Міністерство освіти і науки України
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ІНТЕРНЕТ
Збірка текстів для читання англійською мовою

для студентів технічних спеціальностей
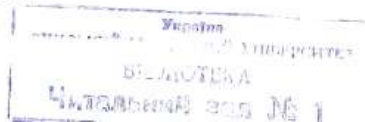
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Збірка містить оригінальні тексти за темою "Інтернет". Ці тексти можуть використовуватися для навчання різних видів читання та подальшого обговорення на практичних заняттях, а також для організації індивідуального читання. Дані методичні вказівки призначені для студентів технічних спеціальностей різних форм навчання.

UNIT 1

Pre-Reading

1 You are going to read some articles about the Internet. Make a list of five words that you associate with the Internet. Compare your lists with a partner. Discuss them.

2 Before reading the text make sure you know the meaning of the terms:

| Domain | request | browser |
| e-mail | hyper-text | provider |

3 Read the text and find out if there are any words from your list in it:

History of the Internet

The Internet's history can be traced back to ARPAnet - which was started by an operations research (O.R.) group (the Advanced Research Project Agency). The O.R. group was created by the US Defense Department for applying scientific modeling principles to military planning and research into networking sometime in 1969. It had a huge history and was decommissioned only in June 1990.

Many people wanted to put their ideas into the standards for communication between the computers that made up this network, so a system was devised for putting forward ideas. Basically you wrote your ideas in a paper called a 'Request for Comments' (RFC for short), and let everyone else read it. People commented on and

improved your ideas in new RFCs. The first RFC (RFC0001) was written on April 7th, 1969 - that this is probably the closest thing to a 'start date' for the Internet. There are now well over 2000 RFCs, describing every aspect of how the Internet functions.

ARPAnet was opened to non-military users later in the 1970s, and early takers were the big universities - although at this stage it resembled nothing like the Internet we know today. International connections (i.e. outside America) started in 1972, but the Internet was still just a way for computers to talk to each other and for research into networking, there was no World-Wide-Web and no email as we now know it.

It wasn't until the early to mid 1980s that the services we now use most on the Internet started appearing. The concept of 'domain names', things like 'microsoft.com', and special 'Domain Name Servers' wasn't even introduced until 1984 - before that all the computers were just addressed by their IP addresses (numbers). Most protocols used for e-mail and other services appeared after this - although email itself had been around much longer the way it was sent between institutions was less standardized.

The part of the Internet most people are probably most familiar with is the World-Wide-Web. This is a collection of hyperlinked pages of information distributed over the Internet via a network protocol called HTTP (hyper-text-transfer-protocol). So in 1989 the web was started, although at this time it was text-only. Graphics came later with a browser called NCSA Mosaic. Both Microsoft's Internet Explorer and Netscape were originally' based on NCSA Mosaic.

The graphical interface opened up the Internet to novice users and in 1993 its use exploded as people were allowed to 'dial-in' to the Internet using their computer at home and a modem to ring up an 'Internet Service Provider' (ISP) to get their connection to this (now huge) network. Before this the only computers connected were at Universities and other large organizations that could afford to hire cables between each other to transfer the data over - but now anyone could use the Internet and it evolved into the 'Information Superhighway' that we know and (possibly) love today.

Post-Reading

1 Find in the text the English equivalents of the words. Use them in the sentences of your own:

Відстежувати, описувати, переміщувати, еволюціонувати, вдосконалювати, використовувати, розповсюджувати, коментувати.

2 Complete the sentences using one of the suggested prompts:

1) Before the introduction of _____ all the computers were just addressed by their IP addresses.
   a) data;   b) domain name;   c) research.
2) To dial-in to the Internet from your home you need a _____.
   a) printer;   b) winchester;   c) modem.
3) Information and data on the Internet are transferred over _____.
   a) cables;   b) radio;   c) letters.
4) The first version of the web was _____.
   a) graphic-only; b) text-only;   c) text and graphic.

3 Number these events in the order they happened. Date them:

_____ ARPAnet stopped its work.
_____ The Internet was opened for international connections.
_____ The Internet started its work in RFC.
_____ Domain names were introduced to replace IP addresses.
_____ Graphic interface opened up the Internet to novice users.
_____ The World-Wide-Web was invented.

4 It is interesting to know. Read the texts and say about the scientists contributed in the development of the Internet:

1) *The New York Times* called the computer scientist Vinton Cerf the father of the Internet. Collaborating with math professor Robert Kahn he developed a set of software "protocols" to enable

different types of computers to exchange packets, despite varying packet sizes and computer clock speeds. The result, TCP/IP was released in 1973. In 1977 he lead the project in which a computer sent messages that travelled, by packet radio, satellite, and landlines, a total of 150 400 km.

2) Ray Tomlinson of BBN (Bolt Beranek & Newman, a research firm based in Cambridge, Massachusetts) is credited with inventing the software and sending the first e-mail messages across ARPAnet in 1972 and 1973.

