car… and, of course, your computer.

In relation to computers we traditionally use the term **graphical user interface** (GUI). The term was adopted in the 1980s when it became necessary to distinguish between older systems using a text-only interface and the new generation of computers, which featured advanced graphic displays and introduced a highly practical control device, the mouse. These computers defined a new concept of user control, referred to as WIMP (for Windows, Icons, Menus and Pointer) – a concept that most other computer systems adopted shortly after and that is still largely used today.

WIMP provided an attractive windowing environment as well as a common ground or philosophy for application look, feel and behaviour. At the core of this philosophy is a metaphorical transposition of real-world objects (windows, buttons, levers, files, cards, drawers…) into their virtual representations (called **controls**, **widgets** or **GUI elements**) on the computer screen. The user is, therefore, presented with a familiar environment that works through analogy and respects our cognitive ability and way of perception. In short: WIMP environments are easier to grasp because they are much less abstract than text-based interfaces.

The following types of GUI element are common in graphical user interfaces (see the Task at the end of this chapter for more):

- **button** (a simple rectangular control to trigger actions);

- **check box** (a two-state control that indicates a TRUE/FALSE or an ON/OFF value);

- **scrollbar** (a bar on the right side or at the bottom of a window, used to move the window contents up/down or left/right);

- **toolbar** (a horizontal or vertical ribbon with buttons corresponding to the application's functions);

- **menu bar** (a row of text items that, when clicked, display drop-down menus with commands corresponding to the application's functions);

- **text field** (a rectangular area for entering text);

- **dialog** (also "dialog window" or "dialog box" – an information window to display messages, prompts or warnings).
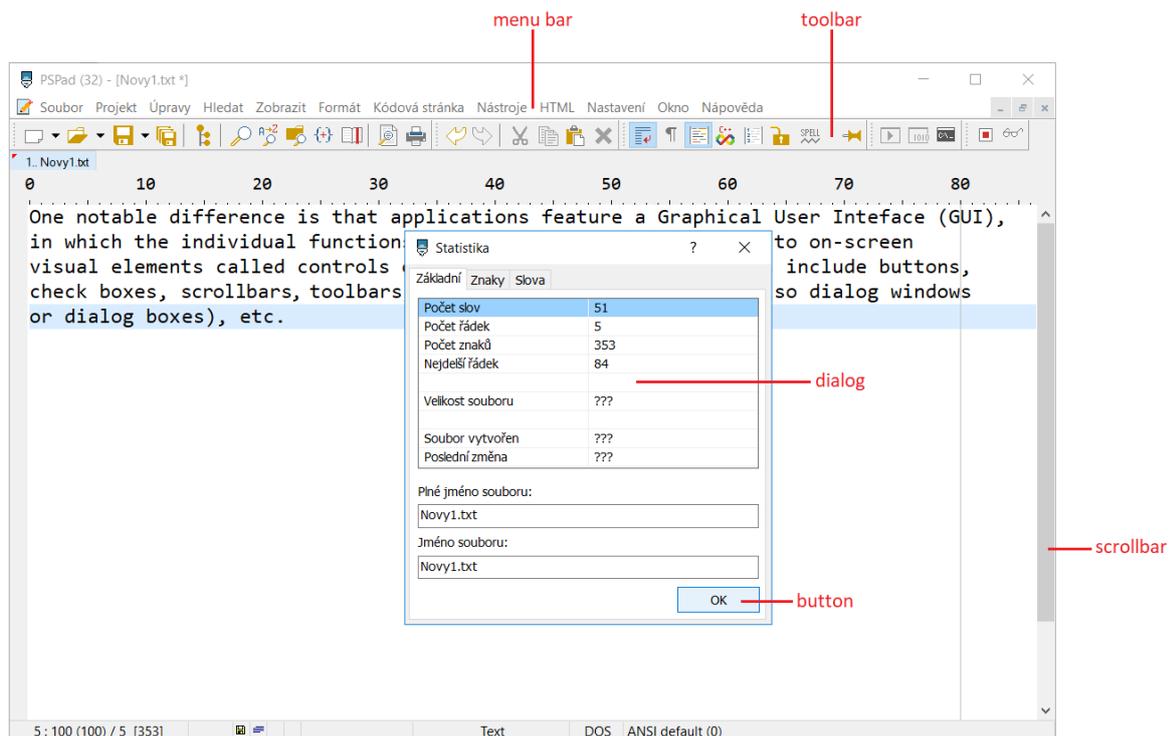
Fig. 2 – An application window with GUI controls.

3.3 Software classification

Apart from making a distinction between programs and applications, it is possible to divide software into two major categories: **system software** and **application software**.

3.3.1 System software

System software helps operate the computer hardware and provides control of the system. This software often comes pre-installed on your computer and includes, above all:

- The **operating system** (OS): the software layer that manages hardware resources and allows the user to run programs and applications. Dozens of different operating systems are in use today but only a few represent major platforms; these include Microsoft Windows, Linux, and MacOS for desktop computers, while in the mobile devices segment Android and iOS are the dominant systems.

