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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