information	l'information, les données
information technology, IT	les technologies de l'information
the information revolution	la révolution informatique
the computer age, the information age	l'ère de l'informatique
computer science, computing	l'informatique
to be computer literate ['lɪtərɪt]	savoir utiliser un ordinateur
computer literacy	le fait de savoir utiliser un ordinateur
a computer scientist, a computer engineer, an IT specialist	un informaticien
a programmer, a programer (US)	un programmeur
a software engineer	ingénieur en logiciel

The first **PC** (personal computer) may be said to have been created by International Business Machines (better known as IBM) in 1981. It was called IBM 5150, had only 16 kilobytes of memory and used audio cassettes to load and save data.

to computerize	informatiser
computerization	l'informatisation
a computer geek, a computer nerd [nɜːd], a techie ['tekɪ]	un mordu d'informatique, un fana d'informatique, un geek
the digerati [ˌdɪdʒɪ'rɑːtiː]	les gens qui s'y connaissent en informatique
digital natives	la génération de ceux qui sont nés à l'ère de l'informatique
computerese, computerspeak	le jargon des informaticiens

According to Mark Bauerlein, an English professor at Emory University and author of "The Dumbest Generation", leisure reading among American 15-to-17-year-olds fell from 18 minutes a day in 1981 to seven in 2003. Electronic media, of one sort or another, now occupy every spare moment (*tous les moments libres*). Mr Bauerlein fears that, far from opening new vistas (*perspectives*) for learning and awareness, digital technology has fostered a level of public ignorance that now threatens not just our competitive well-being but our democracy as well.
The Economist, May 16th, 2008

a (micro-)processor	un (micro-)processeur
a chip	une puce (électronique)
a byte [baɪt]	un octet
a megabyte / gigabyte	un méga-octet / giga-octet

Back in 1965, Gordon E. Moore, one of Intel's co-founders, formulated what came to be known as **Moore's law**: the number of transistors that can be placed on an integrated circuit, and therefore the power of semiconductors, doubles every two years (*tous les deux ans*). This trend has been confirmed for nearly half a century and is particularly important for the computer industry since it affects every aspect of the performance of electronic devices (*appareils électroniques*), their processing speed and memory capacity in particular, but also the number and size of pixels in digital cameras for instance.

digital ['dɪdʒɪtəl]	numérique
to digitize ['dɪdʒɪtaɪz], **to digitalize**	numériser, digitaliser
digitization	numérisation
the digital era ['ɪərə]	l'ère numérique
the digital divide	le fossé numérique

The phrase **digital divide** refers to the gap between people having access to computers and the Internet and those with little or no access to them. It includes the imbalances (*déséquilibres*) in access to technology as well as the imbalances in the skills needed to participate as a digital citizen. The term is closely related to **the knowledge divide** as the lack of technology causes lack of useful information and knowledge. It may be used to refer both to imbalances within a given society (for instance between rich and poor, or between people living in urban and rural areas) and to the unequal distribution (*répartition*) of resources in developed and developing countries.

hardware	le matériel
a mainframe (computer)	une unité centrale
a PC, a personal computer	un PC, un ordinateur personnel
a home computer	un ordinateur familial
a server ['sɜːvəʳ]	un serveur
a desktop (computer)	un ordinateur de bureau
a laptop (computer)	un ordinateur portable
a palmtop (computer)	un ordinateur de poche
a netbook	un netbook
a tablet computer, a tablet PC	un ordinateur tablette
an e-reader	une liseuse
memory	la mémoire
ROM (read-only memory)	la mémoire morte
RAM (random access memory)	la mémoire RAM, la mémoire vive
a memory stick, a USB key	une clé USB
a hard disk	un disque dur
a screen	un écran
a touchscreen	un écran tactile
a printer	une imprimante

Apple Inc. is an American multinational corporation which designs (*conçoit*) and manufactures consumer electronics and software products. The company's best-known hardware products include Macintosh computers, the iPod and the iPhone. It was established in Cupertino, California in 1976 and is now the world's largest technology company in terms of revenue as well as the first US public company to be valued at over $1 trillion.

a key	une touche
a keyboard	un clavier
a mousepad	un tapis de souris
to enter a word, to type in a word	saisir, entrer un mot
to click on an icon ['aɪkɒn]	cliquer sur une icône
to double click	double-cliquer
with a few clicks, in a few clicks	en quelques clics
to cut and paste [peɪst],	copier-coller
to copy and paste	
to scroll sth up / down	dérouler, faire défiler vers le haut / bas

Deep Blue was a chess-playing computer developed (*mis au point*) by IBM. In 1997, the machine won a six-game match against world champion Garry Kasparov. Kasparov accused IBM of cheating and demanded a rematch, but IBM declined and dismantled (*démantela*) Deep Blue. In January 2016 a computer designed by a Google subsidiary called **DeepMind** beat the best human player at Go, an Asian board game which is far more difficult for a computer to master than chess.

to sort	trier
to delete [dɪ'liːt], to erase [ɪ'reɪz]	effacer
to save	sauvegarder, enregistrer
to store information	stocker des données
a backup copy	une copie de sauvegarde
to print	imprimer, tirer
a print-out	une sortie imprimante
software	des logiciels
a software programme, a piece	un logiciel
of software, an application	
to upgrade, to update	mettre à jour
a word processor	un traitement de texte
a spreadsheet ['spredʃiːt]	un tableur
a database ['deɪtəbeɪs]	une base de données
user-friendly	convivial
freeware, shareware	des logiciels gratuits

