- Wiki II feedback?
- quizzes only $q^{1+q^{2}}$ CSC104 fall 2012

Why and how of computing week 10

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Text: Picturing Programs

## Outline

work
experiment

Notes

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## who's got the better deal?



$$
40+\rightarrow 50
$$


life with, or without, computers - which works better?


How many hours per week do you expect to work? What about your parents/grandparents? Explain labour-saving devices
previous experience
does technological change automatically improve lives?


Some economists report that production actually dropped for the first few decades of the Industrial Revolution. The working day certainly lengthened - to 12 or even 14 hours!

## automation/computerization

 what has the effect been?- Competition between - increased domord.


Ford assembly, then and now where'd everybody go?


In 1940s, a car "cost" 35 hours. Now it's 19 hours.

## hardware effects



What's the effect on working lives?
do long hours matter?
time to recover, look for wad to
... if you have an ergonomic chair and a fuzzball table?
some "natural" balone to 40 hours over 5 days.
Check out why crunch mode doesn't work. Chart productivity/hour over a long day.


Time
don't operate heavy machinery...
after working (too much)

mental abclitic decline even faster than
physical abilities with ova work.
prolonged sleeplessness affects motor skills and judgement

increasing working hours macias productively in short term

## utopia, dystopia?


new jobs, flying cars,
or no jobs,
or retirement?

not just how long, but where
flexibility?
time t ploce shift.

- wasted time
trade traffic for flexibility and time?
 seen after dark io pretty.

mnemonic: apt, capped, gaped, tapped

$$
\begin{array}{ll}
A G T C T A G & C B A C \\
C A C+ & C A+C \\
K A C & C B A C \\
G A T C T A & A C G+T G
\end{array}
$$

gatahanct
gactattac
ATC
gapped apt tapped capped

## Notes

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$\square$

