

# Computers in our everyday lives

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A photograph of a computer workstation in a library. In the foreground, a wooden desk holds a black keyboard, a white mouse, and a CRT monitor. The monitor is turned on and displays a white screen with a thin black border. Behind the desk, a large wooden bookshelf is filled with numerous books of various colors. The scene is lit with warm, indoor lighting.

# Computers – a part of our lives

- Why we use computers
  - Efficiency, accuracy and reliability
  - Communication
- Types of computer systems
  - Non-portable computers
  - Portable computers
  - Mobile computing devices

**Content (1)**

- Categories of users
  - Casual
  - SOHO
  - Power
  - Mobile
- Convergence
- Test and improve your knowledge
  - Summary of module
  - Written module activity

**Content (2)**



# Why we use computers

# Efficiency, accuracy and

## Efficiency

Computers save:

Time

Labour

Resources

## Accuracy

Quality program  
& quality data  
>>> 100%  
accuracy!

Essential in  
mass production  
on assembly  
lines

## Reliability

Computers

can be  
relied on to  
do tasks  
without  
tiring,  
complaining,  
asking  
for more

money.. ;-)

- The efficiency, accuracy and reliability of computers combined with the ability to ***communicate***, enable us to
  - eliminate time and distance as constraints
  - communicate and share information globally
  - save on communication costs
  - interact socially on a bigger scale

# Communication







# Types of computer systems



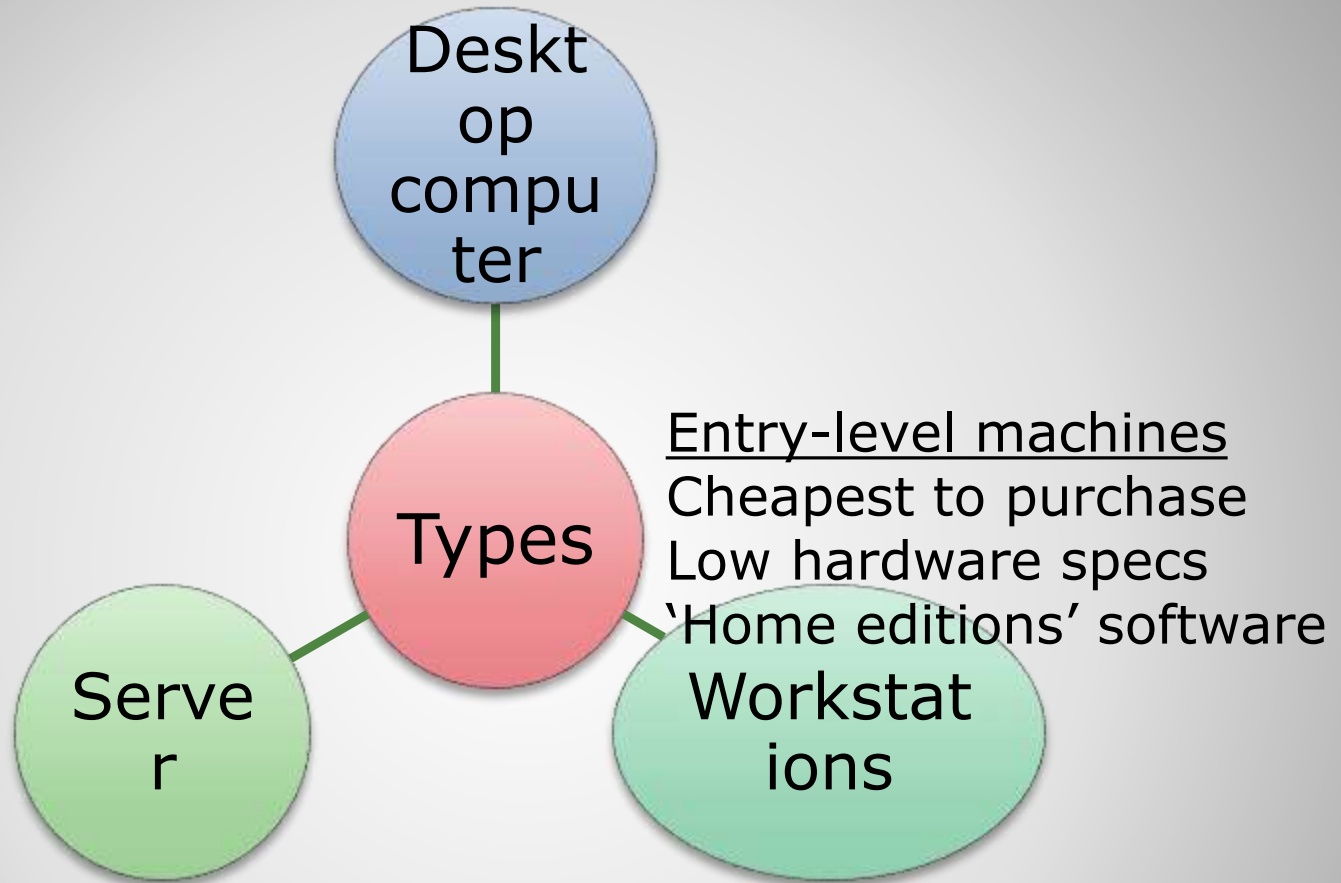
- **Power** – the specs
- **Purpose** – e.g. servers
- **Size** – power, purpose vs. portability
- **Software** – operating systems or 'platforms'



