

A1.2

Function and use of the above digital devices.

Personal Use



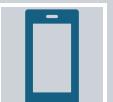
Communication and entertainment.



Organise schedules.



Access information.

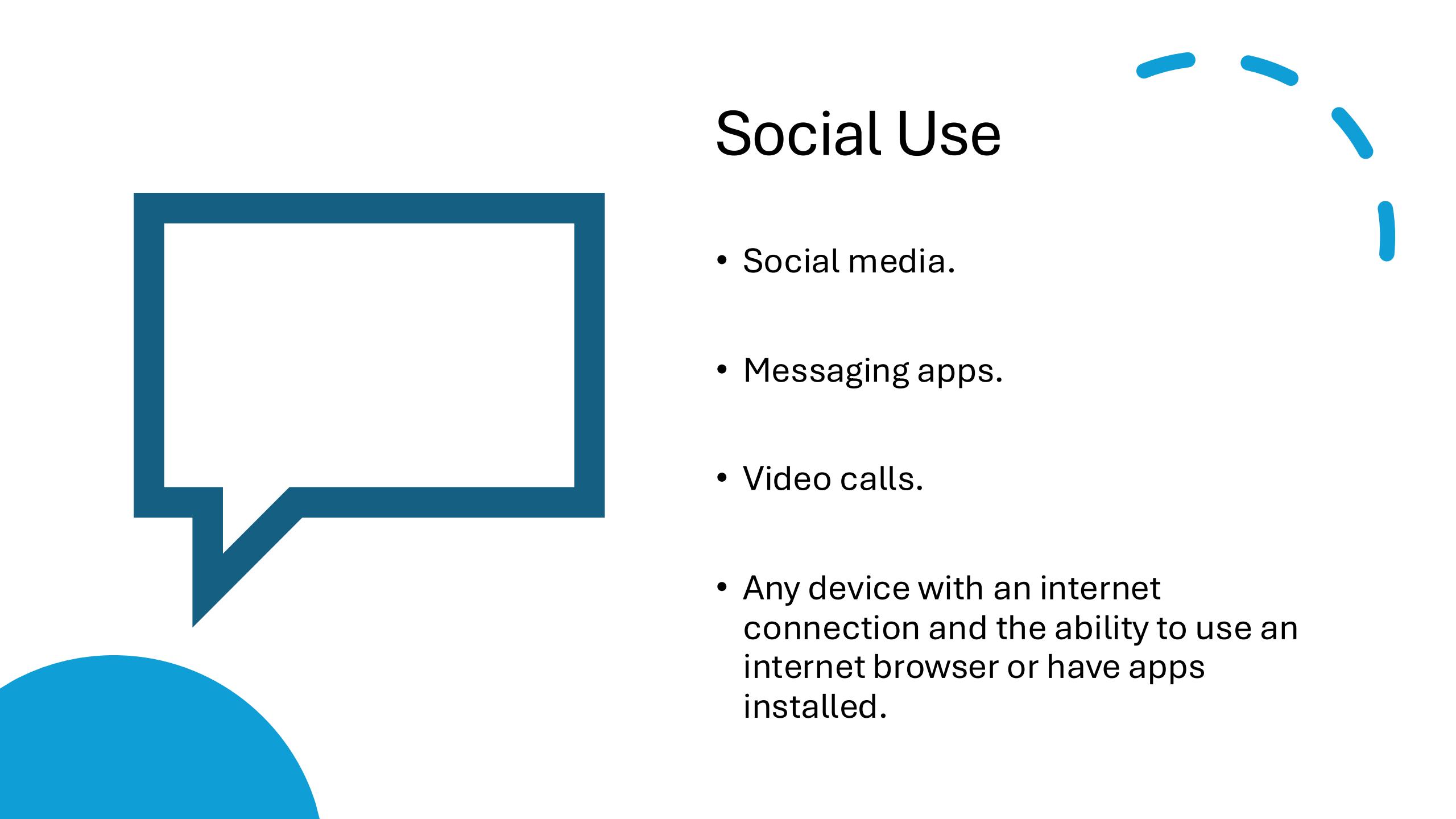


All of the above: Smart phones, tablets, laptops, desktops, embedded systems, emails, messaging apps, GPS navigation, servers and printers.



