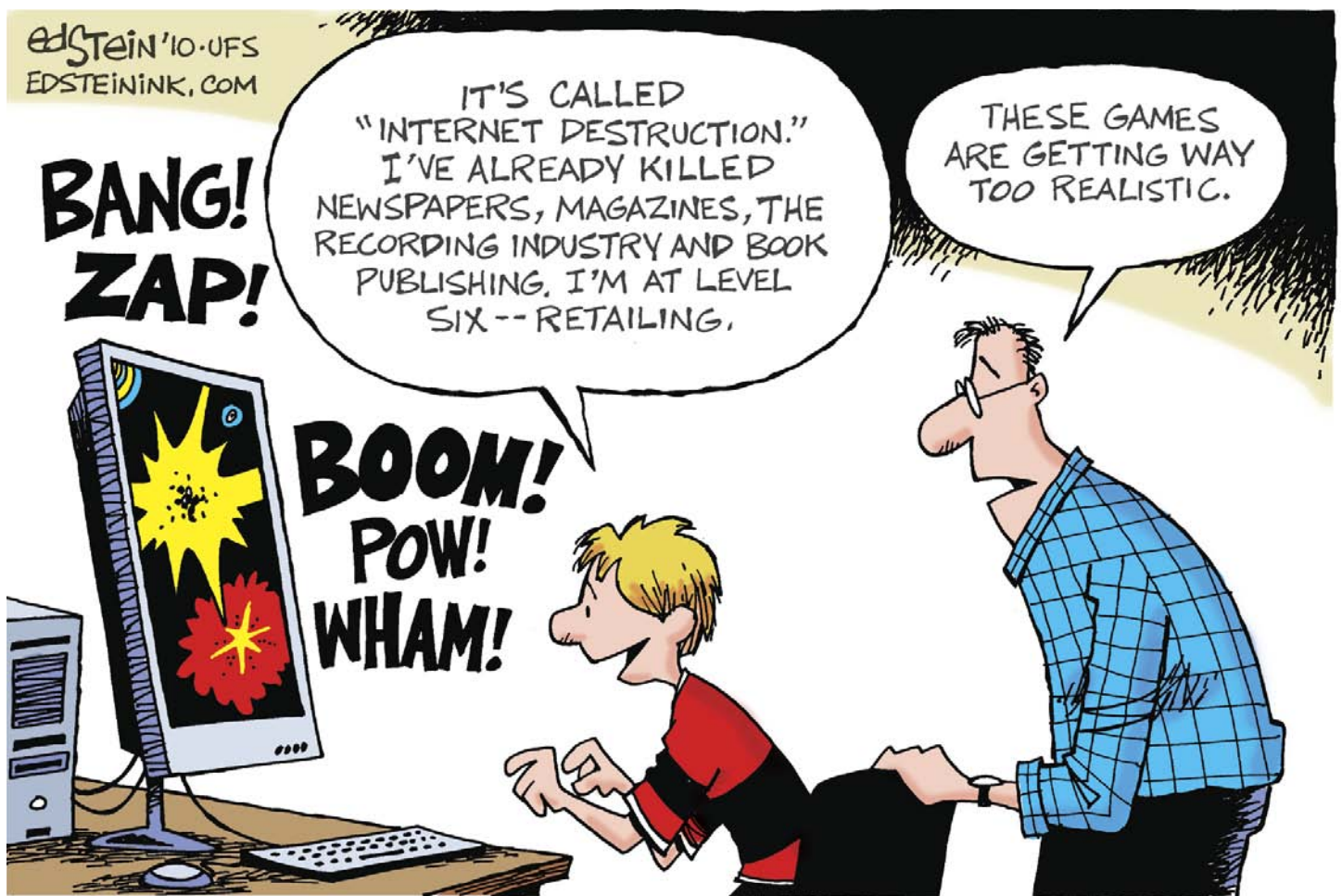


Cartoons for the Classroom



Presented by NIEonline.com and the Association of American Editorial Cartoonists (AAEC)



Ed Stein / edsteinink.com

The Internet continues to change the game

Talking points

1. Ed Stein uses the analogy of a computer game to make a point about what the Internet has done to "Old Media" industries. Explain what an analogy is.
2. The cartoon mentions five industries directly affected by the migration to the Internet. Explain how each has been affected. Which do you think has been harmed the most?
3. What could those industries have done to protect their turf? Why didn't they do it? What can each of these industries do today to recover what they once had? Is it too late?

Between the lines

National and local TV, newspapers and magazines have endured painful staff cuts as ad revenues continue to evaporate. And while new voices proliferate online and on TV, resources devoted to traditional newsgathering continues to shrink.

-- <http://www.broadcastingcable.com/>

Additional resources

More by Ed Stein
<http://edsteinink.com>

Association of American Editorial Cartoonists
<http://editorialcartoonists.com/>