3) The network protocol HTTP was invented by Tim Berners Lee in 1989. He was a physicist working at CERN, the European Particle Physics Laboratory, and wanted a way for physicists to share information about their research - the World-Wide-Web was his solution.

UNIT 2

Pre-Reading

1   Discuss with a partner the following questions:

1) What possibilities does the Internet give to users?
2) Do you know any problems of communication on the Internet?

2   Practise the pronunciation of the words from the text. When in doubt refer to the transcription:

vibrant – ['vaɪbrənt]

omnipresence – ['əmnɪ'prezəns]

amalgam – [ə'mælgəm]

bulletin – ['bulɪtɪn]

behavioral – [bɪ'heɪvjərəl]

vehicle – ['viːɪkl]

environment – [ɪn'vaɪərnmənt]

commoditized – [kə'mɔdɪtaɪzd]

multimedia – [mʌltɪ'miːdɪə]

commercialization – [kəˑməːʃ(ə)laɪ'zeɪʃn]

mogul – ['məugəl]

panacea – [pænə'sɪə]

zealot – ['zelət]

exert – [ɪg'zəːt]

modem – ['məudem]

horizon – [hə'raɪzn]

barrage – ['bæraːʒ]

piazza – [pɪ'ætsə]

wannabe – ['wɔnəbiː]

3 Match the words with their meanings:

1)	e-mail	a)	communication sent by one person to another
2)	simulation	b)	a combination of elements
3)	information	c)	conversation
4)	amalgam	d)	producing a computer model of a process
5)	message	e)	electronic mail
6)	discourse	f)	public announcement
7)	advertisement	g)	something told; knowledge

4 Read the text:

Looking for Community on the Internet

Can a truly vibrant community exist in cyberspace? Can a bunch of individuals at isolated computer stations achieve warmth, caring, and a shared set of values? Is the Internet becoming a pipeline for surrogate communities in an age of technological omnipresence?

Community is not the image of the Internet promoted by government or industry. If you ask the telecommunications giants and media conglomerates racing to build the infotainment pipeline of the future, they point to a world of interconnected business people, students, e-mailers, and government workers, all operating with breakneck efficiency and without leaving their desks. But this image might have little meaning for the numberless millions of actual Internet users, who might have a starkly different collective vision for tomorrow's advanced communications technologies. In *The Virtual Community,* author Howard Rheingold dismisses the now popular notion that the public demands a great stream of interactive entertainment and information. What the people really want, he argues, is a chance to form meaningful relationships with their far-flung neighbors in the global village. Dale Dougherty publisher of the Global Network Navigator, an electronic magazine on the Internet, agrees. The Internet, he says, is filling a deep need: "We want a feeling of connectedness, of having things in common."

The "Net" is an amalgam of electronic bulletin boards, on-line information services, and computer conference sessions — all connected by the same global telecommunications networks to which our phones are attached. For now, communication is mainly confined to written text, but that is changing as the Net gains the ability to handle voice, video, and other multimedia information. Already some cable companies are providing Internet linkups, and there will soon come a day when people with cheap digital video cameras can transmit their footage to the masses.

The virtual community idea approximates much more closely the real Internet than does the popular metaphor of a superhighway running into people's living rooms. The Internet is a spirited web of conversation that you can weave yourself into by tapping on your personal computer's keyboard and powering up your modem. A virtual community, according to Rheingold, is a group of people who have in all likelihood never met face to face, but who enjoy spending time in cyberspace with one another debating politics, discussing their hobbies, conducting business, spilling their guts, or just flirting and playing games with one another.

The Net's capacity to function as a vehicle for community lies in the differences between it and all previous communications media. While telephones are primarily a one-to-one medium and television a few-to-many medium, the hypergrowth of the Net marks the beginning of many-to-many communication. Greater possibilities lie just over the horizon. In two years, one expert predicts, there will be more users on the Net than there are people living in California. Within five years, the on-line populace will exceed the number of citizens of any single country except India or China. With the Net's ability to transcend time zones and national boundaries, it could contribute to greater understanding between cultures. On the other hand, the freeflowing dialogue could bring on social upheaval, especially in places like Japan, where communication with outside cultures is tightly controlled by the powers that be.

Like physical communities, virtual communities can exert strong pressure on members to conform to behavioral norms and conventions. In April a pair of lawyers in Phoenix, Arizona placed an

ad for legal services on the Internet. (Non-commercialization of the Internet is one of the cardinal, if unofficial, rules of the Net.) In response to this transgression, users from around the world "flamed" the couple with 30,000 hostile messages. The barrage, according to *The Phoenix Gazette,* caused the local Internet node, Internet Direct, to overload and temporarily shut down. Internet Direct posted apologies for the ad and suspended the lawyers' access to the system. Internet Direct systems administrator GeoffWheelhouse told the *Gazette,* "(The incident) has given us a bad reputation." Most actual communities work no more effectively.

