	Asbandyan Khan
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Dated:	NOA MOCK-8 Jan 2024
900	gues of batting to English Essay 1000 1019 1111 (4
17	Topic 4: New generation is learning unprecedent
	-ed ckills from social media
	AND
	Outline Land along the property of
1)	dutroduction
4	Thesis: While many debate the advantages
	offered by social media, it is underinably hove
130 mil	that in the digital age, it has opposite address the hitherto unseen slails, especially for the younger generation, to learn and utilize.
.7:	hitherto unseen skills, especially for the
	younger generation, to learn and utilize.
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2)	
) yld	Your topic is not the advantages, skills or opportunities provided by the social media. It's a conversation on what youth is doing and what efforts they are making
	utilise_the platform of social media to learn something new.
3)	Thesis: Social media has provided access to
)	new skills
4-7-22-20	(a) Social media has disseminated tenowledge of
	skills such as crypto-trading, and stocks.
	(b) Social media provides aneuves for gaming and
	monetization
	(c) Development of influences skills in today's
	"attention economy" (d) Leaving skills such as content creation is
	(a) tearting six in a character of cleill.
	Content creation: o burgeoning skill. (e) Entrepreneurship has never been easier.
	(e) americans with
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12-10 MAN AND THE WAY Dated: 4) Antithesis: Social media has failed to impart skill not imparted solely through social media.

(b) Gaming is not a legitimate skill (c) sufwenchy people has existed long : before social media. require (d) Content - creation does not one its success to social media execute (e) Entrepreneurship has always existed, and is does not one its success to social media. Your Anti-thesis and synthesis are solely on the capabilities of social medianet on the youth 5) Synthesis: Social media has successfully provided unique skills to the youth. (a) Social media is single-handedly responsible for the popularisation of crypto-trading (b) Today, ganing is bigger and more movetizable than ever in history. • -(c) Social media has revolutionised 6 of injuring! (d) Content creation is on a highly cicil-invensive (e) Social media has the transformed the way entrepreneurship is perceived. 6 Conclusion 2 0 1

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In an era dominated by the digital revolution, where screens have become ow windows to the world, the new generation is not merely swolling through memes and posting serfices - they are both consciously and subconsciously engaged in the acquisition of unprecedented excille though the dynamic realm of social media. For from being a mere distraction, social media has evalued a powerful educational platform, imparting seemingly inaccessible skills such as crypto-unearly trading, as well as other avenues for earning via preclanding and monthization. Influences today are able to tear apply the skills they have acquired via platforms such as Instagram and Twitter, and the realme of content creation and online entrepreneurship have been totally galvanised. However, some still argue that social media's role in skill-acquisition is blown out of proportion, and much of this knowledge was has been pre nionally acceptible, while many of the skills acquired wa social media are simply dismissed as being ownight irrelevant. While many debate the advantages offered by social media, it is underiably true that in the digital age, it has offered the opportunity to learn and white himself unseen skills, for the younger generation in particular.

In the digital epoch, social media Junctions as a dynamic workshop where the conscious ic no langer confined to comentional entifects. Consider the burgeowing stells of content creation, preclaining streaming, and influences marketing - all of which find fertile ground on platforms like YouTube, Twitch, and Justagram. Social media = platforms have demodatized the job market, enabling freelancers to harness their civilis as entrepreneurs and connect with clients globally. Streaming whether in the avenue of gaming or lifestyle content, has become a legitimate realm for the acquisition and execution of cicils such as self-expression and income generation, via presentation, entertainment, and audience engagement. Morcover, the art of personal branding has been elevated by suftrence marketing, transforming individuals into arriers and entrepreneurs who navigate collaborations, negotiations, and audience management. For from mere pastimes 2 these skills form the backbone of a new projectional landscapes where the new generation is not just consumers, but active shapers of the digital evonouny, and by extension, the world. The advent of social media brought with 0 it earce of access to finformation as well as knowledge previously would excel hidden 0

behind pretentions barriers in the form of "certifications" and paper qualifications. Crypto currency trading stands out as a prime example. Challenging concepts such as blockchain This is how social media provides an and market trends are. easi example that opportunity not few an individual avails that opportunity and learn something lanowied ge is easily accesside and social medical disseminated via medical and social medical accounts. For instance, a study conducted at by Cornell University students found that social media indicators, along with classic technical variables, lead to a liquidicant improvement in the prediction of crypto ownerry price (methodisms (Marco Orto, On Technical Trading..., 2021). This shows how social media not only allows for a make sleil such as engpto trading to be accessible, but has also enabled an improvement in its application. In the contemporary world, avenues for monetization are a dime a dozen, allowing for individuals to homess sicile such as videogame prowers to transform thomselves into titans in the realm of what is known as esports. Social wedia has been a catalyst for esports, paving the way for average teenagers to have their stills and monetize them, resulting in a manifestation of a municed form of an athlete in a competitive sport. This skill and the delication competitive sport. This skill, and the platform to white it, has been provided by Isocial media giants such as facebook and

Toutube where videogaming Expertant showere when their ability in an ultimate combination

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a judgetical in order to pull in sponsorthys.