- **Drivers**: control programs that manage the use of hardware components and peripherals.

- **Background services**: single-purpose programs that run unnoticed in the background and carry out specific system-related tasks and chores.

- **Maintenance utilities**: service programs that help keep the system in good shape.

- **Diagnostic tools**: programs that monitor the system and help identify potential problems.

3.3.2 Application software

This very broad category includes software that allows the user to actually turn the computer into a useful tool, that is, to perform various daily-life activities and tasks. The main types of application software include, above all:

- **Web browsers**: as more and more human activity is now taking place on the Internet, the browser has become a number-one application. Contemporary web technologies allow running applications inside the web browser, which means that browsers have de facto become operating systems of their own.

  Web-based applications and their data are no longer stored locally on the computer disk; instead they reside in a virtual repository called a **cloud**. Web-based applications represent an important aspect of **cloud computing**.

- **Office applications**: software for daily use in the office, school etc. Common office applications include words processors, spreadsheets, presentation tools, and database managers. These applications are often installed as part of an **office suite**.

- **Productivity applications**: applications for the creation of digital content, such as graphic editors, video editors, audio editors, digital audio workstations (DAW), desktop publishing software (DTP), photo manipulation tools, etc.

- **Educational software** including various e-learning applications and learning management systems (LMS).

- **Entertainment software** such as computer games, media players etc.

3.4 The *-ware* suffix

From the perspective of word formation, the terms hardware and software are compounds (see section 2.3.2 in the study material *Odborná terminologie 1*). They consist of the adjective *hard* and *soft*, respectively, combined with the noun *ware* (meaning "things or articles of a particular kind").

In IT/ICT terminology and jargon, however, "ware" has developed into something that behaves more like a word-formation suffix. As such it is now used to derive new terms referring to particular types of software. The suffix has proved to be fairly productive and is apparently used with creativity, as the existence of the following terms suggests:

Term	Meaning
abandonware	A commercial, copyrighted program that is no longer sold and is ignored by its author or publisher.
adware	A type of unwanted and potentially malicious program that hides in the system and then displays advertisements.
bloatware	An application that has unnecessary features which use large amounts of memory and disk space, and is often slow.
crippleware	Software that has been deliberately disabled by the removal of a major feature or component, so as to encourage users to purchase the full version.
donationware	Software that is provided with no restrictions but requests that you make a donation to its author.
firmware	A program written for and stored on a hardware device, allowing the actual use of that hardware.
freeware	Software that is provided free of charge, with no restrictions on functionality.
giftware	Software that is provided with no restrictions but requests that you send a small gift to its author.
malware	A type of malicious program designed to disrupt, damage, or gain unauthorized access to a computer system and its data.
middleware	Software that lies between the operating system and the applications running on it, and acts as a bridge between them to facilitate communication and data management.
ransomware	An especially dangerous type of malware that takes hold of the user's data and denies access to it unless a ransom is paid.
shareware	Software that is initially provided free of charge but a fee is requested after a given evaluation period.
spyware	A type of malicious program that secretly collects data on the user (such as his/her online behaviour) and sends it to a third party.
vaporware	Software (typically an application or a computer game) that is announced and promoted but is never released.

Like *hardware* and *software*, the terms above are normally used in their original English form, as there are no ready equivalents in Czech.

COMPREHENSION CHECK

1. Explain the difference between a *program* and an *application*.

2. Explain the difference between *system software* and *application software*. Give examples for both categories.

3. Which *elements (controls)* will you typically find in the graphical user interface of an application? What do they do?

TASK

Visit the MICROSOFT LANGUAGE PORTAL at https://www.microsoft.com/en-us/language. The Portal is a multilingual online database of standard computer technology terms used across Microsoft products. Due to the significant role of Microsoft in the world of computing, the database can also serve as a general IT/ICT terminology bank. The terms are available in almost 100 languages.

In the "Search Terminology" box, set the target language to "Czech" as shown in the picture.