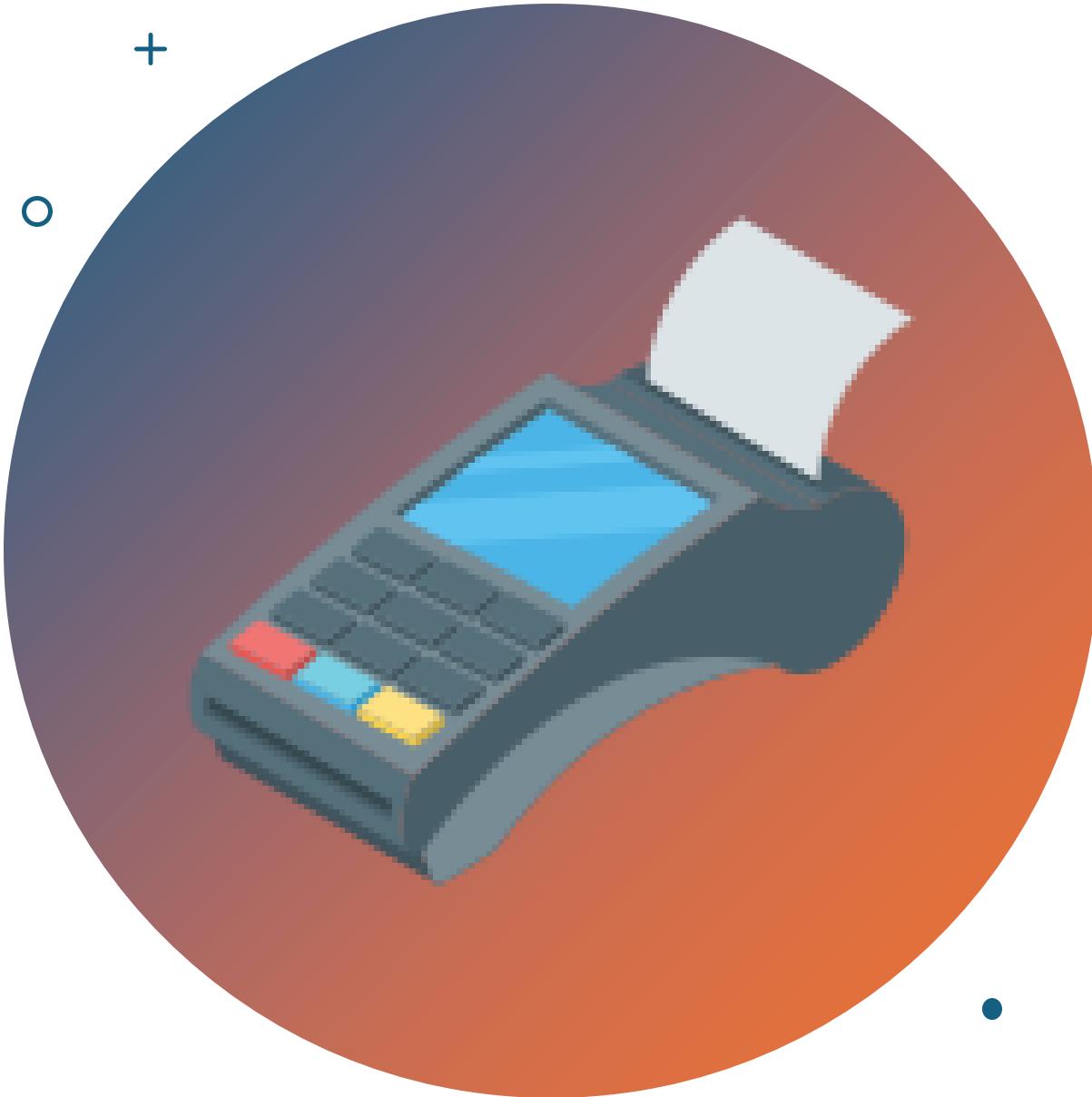
Education & Training

- Online learning.
- Research and resources.
- Virtual classrooms.
- I use a laptop to make these PowerPoints. You might use a mobile phone, tablet or laptop to watch them.
- Interactive boards etc.



Social Use

- Social media.
- Messaging apps.
- Video calls.
- Any device with an internet connection and the ability to use an internet browser or have apps installed.

