Unsustainable Course with Technology

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Stephen Robinson
Diego Arguello
Kara Springsteen

• Personal Beliefs: Life is not worth living unless you do what makes you happy.
• Social Life: I enjoy spending time with my family and being surrounded by loved ones.
• Work/Occupation: During the summer I currently work in the Pro Shop at the local golf course.
• Recreation: I love bike riding, hiking and star gazing
Increased Violence in Children

- Television and video games are popular forms of leisure activity among children and teens in the United States and throughout the world.
- With a new week comes a new video game and a new T.V. show, many of which expose children to guns, weapons, and physical violence.
- According to a survey completed by the A.C Neilson Company, children will have witnessed 8,000 murders and 100,000 acts of violence through technology by the time they graduate elementary school.
- As a result of constant exposure to violence, children are becoming to act more aggressive, not understanding that in reality that is not the way to solve problems.
- The National Institute of Mental Health completed a survey finding scientific evidence that the violence behavior children were viewing was being seen on the playground too.

http://www.leaderu.com/orgs/probe/docs/violence.html
http://www.personal.psu.edu/users/d/j/djw5068/assignment%205.html
Ryan Byers

- **Work/Occupation**: I currently hold a position at the HUB at the information desk.
- **Intended Major**: My intent is to become a Mechanical Engineer to work for GM as an automotive designer.
- **Recreation**: I enjoy working on vehicles in the garage with my dad.
- **Social Life**: I enjoy going to the Penn State games with my friends and family.
Decreased Communication

- According to the 2009 Digital Future Report, Internet users spend an average of 17 hours a week online.
- Only 15 percent of homes in America do not have a computer.
- When you are constantly using abbreviations in texts, it is hard to remember to use proper grammar when writing formal emails, letters or papers.
- When we have a problem with someone we send them a message instead of confronting them face-to-face.
- When we spend so much time on our computers and phones, we lose real connection with others.
- Instead of having a pleasant conversation with our family, friends or significant others, we are gluing our eyes to our computer screens.

http://www.northern-iowan.org/is-technology-harming-our-communication-skills-1.2216499#.UiyN6sbrxyU
Stephen Robinson

• Personal Beliefs: Enjoy responsibly
• Social Life: Friends and family help me get by
• Recreation: Baseball, long walks on the beach
• Political Life: Hard work should be rewarded
Lack of Sexual Boundaries

• Increased technology has lead to an increase in exposure at a younger age
• Sexting and cat fishing is now a major cause of sexual crimes
• According to the National Campaign, 51 percent of teen girls say pressure from a guy is a reason girls send sexy messages or images
• The corruption of the youth leads to:
  ▫ Falling into the “trend trap”
  ▫ Detachment from family at a younger age
  ▫ Dependency on internet to find love

http://www.growingwireless.com/be-aware/sexting?gclid=CMCA9PfgvLkCFeY7OgodGmYAxQ
http://www.pcsndreams.com/Pages/Sexting_Statistics.html
Diego Arguello

- Intended Major: Industrial Engineering
- Social Life: I enjoy spending time with my friends and family.
- Recreation: I like playing indoor raquet sports (racquetball, squash, etc.)
Obesity

- According to studies, one in three children in the US are obese.
- Technology has increased obesity because it engages people in activities that don’t require much moving or the burning of calories (texting, surfing the web, watching TV, etc.)
- In the 70s, to have fun, kids would go out and run around. Now they stay indoors playing video games for hours at a time.
- The constant development of new technologies is leading to an increase in the rate of obesity.