Malware [ˌmælwɛə] a combination of "malicious" (*malveillant*) and "software", is software designed to infiltrate or damage a computer system. **Crimeware** is a sort of malware designed specifically to perpetrate cybercrime, in particular identity theft. **Adware** is any software package which automatically plays, displays, or downloads advertisements to a computer. Spyware is a kind of malware that is installed surreptitiously (*clandestinement*) on personal computers to collect information about users and the way they browse the Internet without their consent (*consentement*).

a bug [bʌg]	un bogue
a virus (pl: viruses) ['vaɪərəs, 'vaɪərəsɪz]	un virus
to hack into a system	pénétrer, s'introduire dans un système
to crack a code	trouver, déchiffrer un code
to crack a password	trouver un mot de passe
a hacker, a cracker	un pirate informatique, un hacker
digital piracy ['paɪərəsɪ]	le piratage sur Internet

Platform cooperatives are digital platforms for selling services. Unlike Uber or Airbnb, however, platform cooperatives are owned by their employees. The idea arose from the discontent generated by the business model that govern more traditional platforms. Rather than seek growth at all costs, they focus on fair pay for their workers. They are an attempt to counter the Internet giants behind "ride-sharing apps" which claim to be involved in "sharing" and "democratizing" but do little of either.

a videogame	un jeu vidéo
a videogamer	un joueur de jeu vidéo
a videogame console	une console de jeu vidéo
a massively multiplayer online role-playing game, MMORPG	un MMORPG
an avatar ['ævətɑː(r)]	un avatar

Like videogames today, [rock and roll] was a new art form in the 1950s... It was condemned for encouraging bad behaviour among young people. Some records were banned from the radio, and others had their lyrics changed. Politicians called for laws banning the sending of offending records by post. But now the post-war generation has grown up, rock and roll is considered to be harmless (*inoffensif*). Rap music, or gaming, is under attack instead... Novels... were once considered too lowbrow (*trop peu intellectuels*) to be studied at university.

The Economist, August 4, 2005

1. Millions of people every day use word-processing, spreadsheets, e-mail, file-sharing.
2. Data centers are warehouses packed with thousands of servers, the powerful computers that crunch and dish up data.
3. Leisure reading among American 15-to-17-year-olds fell from 18 minutes a day in 1981 to seven in 2003 because electronic media now occupy every spare moment.
4. The expression "digital divide" may refer to imbalances in access to technology both within a country and between rich and poor countries.
5. Spyware is a kind of software that is installed surreptitiously on personal computers to collect information about the way people browse the Internet without their consent.
6. Like rock and roll half a century ago, videogames are now condemned for encouraging bad behavior.
7. Not long after Google started to make digital copies of books available on line, some publishers sued it for breach of copyright.
8. The XO-1 is an inexpensive subnotebook computer intended to provide children in developing countries with access to knowledge.
9. Hacking, which was once the preserve of tech-savvy teenagers showing off, has turned into big business.
10. Teachers must recognize that our pedagogical tools are inconsistent with the skills needed to survive in a world where people are always connected to everyone and everything.

1. La majorité des moins de cinquante ans savent se servir d'un traitement de texte.
2. Il n'y a guère de domaine dans lequel l'informatisation n'a pas révolutionné les façons de faire d'autrefois.
3. La numérisation des grands auteurs offre des possibilités sans précédent aux chercheurs d'aujourd'hui.
4. On peut sauvegarder des tonnes de fichiers sur une seule clé USB.
5. Il m'a fallu seulement deux minutes pour trier les articles et effacer ceux que je ne voulais pas imprimer.
6. Les nouveaux logiciels sont beaucoup plus conviviaux qu'il y a dix ans, ce qui est un progrès important.
7. On croyait il y a encore peu de temps qu'un ordinateur pourrait traduire n'importe quel texte dans n'importe quelle langue.
8. Il y a tellement de logiciels gratuits que l'on pourrait pratiquement ne jamais être obligé d'en acheter.
9. On dit souvent que les jeunes passent trop de temps devant leur écran à jouer à des jeux violents
10. Ce qui est inquiétant, c'est que les pirates semblent capables de pénétrer n'importe quel système.

How much of an impact has the progress in information technology had on education?
In what ways is the digital divide hampering the development of Third-World countries?
Do videogames really jeopardize the prospects of today's youth?

01. Trouver le mot qui convient pour compléter.

1. Users can cut and .... objects, text, spreadsheets, sound, video and graphics between different Windows applications.
2. Today's computers are much more user-.. than they used to be.
3. Anyone who wants an office job today must be computer ....
4. I've just bought a very clever .... of software that allows you to translate English into twenty foreign languages!
5. My hard disk is dead but fortunately I had made a .... copy of all my stuff.

02. Trouver un synonyme pour les mots suivants.

1. freeware • 2. to delete • 3. to upgrade • 4. a memory stick • 5. a nerd

03. Compléter les phrases avec la préposition ou particule adéquate.

1. All you need to open the application is to click .... this icon.
2. I'll email you the info and also send you a print-.. by post just to make sure.
3. You can now book a safari .... a few clicks.
4. Once you've positioned the pointer on the tool bar, you can scroll ....
   a menu.
5. A fifteen-year-old hacked .... a database of the Pentagon.

04. Former des noms composés avec le mot «computer» en première ou deuxième position

1. un informaticien • 2. l'ère de l'informatique • 3. un ordinateur de bureau • 4. un ordinateur portable • 5. un ordinateur familial

05. Trouver les mots auxquels correspondent les abréviations suivantes.

1. PC • 2. ROM • 3. RAM • 4. IT • 5. MMORPG

06. Trouver le suffixe qui convient pour construire les dérivés suivants.

programmer	to program	....	un programmeur
imprimer	to print	....	une imprimante
numériser	digital	....	numériser
pirate	pirate	....	piratage
ordinateur	computer	....	jargon des informaticiens