A product example would be the streamer

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red addry, and moretise what oner normally objury, and inductive what was the full In addition to this, social media has transformed the world into what social media influences Andrew Take calls
"an attention economy." Today, if one to
able to keep the attention of the
williams of internet wers on themselves
they are able to influence these wers using thanglate their personal expression, of charisma, and other sicilis support as my viewer retailing. Andrew Take Mused that thousand in media algorithms to him adventages and was able to create an online impression. PPPPP across Facebook, Justagram, Youthbe, prayed Discord in the space of a year following cover-19. This whinately resulted in him being amongst the top live most

Googled noividuals on the planet, as of

August 2022. By receping in mind the success of Tate as well as numerous other influences, it is obvious that it is a wgung elcill-intensive endeavour to injuence millions across the globe, and oreate a large online following. is content creation. As social media becomes more and more popular, it is requirite sicilis to create and maintain an online presence, especially in the form of altractive videor, pictures, captions, and community engagement, the skills for which are cultivated through the very we of social media. To expound upon this, one may take the example of coca-cola, that their "shale a Botte" coke" campaign media analytics to hemately determine what campaign would recorde much with their andience. On a smaller scale, individual content creators on platforms such as YouTube and tustagram regularly thedy analytics in order to determine what etyle of content higgers maximum engagement with viewers This indudes video thumbuails, editing styles, mage of keywords in captions, and creating family priendly whiteint. In this way, cocial media imparts content creation

skills for outo creators to book engagement. Social media has also emerged as a transformative forcex in fortaining entrepreneurship skills, providing individuals with imprecedented apportunities to launch and grow their businesses. Platforms like Inchagram and tacebook Marketplace offer a global stage for aspiring entrepreneus to showcase a product and or service, build a brand identity. An exemplary case is the for examineres. As of January 2021, over 90 million businesses were using tentragram. The prayform therefore allows subrepreneus to master skille in digital marketing, automer engagement, and brained building. This shows now skills acquired via social media have dismanted traditional banters to entrepreneuship while the positive impact of social media ou skill acquisition is undervalle, it is exented to acknowledge that the naudive is not without its supplies. The first of these counter-arguments to that knowledge of crypto-convency hading to merchy a derivative of shock trading, and was therefore available long before the advent of cocial media. For example, one may argue 20 ST that bull, or bear heads in englis markets can be learned about and recognised by

studying literature on the stock market.
Moreover, sicilis such as critical thinking, as well as mathematical calculation and not sourced dissendented via social media, which merely exits as a conduit for such information. du suic manner, it may be argued that social media count dain credit for the spread of compto-currency trading skills. Another criticism of the nanative of social media as a source of skills is. that the phenomenon of gaming and monetization of gaming is not a legitimate skill. Critics angue that the idea of esports, as well as sponsor-ships for prominent and successful videoganing personallities, is antithetical and perhaps even insulting towards "true" sports". A sport philosophist and olympic scholar famously agred that espork, and gaming, and therefore were a mere partime and not a legitimate avenue for competition, much less a cover (Jim Parry, E-Sports are not sports, 2019) Therefore, many clarm that videogame players however sicilled, have not harnessed a legitionately useful ability, and the the subsequent we was that social media had provided skills for gamers to evolve into superstains faces criticism. Additionally, it may be argued that social media

did not pioneer the idea of influencing to the public by whiling ekille pertaining to available technology. It is argued that each "influencere" have existed all along; it is simply in the contemporary would that being an influence is being an influence is being an adjective.

Examples of this are seen in personalities cuch as Marilyn Monroe, who lived before the three of the internet, and yet shot to fame by virtue of her beauty and ferening on screen presence in cinema. The was single-nandedly able to establish an entire beauty standard har the time, and was therefore as for the time, and was therefore as accomplished, if not more, than any influences today. It could took subsequently be stated that even without social media, charismatic humans found ways to leave their mark upon the world. A further counter-argument may the claims that content-creation is not a sleill-intenerne endeavour, and tracefore social media cannot be given credit for the phenomenon.

