Unit 3 Vocabulary

MATCH THE DEFINITIONS BELOW WITH A WORD FROM THE BOX BELOW.

5G network	Algorithm	Encryption	Cybersecurity	Artificial intelligence
Augmented reality	Biometric authentication	Virtual reality	Virtual assistant	Cloud computing
Natural language processing	Facial recognition	Wearable technology	Cryptocurrency	Data analytics
Internet of Things (IoT)	Digital footprint	Machine learning	Smart home	Mobile payment

A set of rules or procedures that a computer follows in order to solve a problem or complete a task.

The development of computer systems that can perform tasks that would normally require human intelligence, such as learning, problem-solving, and decision-making.

An interactive experience that overlays digital information, such as images or text, onto the real world through a device such as a smartphone or smart glasses.

A security process that uses unique physical characteristics, such as fingerprints, facial recognition, or voice recognition, to verify a person's identity.

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The use of remote servers to store, manage, and process data, rather than a local server or a personal computer.

A digital or virtual currency that uses cryptography for security, often decentralized and not subject to government or financial institution control.

The protection of computer systems and networks from theft, damage, or unauthorized access.

The process of collecting, organizing, and analyzing large sets of data to identify patterns and draw conclusions.

The record of a person's online activity, including browsing history, social media posts, and online purchases.

The process of converting data into a code to prevent unauthorized access or theft.

A biometric technology that uses facial features to identify individuals.

The interconnection of everyday devices, such as appliances, vehicles, and buildings, to the internet, allowing for remote control and monitoring.

A subset of artificial intelligence that enables computer systems to learn and improve from experience without being explicitly programmed.

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A payment made through a mobile device, such as a smartphone or smartwatch, instead of traditional methods like cash or credit cards.

The ability of computers to understand, interpret, and generate human language.

A home equipped with devices, such as smart thermostats, security systems, and appliances, that can be controlled remotely through a mobile device.

A software agent that can perform tasks or services for an individual, often through voice or text commands.

An immersive, computer-generated experience that simulates a realistic environment and can be interacted with through a headset or other devices.

Devices worn on the body, such as smartwatches, fitness trackers, or virtual reality headsets.

The fifth generation of mobile networks, providing faster data transfer speeds and more reliable connectivity than previous generations.

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