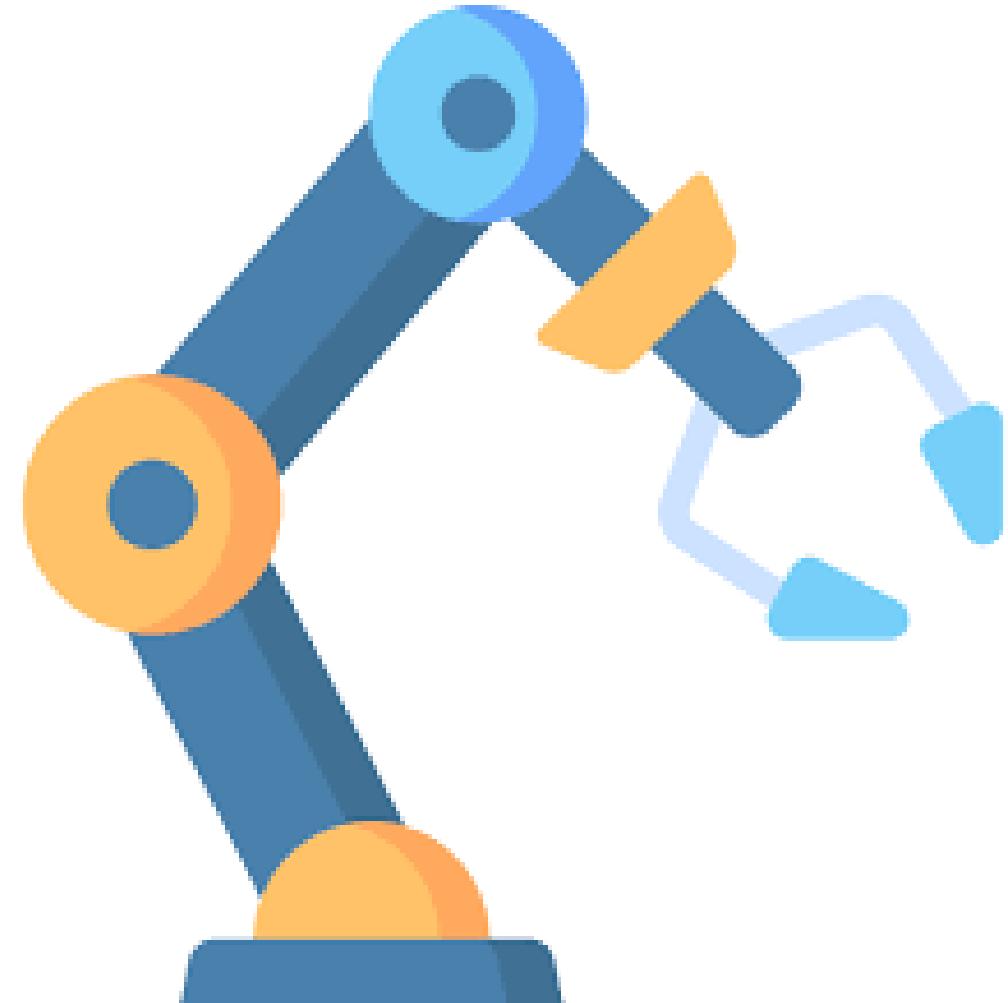


Retail

- Used for managing sales, stock, and payments.
- Enable online shopping, barcode scanning, and self-checkouts.
- Examples include point-of-sale systems and tablets.

Manufacturing

- Control machinery and monitor production processes.
- Improve efficiency and quality control.
- Examples include industrial computers and sensors.



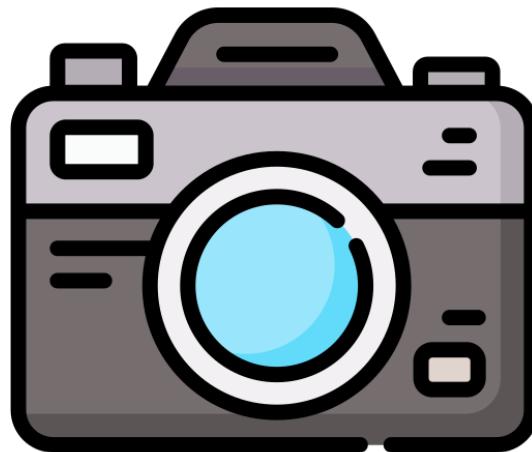
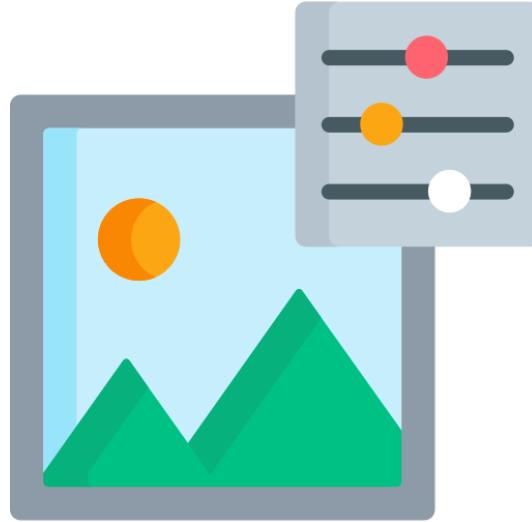


Healthcare

- Assist in patient monitoring and diagnosis.
- Store and share medical records securely.
- Examples include MRI machines, tablets, and health trackers.

Creative

- Used for designing, editing, and producing creative work.
- Support photography, video editing, and graphic design.
- Examples include drawing tablets, editing software, and cameras.



Automation and Robotics

- Control automated systems and robots.
- Improve productivity, safety, and accuracy.
- Examples include robotic arms and programmable controllers.

