

Test 3

Question # 2.

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Question 1

Sensationalism and prioritization of click-worthy content over accuracy can lead to the spread of false or misleading information. In particular, social media platforms are an easier way to spread the rumors, create conspiracies and unverified claims - so it creates an impact on the ~~read~~ credibility of the information, making it harder for the people to distinguish between the true or false information.

Question 2.

Media's role in framing issues can change the public perception about the complex and simple information, they are looked through the set narratives - Multifaceted and nuanced issue may be polarized view, causing lack of understanding about the complexity and an oversimplified global view point. As a result this causes confusion, as individuals may struggle to comprehend the complex topics when presented in black and white manner.

Question 3

24/7 news cycle is the modern day necessity, it is a relentless stream of information contributing to the overload information as a result people find it difficult to understand it in depth. This overload impairs the cognitive ability of people to critically analyze it and creating confusion due to cognitive fatigue.

Question 4

Conflicting cultural messages are the product of the information contain contradicting values, societal expression and individual identity spread in the form of advertisements, news and entertainment content. They cause uncertainty and sense of disorientation due to unrealistic standards, divergent ~~role model~~ and cultural messages and conflicting role models. So when personal interests are kept over the societal interests, the society as a whole is compromised resulting in a chaos.

X ————— X ————— X

Question # 3

- 1- Transgression: Conformity
- 2- Enervate: Energize.
- 3- Flout: Accept
- 4- Coagulate: Dilute
- 5- Daunt: Encourage
- 6- Bolster: Weaken.
- 7- Amalgamate: Separate
- 8- Propitious: Hopeless.
- 9- Prodigious: Small
- 10- Intimidate: Encourage.

Question 1

Title: Fair Play vs. The Will to Win

Sportsmanship reflects virtue like fairness, self control, courage and respect, the behavior in game/sports context is combination of these - It is also a balance of four elements: good form, the will to win, equity and fairness - But in modern elite games, the emphasis is on winning rather than the sportsmanship - The athletes seen as role models in society - Poor sportsmanship is reflected when a player (sole loser) blames other for the loss while the winner (bad winner) behaves arrogantly. Such behaviors demoralizes others and ^{contradicts} the essence of sportsmanship, which encourage mutual respect and fair play -