

2023-24 Academic Pentathlon Social Science Resource Guide Outline

Section I: Early Information Processing.....16%

- A. Early Information Processing in Great Britain
- B. Early Information Processing in the United States
- C. Early Office Automation Devices
- D. Early Information Processing in Germany and the Work of Konrad Zuse

Section II: General-Purpose Electronic Computers.....30%

- A. The ENIAC
- B. Progress in England
- C. The Completion of the EDVAC
- D. The Eckert-Mauchly Computer Corporation (EMCC)
- E. The Growth of IBM
- F. Other Players in the Midtwentieth-Century Computer Industry
- G. Advances in Hardware
- H. Software
- I. The ENIAC Patent Case

Section III: Toward “Personal Computing”28%

- A. Project Whirlwind
- B. Timesharing
- C. DEC and the Rise of Microcomputers
- D. Networking
- E. PARC
- F. XEROX
- G. The Microprocessor
- H. Personal Computers
- I. Video Games
- J. The IBM PC
- K. The Apple Macintosh
- L. PC Clones
- M. The Graphical User Interface goes Mainstream

Section IV: The Internet, Social Media, and Mobile Computing26%

- A. The GNU Project and the Open Source Movement
- B. Hypertext
- C. Browser Wars
- D. Search Engines
- E. The Dot-Com Bubble
- F. JAVA
- G. NeXT
- H. The iMAC
- I. Microsoft's Gradual Decline
- J. Mobile Computing
- K. Smartphones
- L. Web 2.0
- M. Tables
- N. Moore's Law and Multi-Core Processors
- O. Cloud Computing
- P. COVID-19
- Q. Blockchain
- R. Artificial Intelligence
- S. Quantum Computing