The United States might be poised to benefit most from virtual communities. Since the convivial atmosphere that still exists in Italian piazzas and Parisian bistros has largely died in the United States, Americans hunger for a new way to connect with each other. One of Rheingold's sources attributes the decline of public meeting spaces in the United States to the nation's "suburbanized, urban-decayed, paved, and mailed environment." Others attribute the breakdown of intelligent public discourse to the fact that "the public sphere," particularly the airwaves, have been commoditized and sold off to media moguls and advertisers. The Internet, by contrast, still has a chance to be run by and for the grassroots.

Internet enthusiasts sometimes see virtual community as a panacea for all sorts of social ills. They go a kit far, for example, when they hold out the possibility that the Net could be a forum for electronic democracy. The people conversing on the Internet and other on-line services are by and large not a bunch of civic leaders. The untamed, freewheeling nature of cyberspace means that it's often filled with every skinhead, Trekkie, religious zealot, and Limbaugh-wannabe with a new theory on how the world should work. The Net is not, at least not yet, much of a town hall meeting.

The question is how real these communities actually are and to what extent they really fill the needs of more traditional communities. The answer isn't entirely clear. The Net is uncharted territory both for individuals and for communities. "It's like a boom town in the old West," says Dougherty. "The rules aren't written yet. With TV, people are controlling you. Here you are on your own."

Even Net enthusiasts acknowledge that cyberspace may never be a replacement for true communities.

The key word in the cyberspace community lexicon is "virtual." Like an elaborate, electronic flight simulator, the technology is breathtaking and the simulation appears perfect. Only when the users find themselves in the cockpits of real airplanes (or in the midst of real communities) do they realize how limiting "virtual" can really be. Still, for many people, the choice seems to be between a very good simulation of community and no community at all; that choice makes virtual community look attractive indeed.

(by Evan I. Schwartz)

Post-Reading

1 Complete the sentences using the words from the text:

1) The key word in the cyberspace community lexicon is ....
2) The virtual community idea approximates much more closely the real Internet than does the popular ... of a superhighway running into people's living rooms.
3) The Net's capacity to function as a ... for community lies in the differences between it and all previous communications media.
4) Like physical ... , virtual ... can exert strong pressure on members to conform to behavioral norms and conventions.
5) Internet enthusiasts sometimes see virtual community as a ... for all sorts of social ills.
6) The ... is an amalgam of electronic bulletin boards, on-line information services, and computer conference sessions — all connected by the same global telecommunications networks to which our phones are attached.

2 Make up your own sentences using the following word combinations:

a) Technological omnipresence; b) without living one's desk; c) virtual community; d) on-line information services; e) multimedia

information; f) to spill the guts; g) to conduct business; h) to exert strong pressure; i) replacement for true communities; j) imaginary society; k) decline of "the public sphere"; l) religious zealot.

3   Explain the meaning of these words using an English-English dictionary. Find all the derivatives:

1) Computer; 2) network; 3) keyboard; 4) modem; 5) community; 6) transgression.

4   Answer the following questions:

1) Do you think the Internet is more important than other means of communication? Why?
2) What abilities does the Internet gain?
3) What is the virtual community according to Rheingold?
4) What are the predictions of the net's usage as a communication media?
5) How do virtual communities influence on their members?
6) Why is the virtual community seen as a panacea for all sorts of social ills? How actually real these communities are?
7) What is the key word in the cyberspace community lexicon?
8) Is the Net's users' number growing? Why?

5   Write "Yes" before each statement that is correct, write "No" if it is not correct:

1) _____ Dale Dougherty says that people in the Internet are filling a deep need of connectedness.
2) _____ The Internet has not the ability to handle voice, video and other multimedia information.
3) _____ There will never come a day when people with digital video cameras can transmit their footage to the masses.
4) _____ A virtual community is a group of people who never met face to face, but who enjoy spending time in cyberspace with one another.

5) ____Net enthusiasts acknowledge that cyberspace may never be a replacement for true communities.
6) ____"Virtual" is the key word in cyberspace community lexicon.
7) ____Virtual communities make users to conform the behavioral norms and conventions.
8) ____People don't really want to form meaningful relationships with people from the whole world.
9) ____The Net is uncharted territory both for individuals and for communities.

6 Look through the text and:

a) say, why people like to communicate on the Internet;
b) pick out the details concerning the differences between the Internet and all previous communications' media;
c) say, what possibilities the Internet can propose to the users;
d) find, what kinds of the information are prohibited on the Net;
e) give your own opinion about the communication on the Internet.

