

*Group #2 Question - Media 2.0 is effective in a sense that it generates publicity around problems which could in turn become very dangerous, but is this actually authoritative?*

*Reply to Group #2:* I am not sure what you're asking but yes, your statement is authoritative. In our in-class presentation we covered documented incidents where members of the public suffered ugly consequences while attempting to shed light on criminal activity.

---

*Group #4 Question: There are rumors that the NFL might make a deal with Netflix/Google to air live games on Netflix. Do you think that this is feasible? Would this be widely accepted? Would consumers be willing to watch games online instead of on their television? <http://todaynewsgazette.com/nfl-on-netflix/>*

*Reply to Group #4:* This is definitely possible. As a Netflix subscriber I can say this would be very well received as an alternative viewing medium. I'm not sure as to your third question, I will assume you mean instead of cable. To a dedicated game viewer the medium is not what's important, it is just another way to bring the content to the viewer.

---

*Group #5 Question: How are navigational devices and apps such as Waze affected by the new Florida Law prohibiting the use of mobile devices while driving?*

*Reply to Group #5:* While a new Florida Law prohibits texting while driving, it does not prohibit the use of mobile devices. The DMV's own website says, "Driving and talking on a cell phone is perfectly legal in Florida."

The new law which became active October 1<sup>st</sup> 2013 prohibits texting while driving as a secondary offense. This means that an officer can ticket you for texting only after pulling you over for a separate alleged offence.

---

*Group #6 Question - Some things come down to the user's expectations of a platform. For example, it is assumed nowadays that software will be released without the bugs worked out of it and the users themselves will report and help find them. While annoying, the users also realize that this model gets them the software quicker.*

*In the same way, with the top down design of media, we have always expected the media to verify their sources and get it right on the 1st release. But with the understanding that average citizens are acting as "reporters" and their own sources of news... is there any harm in people coming to expect that the true story is a work in progress? Is it just an issue of expectations or is there a more legitimate danger there?*

*Reply to Group #6:* The best case scenario would be people expecting that the true story is a work in progress however when even so called legitimate sources (such as trusted news stations) are bringing about the same unfounded or uninvestigated stories that are readily available to everyone with a computer, a work in progress falls to those very same people.

*There is a great deal of danger involved, not only to those Justin Beiber cancer sympathizers who shaved their hair off, real lives could be lost in a panic.*

---

*Group #7 Question: How media 2.0 affects the user self-esteem? Explain how cyber-bullying affects the user and how dangerous this could be?*

Reply to Group #7: People who are victims of cyber bullying:

- Have higher risk of depression and anxiety, including the following symptoms, that may persist into adulthood:
  - Increased feelings of sadness and loneliness
  - Changes in sleep and eating patterns
  - Loss of interest in activities
- Have increased thoughts about suicide that may persist into adulthood. In one study, adults who recalled being bullied in youth were 3 times more likely to have suicidal thoughts or inclinations.
- Are more likely to have health complaints. In one study, being bullied was associated with physical health status 3 years later.
- Have decreased academic achievement (GPA and standardized test scores) and school participation.
- Are more likely to miss, skip, or drop out of school.
- Are more likely to retaliate through extremely violent measures. In 12 of 15 school shooting cases in the 1990s, the shooters had a history of being bullied.

If you have high self-esteem, then you can very quickly associate words related to yourself with positive evaluations but have a difficult time associating words related to yourself with negative evaluations. However if you have low self-esteem, the opposite is true.

---

*Group #9 Question: With the use of Media 2.0, people communicate between one another with transparency. This means that they can cover their identity and/or location while still being able to communicate with masses (twitter is best example). Our question is, considering that any social repercussions are avoided by being transparent on the web, do you think Media 2.0 has the potential to bring out society's true voice and opinions over worldwide topics? It definitely is not the same when you voice your opinion personally compared to doing it "transparently" over the web or social media. Do you consider this a positive or a negative of Media 2.0?*

Reply to Group #9: This is both a positive and a negative of Media 2.0. While it allows for the masses to truly interact on an honest level giving their sincere vote on current issues it leaves the door open to negatives as it does not teach social interaction. You don't need to be a team player at all.

---

*Group #10 Question: Can Data & Provenance Analytics help with fraud?*

Reply to Group #10: While data analytics is truly ground breaking I'm not very clear as to how it could be used to tell if a posted news item is fraudulent or not. Perhaps with the upcoming technology of Media 3.0 (Semantic Web) a computer program could be used to check up on and investigate posts before they are uploaded to the web.