Use the term search field to find the Czech translations of the following *graphical user interface elements* (controls). Write them down in the provided blanks:
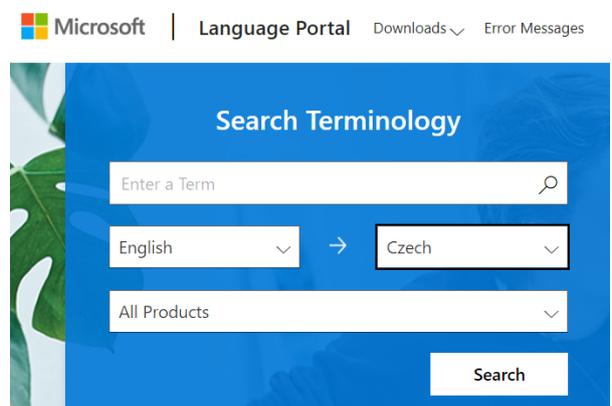
slider   _____

context menu _____

radio button   _____

tab   _____

list box   _____

Software

The table below gives an alphabetical list of terms we have introduced in this chapter, together with their corresponding Czech translations:

Term	Translation
application	(počítačová) aplikace
application software	aplikační software, softwarové aplikace
audio editor	program pro úpravu zvuku
background services	služby na pozadí
button	tlačítko (prvek GUI)
check box	zatržítko, zatrhávací pole (prvek GUI)
control, widget, GUI element	ovládací prvek (uživatelského rozhraní)
database manager	databázový program
desktop publishing (DTP)	počítačová sazba
diagnostic tool	diagnostický nástroj
dialog, dialog box, dialog window	informační okno, dialogové okno (prvek GUI)
digital audio workstation (DAW)	vícestopý editor pro tvorbu a střih zvuku
driver	ovladač
drop-down menu	rozevírací nabídka
e-learning	e-learning, elektronické vzdělávání
educational software	výukový software
graphical user interface (GUI)	grafické rozhraní, uživatelské rozhraní
learning management system (LMS)	systém pro správu vzdělávacího obsahu, e-learningový systém
maintenance utility	nástroj pro údržbu
media player	přehrávač médií
menu bar	nabídka, menu (prvek GUI)
office applications	kancelářský software
office suite	sada kancelářských aplikací
operating system	operační systém
photo manipulation tool	program pro úpravu fotografií

presentation tool	program pro tvorbu prezentací, prezentační aplikace
program	(počítačový) program
scrollbar	rolovací lišta (prvek GUI)
spreadsheet	tabulkový program
text field	textové pole (prvek GUI)
toolbar	nástrojová lišta (prvek GUI)
user interface (UI)	uživatelské rozhraní
utility	nástroj, utilita
video editor	program pro střih videa, digitální video střižna
web browser	internetový prohlížeč
windowing environment	okenní prostředí
word processor	textový editor

SUMMARY

Σ

In this chapter we focused on computer software. We explained the difference between programs and applications, and between system software and application software. We discussed the graphical user interface (GUI), a fundamental – as well as the most visible – feature of software applications, and mentioned various elements that make up such an interface. Finally, we introduced a specific group of IT/ICT terminology formed using the *-ware* suffix and referring to various types of computer software.

LITERATURA

BUTTERFIELD, A. ET AL. (eds) *Dictionary of Computer Science*. 7th ed. Oxford: Oxford University Press, 2016.

DOWNING, D. ET AL. (eds) *Dictionary of Computer and Internet Terms*. 12th ed. Hauppauge, NY: Barron's Educational Series, 2017.

ESTERAS, S. R. – FABRÉ, E. M. *Professional English in Use: ICT*. Cambridge: Cambridge University Press, 2007.

KITTELL, J. S. *Internet and Computer Slang Dictionary*. North Charleston, SC: CreateSpace, 2012.

PETERS, B. *Digital Keywords: A Vocabulary of Information Society and Culture*. Princeton and Oxford: Princeton University Press, 2016.

ODKAZ NA ONLINE LMS KURZ

Tuto studijní oporu najdete také ve formě interaktivního online LMS kurzu pod odkazem:

https://elearning.fpf.slu.cz/course/view.php?id=1407

ODKAZ NA ONLINE LMS KURZ

SHRNUTÍ STUDIJNÍ OPORY

Cílem této studijní opory bylo navázat na teoretické základy a seznámit účastníky kurzu Odborná terminologie 4 se základní anglickou odbornou terminologií z oblasti informačních a komunikačních technologií.

Kurz vyšel z důvodného předpokladu, že zmíněnou oblast charakterizuje vysoká míra užití internacionalismů, z nichž řada je pro českého uživatele běžně srozumitelná i bez hlubší znalosti angličtiny. Zaměřil se proto na bližší seznámení s prostředím a základními principy počítačových technologií a na nejdůležitější pojmy z oblasti počítačového hardwaru a softwaru.

Probraná terminologie byla v závěru každé kapitoly shrnuta formou přehledné tabulky obsahující anglické termíny s jejich českými překlady.

PŘEHLED DOSTUPNÝCH IKON

Čas potřebný ke studiu		Cíle kapitoly	
Klíčová slova		Nezapomeňte na odpočinek	
Průvodce studiem		Průvodce textem	
Rychlý náhled		Shrnutí	
Tutoriály		Definice	
K zapamatování		Případová studie	
Řešená úloha		Věta	
Kontrolní otázka		Korespondenční úkol	
Odpovědi		Otázky	
Samostatný úkol		Další zdroje	
Pro zájemce		Úkol k zamyšlení	