7 Fact or opinion. A fact is something that is true and can be proved. An opinion is merely someone's idea of what is true. Distinguish facts and opinions in the list below:

1) The Internet is a global telecommunication network and different people interconnect and commune on it.
2) The people want to form meaningful relationships with their far-flung neighbors in the global village – in the whole world.
3) In some years the number of the Internet users will exceed the number of citizens of any single country except India or China.
4) Now communication is mainly confined to written text.
5) There is the breakdown of intelligent public discourse.
6) Some unofficial rules, such as non-commercialization, exist on the Internet.

8 Complete each statement by choosing the correct cause:

Facts	Causes
1) The virtual community idea has great future because …	a) they can discuss many interesting things, conduct business, play games etc.
2) The Net could contribute to greater understanding between cultures because …	b) it doesn't have any written rule and here nobody controls you.
3) People who have never met face to face enjoy spending time in cyberspace because …	c) the public demands a great stream of interactive entertainment and information.
4) The users of the Internet can realize how limiting "virtual" can really be because …	d) they feel quite different themselves in the midst of real community.
5) The Net is like a boom town in the old west because …	e) it has the ability to transcend time zones and national boundaries.

9 Find facts from the text to prove these statements:

a) The Net is very helpful for busy people.
b) A lot of people take part in the developing of the Net's communities.
c) The Net's abilities change and increase constantly.
d) The Net promotes the development of the relations between different cultures.
e) Virtual communities can exert strong pressure on members to conform to behavioral norms and conventions.

Pre-Reading

1 Before reading the text answer the following questions:

1) To what Web servers did you ever connect?
2) What browser did you use? What were your impressions?

2 Practise the pronunciation of the words from the text. When in doubt refer to the transcription:

Onslaught	['ɔnslo:t]	deliver	[di'li:və]
notify	['nəutifai]	competitive	[kəm'petitiv]
venture	['ventʃə]	revenue	['revinju:]
suite	[swi:t]		

3 Read the text and analyze the described advances of the Web from the user's point of view:

World Wide Web

The World Wide Web is a massive collection of static and interactive documents that are linked together. You use a Web browser to view Web pages. You find the Web pages on the hundreds of thousands of Web servers scattered throughout the world. To move from one document to another, you click a link that opens that document in your Web browser.

You'll spend most of your online time on the Web. That's because most of the services and information that you'll find useful on a daily basis are on the Web. You use the Web without even thinking about it. For example, you can subscribe to content that you put on your desktop. Because you don't browse the content yourself in a Web browser, you might forget that you connected to the Web to get that desktop content.

The Web is the most brutally competitive part of the Internet. It gets the most attention from the media, venture capitalists, and big corporations like Microsoft and Netscape. This is where they are hoping to make their mark and their profit.

There is an upside to this competitive battle, however: innovation. Nobody wants to be caught on the sidelines as the technology and standards determine the shape of the Web. As Microsoft has demonstrated with the Windows operating system, those driving the standards have the greatest amount of control over the technology. The result is an onslaught of new technology from Microsoft and Netscape over the last few months. As these companies risk their business on new technology, you, the consumer, only stand to gain. The Internet gets better and you get more useful (cooler) products and services. It seems that big technologies keep getting bigger, as evidenced by the latest advances:

Dynamic HTML. You won't care much about *dynamic HTML* when you're browsing a Web site. You should know that it's there, however, sitting behind each Web page making it more exciting and interactive. Dynamic HTML gives the author complete, programmatic control over every element in the document. Just imagine a document's heading leaping up off the page when you move your mouse over it.

WebCasting, or Web broadcasting. This allows you to choose what kind of content you want to see. You don't have to go looking for interesting content anymore. You sit back while the content is automatically delivered to your desktop. You can also subscribe to your favorite Web sites and let the browser notify you of updates and/or automatically download that site to your computer.

Integration. Both the Microsoft and Netscape browser suites support desktop integration. You can view content, in the form of Web pages or objects, right there on your desktop. Microsoft's desktop integration goes a bit further than Netscape's in that it actually integrates the Web into the Windows Explorer interface.

The technological advances are only part of the story, though. The content and services you find on the Web keep getting better and better. As most organizations predict that the greatest opportunity for

revenue is content, they are investing more money into it. **You'll find** news feeds to which you can subscribe, services, and very impressive main stream magazines online.

Post-Reading

1 **Find in the text the English equivalents of the words. Use them in your own sentences:**

   Зміст, нововведення, споживач, підтримка, напад, річний дохід, комплект.

2 **Find the Ukrainian equivalents of the following words:**

   Subscribe, notify, predict, venture, broadcast, scatter.

3 **Complete the sentences using the words and word-combinations from the text:**
   1) The WWW is a massive collection of _____ and _____ documents that are linked together.
   2) _____ HTML gives the author complete, programmatic control over every element in the document.
   3) The Web is the most brutally _____ part of the Internet.
   4) _____ advances on the Internet are the result of competition between big corporations.

