5. Hardware requirements.

Microsoft provides outlines for two types of computers that can run Windows Vista: a "Windows Vista Capable PC" and a "Windows Vista Premium Ready PC". Vista requires plenty of horsepower to efficiently run many of its features, including the Aero user interface found in Vista Home Premium and Vista Ultimate. Although most newer PCs easily beat the minimum guidelines for Vista, any PC with less than 1GB RAM will likely encounter sluggishness.

COMPUTER GAMES AND REALITY

Student: B.S.Ilchyshyn, IN-62/2
Adviser: T.M. Plohuta

The most part of users for the first time sit down to computer with the purpose to play a game. And only then they start to use computer in work and in study. Why?

Where is a game and where is reality?

Have you ever observed the person playing the game? Where is a player? Is he in the room or on the other side of the screen?

Why this invented world is so attractive? Probably the answer is that technological progress has simplified conditions of existence of mankind. We got some free time to explore the world around, time for imagination and for creation.

In freakish manner games have occupied our life reality. How much is their influence on it? Researches of different psychologists do not give the unequivocal answer to this question.

It is necessary to analyze the influence of computer games on the reality of people of different age and sexual categories of their consumers.

It is unequivocally possible to tell that computer games have densely filled our life. Virtuality and reality are harmoniously supplementing each other. Heroes of games appear on shelves of shops, games influence fashion and life style. On the other hand, life dictates, whether this or that game will be popular and actual.

But everything is good moderately. To play or not to play – is your choice.

THE BASIC TENDENCIES OF DEVELOPMENT OF MODERN CULTURE

Student: Yulia Yuriivna Kulish, JT-61

Adviser: V.E. Pronjaeva

1. A role and a place of culture in development of a society.
2. A role of youth in development of culture. Occurrence of subcultures.
3. The modern literature. A problematics and subjects of products of young authors. Features of a modern literary language.
4. A problem of publishing and availability of books. A role of the state in occurrence and the d ecision of this problem.
5. Development of modern musical art. A style variety and a degree of quality of musical production.
6. Problems of musical sphere. Support of the young executor, access to "alive" music and qualitative records.
7. Theatre and a cinema. Change of priorities of the spectator in favour of cinema, decline of theatre.
8. Genre features of modern films, access to them, development of a network of cinemas.
9. A masscult as the characteristic phenomenon of a modern society. Its features: conformity to mass

needs (requirements), availability, poor quality, etc.
10. Negative influence of a masscult on on a society as a whole and on each person separately, the reasons and ways of struggle.