

Digital Sexism Quiz

Circle One:

- True / False 1. A larger percentage of US boys and men access and regularly use the Internet than girls and women.
- True / False 2. Because participants are not in physical proximity to each other, and may not know each other's gender identity, computers and the Internet provide a platform for cross-gender dialogue and interaction free from the sexism that plays out in face-to-face interactions.
- True / False 3. The word, "man," in its singular or plural form, appears more than 12 times in the first four paragraphs of "Man-Computer Symbiosis," J.C.R. Licklider's 1960 essay, generally considered the first real push for the creation of the Internet as we know it today.
- True / False 4. The number of women earning college degrees in computer-related fields has been increasing steadily since 1986.
- True / False 5. In an NCEs study of boys' and girls' attitudes toward mathematics, fourth grade girls were just as likely as boys to agree with the statement, "I like mathematics."
- True / False 6. Young women represent less than 10% of computer science AB test-takers, a more advanced version of the Advanced Placement test.
- True / False 7. Women comprise only 20% of information technology professionals.
- True / False 8. Internet pornography is 14-times more lucrative than print and video pornography combined.
- True / False 9. According to a 2001 study by Children Now, about 60% of best-selling video games contain violent content.
- True / False 10. *Dora the Explorer: Fairytale Adventures* is the best-selling computer game marketed specifically to girls.

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