4 **Write "Yes" before each statement that is correct, write "No" if it is not correct:**
   1) ___ There are static and interactive documents on the WWW.
   2) ___ Different kinds of documents on the Web are not linked.
   3) ___ Competition between venture capitalists and big corporations on the Web leads to advances in technologies and more convenient user's interface.

4) ___ Web pages and servers are situated in a very restricted area.

5) ___ The content and services on the Internet are getting more and more complicated.

5 Discuss the following questions:

1) How do you assess innovations on the Internet?
2) What are the advantages of dynamic HTML?
3) Do you greet WebCasting? Why?

UNIT 4

Part A   Pre-Reading

1 **Work with a partner. Make a list of computer games you played. Compare your list with the partner's. Do you play the same or different games?**

2 **Practise the pronunciation of the words from the text. When in doubt refer to the transcription:**

Furiously ['fju:riəsli]   substantial [səb'stænʃəl]

latency ['leitənsi]   multiple ['mʌltipl]

throttle ['θrɔtl]   brunt [brʌnt]

3 **Read the text and make up a list of hardware mentioned in the text and needed for playing Internet games:**

Text A. **Playing Games on the Internet**

The Internet is the greatest single source of mankind's knowledge ever. It is also a great place to have fun. Although humans love to learn, they also like to play, and with the networking capabilities of the Inter-net, it's easy for two people to connect to play a game (nearly any kind of computer-based game).
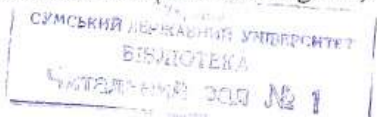
Before you start downloading/buying all these games, it's a good idea to get some background on them and learn how they work. It'll help you make some good decisions later.

The basics of Internet-based multiple player games' are very similar to how the Web works. There is a host, or server computer, that handles the brunt of the work; this way the server will send out and receive a minimum amount of data. This helps to keep game play as speedy as possible, so your computer will calculate what is happening and send a brief amount of data to the game server, such as location, status, and so on. The server then will repeat that information to each player interacting with you. The players' local computers then take that plotting and status information and usually display the information in a pretty, graphical format.

NOTE: One term you will hear often in regard to online games is *latency*. If you feel game play getting slower and slower, it's probably a latency problem.

NOTE: To really excel at many online games, you should have a good joystick and perhaps a throttle unit. For the serious gamer, a $100 investment in hardware makes many $40 games play much better. It's really worth it, as opposed to pecking at your keyboard furiously.

Other than the game you are using, there should be no major additional software that you will need to run to connect to the many different types of Internet game servers. Besides that, there are a few things you should consider before trying to make your connection to any Internet server:

- You need a fast Internet connection, 33.6 at a minimum.
- Use a true 32-bit TCP/IP stack (for example, the native dialer that comes with Macs or Win 95/NT).
- You need a fast processor to handle and draw the games out; 166MHz or higher are recommended.
- Have a substantial amount of free hard drive space on hand, up to 5M beyond what the game recommends.
- Have a good game controller (mouse or joystick) and a good sound system - at least 16-bit sound with good speakers to greatly increase your game fun.

Post-reading

1 **Find in the text the English equivalents of the words and word-combinations. Use them in your own sentences:**

Затримка, завантаження, стан, взаємодія, зв'язок, шалено, справлятися, достатній (за кількістю).

2 **Match the words with their meanings:**

1) Latency	a)	The whole range or extent of anything;
2) gamut	b)	a place where something is or can be located;
3) brunt	c)	the degree of "lag" affecting the signaling between the various computers;
4) location	d)	the principle shock, or force.

3 **Write "Yes" before each statement that is correct, write "No" if it is not correct:**

_____ You can play Internet games on any computer, nevertheless its configuration.

_____ The Web and the basics of Internet-based game work the similar way.

_____ A server computer handles the brunt of the work and keeps the speed of the game.

_____ Latency is very useful for playing Internet games.

_____ When you play Internet games, you need no free space on your hard drive.

4 **Explain the difference between a single-player game, double-player game, multiplayer game.**

5 **You are going to buy a computer including for playing Internet games. Read the text once more and discuss in a group of three-four students the computer configuration appropriate for this purpose.**

Part B   Pre-Reading

1   **Practise the pronunciation of the words from the text. When in doubt refer to the transcription:**

carnage ['kaːnidʒ]
yonder ['jɔndə]
apocalyptic [ə,pɔkə'liptik]

futuristic ['fjutʃə'ristik]
gamut ['gæmət]
opponent [ə'pɔunənt]

2   **Read the text and give principle characteristics of different types of the games:**

Text B.   Top Multiplayer Internet Games

With so many great games out there, it's hard to narrow the list down to a few to talk about. But we will cover a variety of the most popular Internet games. These games run the gamut of interests, from head-to-head simulations, to strategy, to the popular outright carnage! Let's take a look at what may be your next computer software purchase.

