

## Q2: Questions:

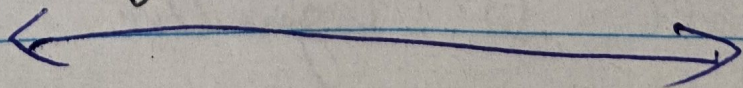
1) - Sensationalism contribute to public confusion. Media outlets, social media and content creator, all these parts of media use the technique of sensationalism to increase their viewership or readership through click-bait and sensational perspective, which undermines nuanced discussion and reality, and hence lead to public confusion. They have to keep providing sensational information which is not possible all the time and hence wrong perspective or click-bait is used for unnecessary information that further lead to public confusion.

2) - Media has to keep on bombarding information whether important or not, to compete in market. This constant bombardment and unnecessary sensationalism of information can lead to cognitive fatigue that

reduce people's ability to ~~critic~~ critically analyze information and it also contribute to a sense of public confusion on how to distinguish between credible information and falsehood.

3) - Constant exposure to information makes it difficult for an individual to process the information. This overload of information can lead to cognitive fatigue that reduce people's ability to critically analyze information.

4) - Conflicting cultural messages from media lead to a confusion about societal expectations. The portrayal of unrealistic standards, conflicting role models and divergent cultural messages can contribute to disorientation and uncertainty in the society.

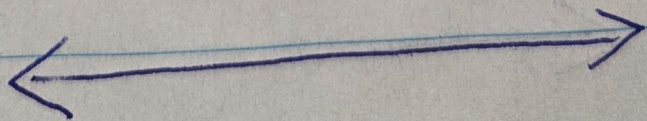


Q1 - Precis :

Sportsmanship can be defined as a characteristic of being patient. Generally, it refers to good moral values in sports where one maintains self-control and treats others ~~good~~ fairly. The idea of sportsmanship has good form, equity, fairness and the will to win. Even if one of these is missing, the idea of sportsmanship is dismissed. In popular culture these days, sportsmanship is neglected by prioritizing success which leads to various immoral practices like cheating or foul play. Not accepting one's own fault after losing and gloating one's own success after winning ~~are~~ also part of bad sportsmanship. This could have a demoralizing effect.

Title :

Unsportsmanlike in popular sports.



Q3 -

1) - Transgression : Obsequance

2) - Enervate : Energize

3) - Flout : accept

4) - Coagulate : Dilute

5) - Dant<sup>u</sup> : Encourage

6) - Boster : Weaken

7) - Amalgamate : Separate

8) - Propitious : Hopeless

9) - Prodigious : Small

10) - Intimate : encourage