It may be claimed that content-creation

today requires minimal effort, owing to the

deficit in attention spand that is characteristic

of social media media mede, Indeed, a widely

cited study conducted by Microsoff found

that attention spand had fallen from 12

seconds in 2000 to just 8 seconds in 2013. This coincided with the explosive success of the vidro ensolion pletform Vine,

success of the vidro ensolion pletform Vine,

which introduced a thirt of 6 seconds

on each video. The subsequent popularity

of Vine in spite of the low-effort,

non-labour-intensive videos that went

viral regardiers, showed that content

oreation did not require much skill or

expertise, laying low the argument that

content creation as a skill was introduced and elevated by social media. Furthermore, it may be stated that social media. ded not provide any additional entrepreneurship skill, and that humans have always been enterprising.

tradividuals have always found ways to

whice reductogy at the time to be able to booth said in business. A highly famous example and a widely-cited case study, is that of McDonald's, which marketed teel as having cheap and quick semice, producing luge quantities of food at low prices, using an alsemply sine" shipe kitchen.

The company began at a small dines run by two brokers, and eventually saw itself become a levialman, as a result of sheer ingensity. This is simply one of many examples where entreprenentials and technology. technology combined to create a lighty

profitable result, thereby countering the idea that social media provided any unprecedented sicilis of entrepreneuship. In spite of these counter-arguments, a 2 dust social medicis role in the introduction of skills witherto, unseen to the new generation connot be successfully questioned.
Taking the argument about emplo-trading. it is impossible to reparate the role of social media in transforming the skill and discensivating it. Many orypto correctly cignals are communicated fre telegram, where mentors teach the techniques for success in the crypto-trading world to hopeful protegées. Social media has allowed for greater accessibility to the world of finance than ever before, and englo-brading and its associated skills are but one example Additionally, the specific skilled required to the potential of that abining to make available oneself an overlight celebring is solety through social media, and claims that valued higher today than ever before and esports is here to stay. Take for instance the example of Tyler "Ninja" Blevins and his gaming streams as discovered previously. Children discussed. 1 use social media to analyse the 32-year old's playing style, and quote his kill ratios and moves as if he were rebrow James. In fact, technology consulting from Activate assimates that more than 250 million people watch esports. (Esports us. Sports, syracuse, edu, 2023) To attempt to obelegitimise the skill and ingentify, as well as entrepreneurship required Social media has revolutionisted as goog onether sports, and gaming has becopyeill at world winds
phenomenon, thanks to the skips teatings
imparted by social media. It is also inaccurate to dain that the nature of influencing society, and the Jamone individuels successfully areated "culty of personality" around themselves, they never had the reach, or the communication capability, or the roots that influences of moving a coca cola bottle out of the way, and replacing it will water at a press conference, caused coca cola co. Lo lose over \$2 billion in stock value. while Ronaldo is a pootballing careful autivation and auchien, and today, he can cause shockwards across the world with a seamingly smoonous action. It is

therefore abound to equate the scale and the scape of influencess on social medicated and today, to any other time in history. Another flawed counter-argument strating that in content creation of devoid of claim, is easily dismanthed if one takes a glance at the requirements to be a successful content creator. To be considered successful, one must consist enthy create videos, posts, streams, and engaged with the online community. In order to do this, it to imperative to be skilled at knowing how to appeal to the consumer. Youtube algorithm is a prime example. The algorithm thouse that bright vibrant videos of approximately no minutes durations are most successful, and that in order to get the newes to keep watching the the end, the content must be constitutely engaging. Content creators we date analysis viewes feedbook, and this and error to betermine what works beet for their andrance, putting to house upon house into mideo-editing, thombrail design, and ensuring the content is non-offensive, thereby proving that content oreation is an out form, that requires skill to master. Finally it is important to establish that social media has introduced elements into

the realm of entrepreneurships that have bransformed it forever. It is not enough to simply exist on social media, and use the technology at hand. The ease of access for businesses has resulted in fierce competition, white anyming seen before. Businesses pay search engines such as Google, and complice such as Facebook and tustagram, to run advertisements in order to gain an edge over their competitors As per recent data, Grospiers top revenue source in 2022 was sepech ands, bringing in \$162 billion (Groge UC) The world of entrepreneuschip had been prever changed, and the chillset needed to survive has evolved as well, and social media is inhiusic to staying affect as a business in the digital economy, by learning every possible technique social media had to In conclusion, the evolving landscape of cocial media has under ably and irrevocably contributed to the agrisision of various citites including but not limited to marketing, and esports gaming. While withes arque the prolificuers of social media in disseminating these sicilis the counter arguments are easily dismanted The above arguments clearly cemented social media & as a

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	Category	Total marks	Obtained marks
	Qualitative analysis	10	1
Content	Quantitative analysis	10	1
	Validity & Reliability	10	1
	Relevance	10	1
	Sentence structure	5	2
Language	Vocabulary	5	2
	Clarity	5	1
	Command of language	5	2
	Expression	5	1
	Outline	5	2
Structure	Introduction	5	1
	Body paragraphs	5	1
	Conclusion	5	0
Coherence	Cohesion	5	1
	Coherence	10	2
		Total	19