Diablo One of the very first games ever written for a computer was an adventure game - one that harks back to the JRR Tolkien novels where dragons and demons live, and powerful, magic users and fighters are all that stand in the way of the world being overrun by these badies.

From those old text-based adventure games such as Kings Quest to the graphic games, characters walking around with swords hacking evil minions have been popular with the computer subculture. Blizzard Entertainment, makers of the popular Warcraft game, created a super online adventure game: Diablo.

Diablo is a rather intense game, with obvious killing of bad guys. Some young children might not enjoy the graphic nature of the game, as there can be quite a lot of blood!

Net Mech Net Mech is the online version of Mechwarrior 2, the futuristic game of mechanized combat. If you don't like flight simulators but do like games where you still get to "shoot'em up,"

you'll enjoy Net Mech. Net Mech and Mechwarrior are distributed by Activision but were written by FASA Corporation.

The Mechwarrior group of games is a very futuristic set of games - a bit apocalyptic but still quite fun. When Internet game play was added to Mechwarrior 2, there was an instant market created from the loyal players wishing for group combat.

The Game Zone Microsoft, not being a company to sit idly and watch the world go by, has worked for over a year to perfect the Internet Game Zone. The Zone isn't just one game; it is a series of many different types of games, from strategy to out-and-out flying spaceships for trying to kill your opponent.

Air Warrior For those of you who are drawn to the National Air and Space Museum and wondered what it was like to fight in those wonderful World War II aircraft, wonder no more. Air Warrior is here to give you the online feeling of battling in the wild blue yonder.

Air Warrior, written by Kesmai/Aires Corporation, is a really great WWII aircraft simulator game. You can choose some limited aircraft from the Korean War and WWL but it's the WWII part of the game that generates the vast majority of the interest. The one and only problem with Air Warrior is that to keep revenues up, Kesmai allows access to the multiplayer aspect of the game only if you hold an account to one of the larger online services such as Prodigy, CompuServe, and so on. If you really like good WWII simulations, the price of admission is well worth it.

Not all Internet-based games are free. Some games, such as Air Warrior, are housed on the servers of some online services such as America OnLine.

Post-Reading

1 **Determine parts of speech of the following words. Find their Ukrainian equivalents. Use them in your own sentences:**

Carnage, head-to-head, strategy, adventure, combat, minion, hark, hack, fighter, simulation, instant.

2 **Complete the sentences using one of the words or word-combinations provided:**

1) Diablo is a rather _____ game, with obvious killing of bad guys.
   a) idle.   b) intense;   c) slow.
2) Kings Quest is an _____ game.
   a) adventure: b) strategy;   c) simulator.
3) Net Mech is a _____ game.
   a) strategy;   b) futuristic;   c) ancient.
4) The Game Zone consists of _____.
   a) one game;   b) two games;   c) a series of games.
5) Air Warrior is a _____ game.
   a) simulator;   b) adventure: c) strategy.

3 **Following the principle characteristics of the games, try to give a definition of each game type and explain the difference between them.**

4 **Discuss the following questions:**

1) Do you prefer to play single-player or multiplayer games? Why?
2) Are you afraid of Internet games? Why?
3) Do you think parents should monitor the content of the games their children play?
4) How do you imagine the future of Internet games?

5 **Project:**

Work alone or in small groups. Design a new computer game. Specify what hardware is used, what computer configuration is required, how many players are needed, and what the rules are. Be ready to explain how to play the game.

Pre-Reading

1   **Practise the pronunciation of the words from the text. When in doubt refer to the transcription:**

Paradigm	['pærədaim]	survival	[sə'vaiv(ə)l]
obscurity	[əb'skjuəriti]	schedule	['ʃedju:l]
giant	[dʒaiənt]	commerce	['kɔmə(:)s]
purchase	['pə:tʃəs]	faith	[feiθ]
convergence	[kən'və:dʒ(ə)ns]		

2   **Work with a partner. Make a list of changes or improvements you expect form the Internet in the near future. Compare your list with your partner's. Discuss the differences.**

3   **Read the text and analyze the predictions about the future of the Internet:**

The Future of the Internet

The amazing growth of the Internet is going to continue. Each month, the Internet welcomes millions of new users. Many people try the Internet and decide that it's not for them. But most hang around. This includes folks who are connected directly to the Internet, and folks who are connected to the Internet through online services, employers, and schools. All this growth and attention has not escaped the notice of the venture capitalists and big corporations which invest mostly to content providers. A good way to predict the future of the Internet is to keep track of where all that money is spent.

One of the most important, but often overlooked, advances is *bandwidth, in* particular, personal bandwidth. I remember when 1,200-baud modems were thought of as blazing. Then came the 2,400, 9,600, 14,400, and 28,800-baud modems. DirecTV offers Internet connectivity at incoming speeds of up to 400,000 baud.

Personal bandwidth is rapidly approaching the point at which video conferencing, video on demand, amazing multimedia, and distributed applications are becoming quite practical.

