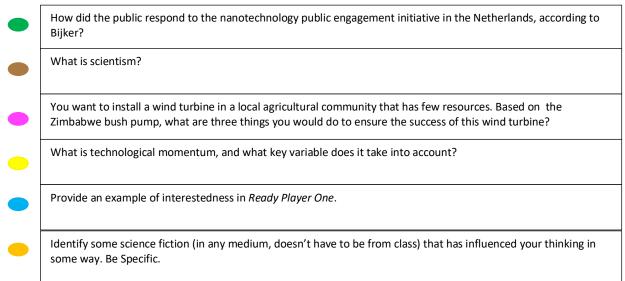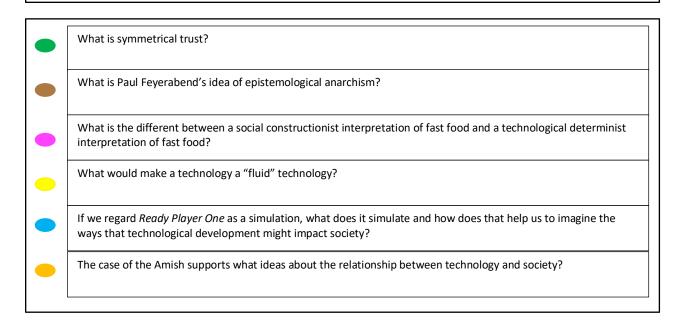|	
🟢	What values do science and democracy share, according to Jasanoff? Identify one.
🟤	What is Popper's "problem of induction"?
🟣	Identify two ways that analyzing the internet in terms of forms of life is different from analyzing it as a technic that you can use.
🟡	What is the Collingridge dilemma?
🔵	How does Ready Player One imagine virtual reality as a form of life?
🟠	Consider the reading presentations in class so far, and think of the ones that you thought were particularly good. What are three things that have helped make them good?

🟢	How did the public respond to the nanotechnology public engagement initiative in the Netherlands, according to Bijker?
🟤	What is scientism?
🟣	You want to install a wind turbine in a local agricultural community that has few resources. Based on the Zimbabwe bush pump, what are three things you would do to ensure the success of this wind turbine?
🟡	What is technological momentum, and what key variable does it take into account?
🔵	Provide an example of interestedness in *Ready Player One*.
🟠	Identify some science fiction (in any medium, doesn't have to be from class) that has influenced your thinking in some way. Be Specific.

🟢	What is symmetrical trust?
🟤	What is Paul Feyerabend's idea of epistemological anarchism?
🟣	What is the different between a social constructionist interpretation of fast food and a technological determinist interpretation of fast food?
🟡	What would make a technology a "fluid" technology?
🔵	If we regard *Ready Player One* as a simulation, what does it simulate and how does that help us to imagine the ways that technological development might impact society?
🟠	The case of the Amish supports what ideas about the relationship between technology and society?

🟢	Reason, transparency, openness to critical scrutiny, skepticism, willingness to listen to different opinions, readiness to admit uncertainty and ignorance, respect for evidence and scientific process
🟤	The problem that even if experimental results seem to confirm a theory many times, it's still possible that the theory is false.
🟣	[Questioner determines if correct answer]
🟡	"Either…assess a technology in its early stage when you can still change its course but…have no insight into its…consequences, or…wait to evaluate [when] you better understand its consequences, but then it is too late to change its course."
🔵	It imagines virtual reality "woven into the texture of everyday existence," so that virtual reality is not just a tool but rather a part of the humanity of the characters in the story
🟠	speaker seems well-prepared, slides have images and are not overloaded with small text, presentation includes a detailed overview that really highlights key arguments and terms, connections are interesting and thought-provoking, questions really elicit discussion, students participate in the discussion.

🟢	They responded with interest, and expressed that they were not afraid of nanotechnologies, but are afraid of scientists and the government not being transparent about the uncertainties.
🟤	The idea that science is *the* way to address all questions or problems.
🟣	[Questioner determines if correct answer]
🟡	It is the idea that technologies gain momentum over time, so that social construction may be more valid in the beginning, but by the time it has gained considerable momentum it may be more deterministic; time.
🔵	A large corporation funds a huge operation to play the contest in an attempt to take over the entire virtual reality system.
🟠	[Questioner determines if correct answer]

🟢	The idea that scientists should trust the public, and the public should trust the scientists.
🟤	The idea that science is what scientists say it is, and that the scientific method isn't always the best or only method for producing knowledge.
🟣	[Questioner determines if correct answer]
🟡	What constitutes the technology might be changeable over time and from one site to another; what constitutes its success and failure might also be changeable over time and from one site to another. It is flexible, maintainable.
🔵	It simulates a world in which virtual reality becomes the primary medium for work, play, social interaction, etc. It also shows that virtual reality not solve broader social problems or eliminate power dynamics.
🟠	That communities of people can make intentional decisions about what technologies to adopt and why; that technologies are closely associated with values and with identity.