**Questions for Rushkoff’s *Program or Be Programmed***

**Chapters II-IV**

**Directions: Answer the following questions. You will be asked to read your responses in class and to post one from each chapter on your WordPress site.**

**Chapter II. Place, “Live in Person”**

1. What example does Rushkoff use as an example for NOT living in person?

2. What does he mean by “the bias of the networks were absoluytely intended to favor decentralized activity”?

3. What is the problem with this bias for human beings?

**Chapter III. Choice, “You May Always Choose None of the Above”**

1. The shift from analog to digital has resulted in loss. What example does he give to illustrate this concept?

2. What is wrong with binary, the “discrete, yes or no,” according to Rushkoff?

3. What is wrong with “tagging,” according to Rushkoff?

**Chapter IV. Complexity, “You Are Never Completely Right”**

1. What is one of the main problems with the bias toward “a reduction of complexity,” according to Rushkoff?

2. Why is the “democratizing” aspect of digital media a positive outcome of digital media? What does it allow for?

3. What is “experimental learning” and how is digital media eradicating it?

4. Define “data point.”

5. What is the downside of a data-point?

6. What is the positive aspect of a data-point universe?

7. What does Rushkoff mean when he says, “[r]eading becomes a process of elimination rather than deep engagement.”

8. In what ways are our digital technologies getting to be “more complex” while our experiences “more simple?”

9. Give one example Rushkoff uses to illustrate “the brilliance and importance of . . . simulation technologies.”