Based on the current trends, we can make the following predictions about the Internet of the near future:

You'll get more content via channels. Channel casting is proving its worth. Because channels use a paradigm with which most people are comfortable, users spend more time viewing content presented in that manner. Survival of the fittest dictates that as more viewers are drawn to channel content, non-channel content will fade away into obscurity.

You'll get more software via online distribution. Recent advances such as CDF *(Channel Definition Format)* and application channels make it practical to distribute software or even schedule automatic updates via the Internet.

Streaming video and audio will become common. Bandwidth is improving, so common use of streaming video and audio is more practical. Soon, you will be able to dial in your favorite news program and have video fed to your desktop straight away. The convergence between TV and computer is beginning.

Electronic commerce will become commonplace. I often hear that Internet commerce hasn't taken off because consumers are afraid to purchase online. That might be true, but recent advances toward securing online purchases will improve consumer faith in electronic commerce.

Anonymity will be harder to attain. For some folks, the anonymity the Internet affords is one of its attractions. You can be just about anyone you want to be on the Internet. Many people abuse that anonymity. As the Internet community gets tired of these abuses and starts to police itself, the loopholes that allow anonymity will tighten.

Pricing structure of Internet access will change. Most people pay a small monthly or hourly fee for Internet access. That's fine, as long as they're all using Internet mail or browsing static Web pages. But expect the pricing structures for Internet access to change so that you'll be charged according to the resources you use.

Post-Reading

1 **Find in the text the English equivalents of the words and word-combinations. Use them in your own sentences:**

Пропускна спроможність; потокове відео; прогноз; анонимність; підприємець, який ризикує; оплата, лазівка, Інтернет співтовариство.

2 **Match the verbs with the appropriate prepositions in the postposition to get the following meaning:**

Fade	via
draw	in
hang	to
dial	away
distribute	on
base	off
take	around

Здійнятися - _____; зникати - _____;
базуватися - _____; наближатися - _____;
залучати - _____; додзвонитися - _____;
розповсюджуватися - _____.

3 **Complete the sentences using the words and word-combinations from the text:**

1) The ... between TV and computer is beginning.
2) Developing the type of the ... that consumers expect takes extraordinary skills and talent.
3) If you want to predict the further development you should ... the current situation.
4) The speed and quality the Internet works basically depend on ... of your channel.
5) Now ... for Internet access doesn't depend on resources you use.

4 Write "Yes" before each statement that is correct, write "No" if it is not correct:

_____ All the people who try the Internet always hang around.

_____ The higher bandwidth the better streaming video and audio work.

_____ Nevertheless new technologies software distribution is possible only via CD-ROM and floppy disk.

_____ Advances toward securing online purchases may cause take off of the Internet commerce.

_____ The pricing structures for Internet access are likely to change according to the resources you use.

5 Make up situations of your own using the following words and word-combinations:

a) Bandwidth, modem, connectivity, incoming speed.
b) Distribution, software, update, the Internet.
c) The Internet, web site, new technologies, software.
d) Streaming video and audio, videoconference, television network, radio news.
e) Electronic commerce, purchase, online, consumer, security.

6 Discuss the following questions:

1) What is the bandwidth of the computer you use? Is it enough for intense work?
2) Can you develop a Web site yourself?
3) What new Web technologies are you acquainted with?
4) Are you afraid of purchasing online? Why? Have you ever purchased online?

7 Summing up

Outline the future of the Internet. Specify technical information about hardware and software needed. If you've got your site, present it. If you haven't, design it.

Glossary of IT Terms

- **Backbone** — A high-speed line or series of connections that form a major pathway within a network.
- **Bandwidth** — Your Internet connection's capacity to transfer data. Usually measured in bits-per-second. A full page of English text is about 16,000 bits. A fast modem can move about 15,000 bits in one second.
- **Browser** — Software that enables you to see Web pages. Mosaic was the first browser, while Netscape and Internet Explorer are the most commonly used nowadays. The advent of browsers transformed the Internet into the colorful, user-friendly Web we know and use. Browsers take text files written in HTML (see HTML) and assemble all the relevant pieces into one colorful, easy-to-view page.
- **Domain name** — The unique name that identifies an Internet site. The Internet is divided into domains on a hierarchical basis. A domain is an individual network. The domain name system maps Internet protocol addresses to individual computers within the domain. Internet email addresses include domain name information.
- **E-commerce** — The buying and selling of goods and services over the World Wide Web and the Internet, electronic funds transfers, smart cards, digital cash, and all other ways of doing business over digital networks.
- **Encryption** — The process of converting data into "unreadable code" so that prying eyes cannot understand the content. Encryption is necessary because valuable and sensitive information is often sent from one computer to another via a network that technically can be accessed by anybody.
- **FAQ** — Frequently Asked Questions. FAQs are online documents that list and answer the most common questions on a particular subject. There are hundreds of FAQs on the Internet, on subjects as diverse as gardening and virtual reality. FAQs were developed by people who grew tired of repeatedly answering the same questions.
- **Host** — Any computer directly connected to a network that acts as a repository for services -- for example, email, Usenet,

newsgroups, FTP, or World Wide Web—for other computers on the network (see also Server).