- generally consist of a **system unit**, **monitor**, **mouse** and **keyboard**
- large
- not meant to be moved



**Non-portable computers**



## Non-portable computers

- An 'all-in-one' design.
- Designed to fold to take up less space, to be easy to carry and to protect the delicate parts of the computer.
- Have outsold desktops in the last few years.



**Portable comp**

## Laptop Notebook Tablet PC

- Screen size larger than 12" or 13"
- Tablet PC: reversible screen, touch/pen sensitive

## Ultrabook k

- Designed to be ultra slim and light
- Do not include optical drives and hard drives, use SSDs

## Netbook

- Do not include optical drives
- Have very low powered CPU
- Ultrabook more popular as lightweight computer

# Portable computers - types

- designed to maximise battery life and to be 'always on'.
- use operating systems designed to use less power (iOS, Android, Windows Mobile, Windows 8 RT)
- often use touch screen interfaces

**Smartphone**

**Consumer tablet**

**Mobile computing devices**





# Categorizing users



- limited office tasks
- Internet banking
- e-mail and browsing the Web
- social networking
- Skyping
- viewing and sharing photos
- entertainment: casual gaming  
playing music and watching

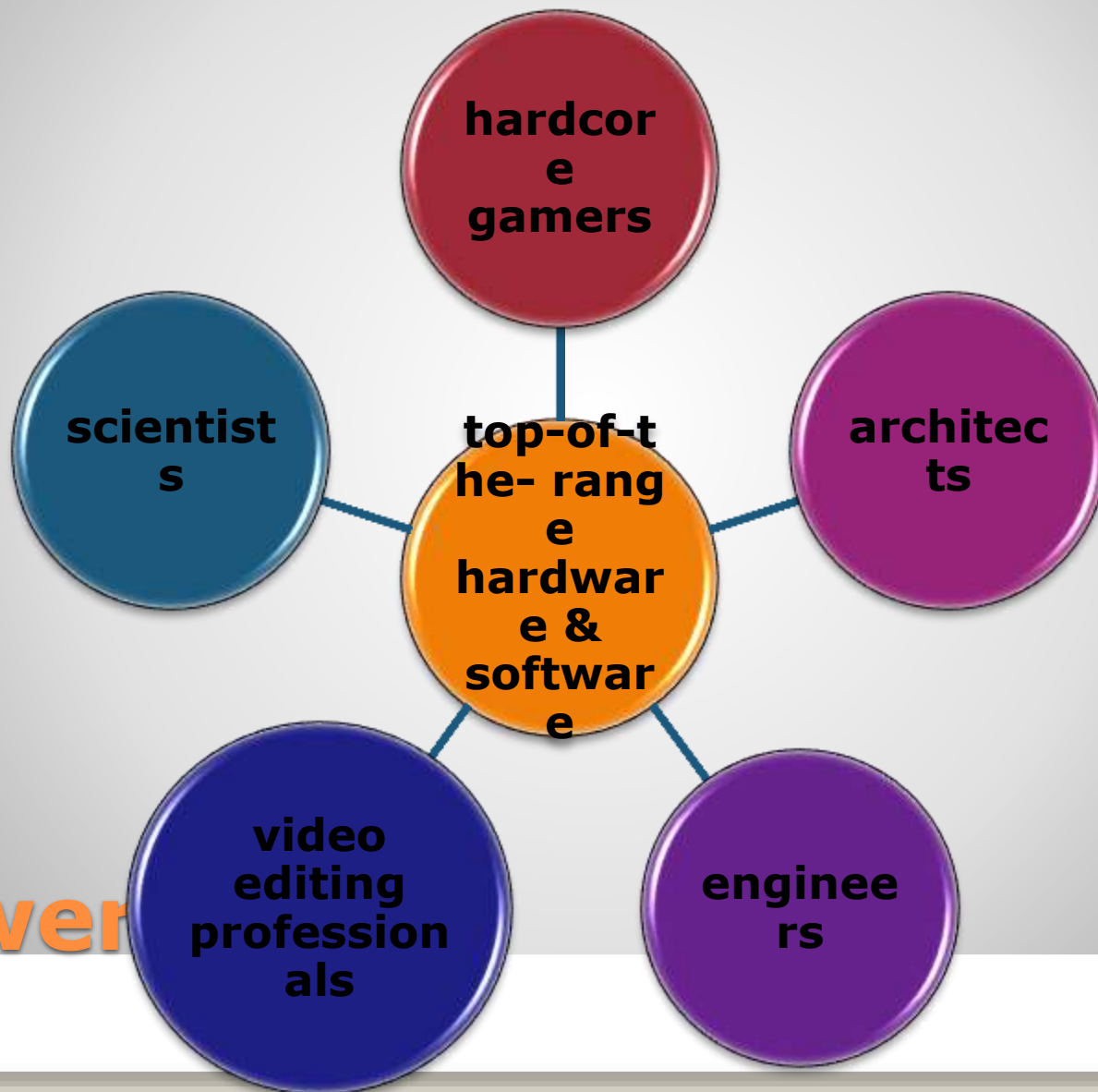


**Casual or personal user**



# SOHO (Small Office Home Office)

- Category dependent on type of business
- Needs entry-level desktops for *admin*:
  - accounting or billing
  - databases with clients, suppliers, stock, etc.
  - electronic document archiving
  - planning and scheduling, etc.
- Might also need other computer depending on type of business



**Power**

- Not necessarily a separate category. Every category of user also use mobile technology.
- Smartphones or tablets for tasks such as
  - browsing and e-mail
  - playing games
  - reading books
  - navigating with GPS
  - taking quick notes
  - taking photos and video and recording sound.

Mobile users





# Convergence

the trend where

- **separate technologies and functions** that required different devices in the past are **combined into one single device**

# Convergence



- Convergence – the **smartphone** and the **consumer tablet**







**Test and improve your  
knowledge**

## Reasons why we use computers



- save time, resources and labour
- accurate
- reliable
- communicate quickly and easily
- communicate globally
- save communication costs

## Types of computer systems



- Non-portable computers
  - desktop computer
  - workstation
  - server
- Portable computers
  - laptops and notebooks
  - netbooks
  - ultrabooks
- Mobile computing devices
  - smartphones
  - consumer tablets

Summary of module

## Categories of users

## Convergence



casual or personal user

smartphone

SOHO user

consumer tablet

power user

mobile user

# Summary of module



## Module activity

