

GLOBAL STANDARD 5

COMPUTING FUNDAMENTALS

OVERVIEW

The IC3 Digital Literacy Certification is comprised of three individual examinations:

Computing Fundamentals

Key Applications

Living Online

Designed to help the user get the most out of technology, the Computing Fundamentals examination covers a foundational understanding of computer hardware, software, operating systems, peripherals, and troubleshooting. And new to the Global Standard 5 exams (GS5), Computing Fundamentals will now also include Mobile Device and Cloud Computing concepts.

Computer Hardware, Devices, Peripherals, and Troubleshooting

Computers and devices are a part of our every day lives, yet many people still lack a basic understanding of the technology they commonly use. This domain tests the user's ability to effectively use a computer operating system to perform everyday tasks such as installing software, managing files, and changing system settings. It also explores the hardware and components of modern computers and devices, including such peripherals as printers, cameras, scanners, and game controllers. Finally, Computing Fundamentals examines processes for maintaining computer equipment, protecting hardware from theft or damage, and solving common hardware problems.



One in 10 millennials have not applied for jobs because they lack confidence in their skills. Digital literacy isn't just about recreational Internet usage. A perceived lack of digital literacy skills is impacting people in very real ways. Around 10% of millennials said they didn't apply for a job because they felt they didn't have adequate digital literacy skills.

Source: Rasmussen College

OBJECTIVES AT A GLANCE

The Computing Fundamentals examination objectives are designed to help the user gain a foundational understanding of computing, including knowledge and use of computer hardware, software, and operations systems:

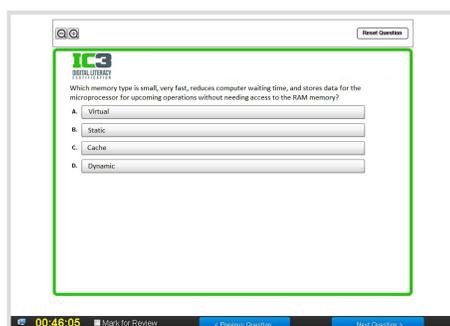
- Types of computers, how they process information, and the purpose and function of different hardware components
- Computer equipment and common problems relating to computer hardware
- Common operating systems such as Microsoft Windows, Mac OS X, Linux, Android, iOS, etc.
- Standard Web browser applications, including Microsoft Internet Explorer, Mozilla Firefox, Safari, Chrome, Opera, etc.
- General computer knowledge, including basic hardware, software, networking and troubleshooting

WHAT'S NEW WITH GS5?

Global Standard 5 (GS5) continues to include all of the features and objectives that have made IC3 one of the world's most trusted Digital Literacy standards, while adding new and updated content to better align with today's evolving technologies:

Mobile Devices	Cloud Computing
<ul style="list-style-type: none">• Cellular phone concepts - Implications of owning a device, carrier and connection plans, and contracts.• Cellular enabled tablets and devices - Wi-Fi management, functions of a tablet, and cellular data usage versus Wi-Fi connectivity.• Smartphones - Apps, abilities and limitations, Internet connections, and user benefits of apps and handheld operating systems.• Instant Messaging - Differentiate between SMS and MMS, mechanics of instant messaging, and using basic features of chat and Skype.• Configuring Notifications - Appointment and notification configuration, alert types and settings, and notification rules.	<ul style="list-style-type: none">• Cloud Concepts - Cloud storage versus cloud access, and sharing and collaboration via the cloud.• Access and Use of the Cloud - Account management, and uploading content.• Web Apps vs. Local Apps - Software as a Service (SaaS) concepts, and understanding Learning Management Systems (LMS).• Web App Types - Online storage apps, online office apps (Google Apps, Office 365), Database driven CRM apps, and difference in app types (browser, tablet, smartphone, desktop).

SAMPLE QUESTION



Exams make use of the latest testing technologies, including the integration of both performance-based and knowledge-based testing.

Ninety-six percent of working Americans use new communications technologies as part of their daily life, while sixty-two percent of working Americans use the Internet as an integral part of their jobs.

Source: Pew Internet and American Life Project



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