- **HTML** — HyperText Markup Language. The coding language used to create most documents used on the World Wide Web. HTML looks a lot like old-fashioned typesetting code, where you surround a block of text with codes that indicate how it should appear. You can also specify that a block of text, or a word, is linked to another file on the Internet.

- **Internet** — Sometimes simply called "the Net," the Internet is a worldwide system of computer networks — a network of networks in which users at any one computer can get information from any other computer. To accomplish this all the computers on the Internet have to use a common set of rules for communication. Those rules are called protocols, and the Internet uses a set of protocols called TCP/IP (Transmission Control Protocol/Internet Protocol). Many people equate the World Wide Web with the Internet. In fact, the Internet is like the highway, and the World Wide Web is like a truck that uses that highway to get from place to place (see WWW).

- **Interoperability** — The ability of disparate hardware and/or software systems to communicate with each other in order to accomplish a particular task. This can be done by adhering to certain standards or providing specialized technical accommodations.

- **ISDN** — Integrated Services Digital Network. A way to move more data over existing regular phone lines. ISDN is rapidly becoming available in much of the US, and in most markets it is comparably priced to standard analog phone circuits. It can provide speeds of roughly 128,000 bits-per-second over regular phone lines.

- **ISP** — Internet Service Provider. A company that provides access to the Internet by handling the link from your PC to the rest of the Internet. The ISP's central computer is linked to the rest of the Internet so the persons using its services only pay the telephone charges to connect from their home computer to the ISP's central computer.

- **Leased-line** — A phone line that is rented for exclusive 24-hour, seven days-a-week use from your location to another location. The highest speed data connections require a leased line.
- **Network** — You have a computer network when you connect two or more computers so that they can share resources.
- **Portal** — A marketing term to describe a Web site that is or is intended to be the first place people see when using the Web. Typically a "Portal site" has a catalog of web sites, a search engine, or both. A portal site may also offer email and other service to entice people to use that site as their main "point of entry" to the Web.
- **Protocol** — The standard or set of rules that two computers use to communicate with each other. It assures that different networks can work together. The success of the Internet — indeed, its very existence — depends on people voluntarily agreeing to configure their hardware and software to the TCP/IP standard protocol. Take FTP (File Transfer Protocol) as an example. When you contact a computer to download a file, the computers communicate with a series of preagreed-upon rules. The "conversation" between the computers goes something like this: "I want that file," and "here it comes." (Also see URL.)
- **Search engine** — A program that lets you do keyword searches for information on the Internet. The search may cover titles of documents, URLs, headers, or a full text. Online search engines include Excite, Infoseek, Yahoo, and AltaVista. Yahoo and Exite are expansive catalogs of Web sites that have been intuitively divided into categories. Others, like HotBot or AltaVista, look for any sites containing the keyword you seek.
- **Server** — A computer or a software package that provides a specific kind of service to client software running on other computers. The term can refer to a particular piece of software, such as a World Wide Web server, or to the machine on which the software is running. A single server computer could have several different server software packages running on it, thus providing many different servers to clients on the network.

- **URL** — Everything on the Web has its own distinct address, or URL. Web pages, images and scripts all have a distinct location, which usually begins with "HTTP" ("hypertext transfer protocol") followed by a colon and two slashes *(http:/I)*. Although based on the file you're accessing, the preamble can vary, replacing HTTP with FTP, or "file transfer protocol" (used to transfer software or other large files); telnet (which is used to log onto a remote computer); or file, which means the browser is reading a document from your computer rather than from a remote server.
- **WIPO** — The World Intellectual Property Organization. An intergovernmental organization responsible for promoting the protection of intellectual property throughout the world. Intellectual property comprises inventions, trademarks, industrial designs, and appellations of origin. It also includes copyrights for musical, artistic, photographic, and audiovisual works.
- **WWW** — World Wide Web, the most widely used part of the Internet. Its outstanding feature is hypertext, a method of instant cross-referencing. In most Web sites, certain words or phrases appear in text of a different color than the rest; often this text is also underlined (for instance, www.cipe.org). When you select one of these words or phrases, you will be transferred to the site or page that is relevant to this word or phrase. Using the Web, you have access to millions of pages of information. Web "surfing" is done with a Web browser; the most popular are Netscape Navigator and Microsoft Internet Explorer.

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Навчальне видання

ІНТЕРНЕТ
Збірка текстів для читання англійською мовою

для студентів технічних спеціальностей

Укладач   Н.І.Муліна

Відповідальний
за випуск   Г.І. Литвиненко