

Electronic communication – the Internet, social networks

The Internet is a large n_____ of other networks from the whole world. To use the internet you basically need a computer, the right connection software and a modem to connect your computer to a telephone line and then access your ISP (internet service p_____).

The modem (m_____ -d_____) converts the digital signals stored in the computer into analogue signals that can be transmitted over telephone lines. There are two basic t_____: external with a cable that is plugged into the computer via a USB port, and i_____, expansion card inside the computer. A PC card modem is a different, more versatile option for laptops and mobile phones.

The basic equipment has changed drastically in the last few years. You no longer need a c_____ to use the internet. Web TV provides email and access to the web via a normal TV set plus high speed modem. S_____ phones also allow you to go online with wireless connections, without cables.

The Internet consists of many systems that offer different facilities to users. Some of them include:



- Www (World Wide Web) – a collection of f_____ or pages containing links to other document on the net. It is the most popular system; most internet services are now integrated on the web

- email (electronic mail) for the e_____ of messages and attached files

- chat and i_____ messaging, for real-time conversations – you type your messages on the keyboard

- Internet telephone, a system that lets people make v_____ calls via the Internet
- video c_____ – a system that allows the transmission of video and audio signals in real time so the participants can exchange data, talk and see one another on the screen
- d_____ groups, where people send, read and respond to public messages stored on a central computer
- TELNET, a program that enables a computer to function as a terminal working from a r_____ computer and so use online data basis or library catalogues.



Facebook is one of the most popular s_____ networking sites in the world, based on the number of active user accounts. It may be a _____ by a large range of desktops, laptops, tablet computers, and smartphones over the Internet and mobile networks. After r_____ to use the site, users (at least 13 years old) can create a user p_____ indicating their name, occupation, schools attended and so on. Users can add other users as "f _____", exchange messages, post status updates and digital photos, share digital videos and links, use various software applications ("apps"), and receive notifications when others update their profiles or make

posts. Additionally, users may join common-interest user g_____ organized by workplace, school, hobbies or other topics.

Other popular social sites include eg. **Twitter**, on which users post and interact with messages known as "t_____". **Instagram** allows you to create and s_____ your photos, stories, and videos with the friends and followers.

Read and listen to the text, fill in the gaps:

Twitter

Twitter can be ¹_____ as part social networking site, part 'micro-blogging' site. It allows users to say what they are doing, or what they are seeing or hearing, by posting messages on the Twitter website that their friends or 'followers' can see. The messages, called 'tweets', cannot exceed 140 characters ²_____, which is the defining characteristic of the service. Tweets are displayed on the user's profile page and on the home page of each of his or her followers. At first most people used Twitter to stay ³_____ touch with their friends and family; like other social networking sites, it was just ⁴_____ broadcasting where you are, what you are doing, what you are feeling and thinking. But it has ⁵_____ developed into a place where people share information, opinions and advice, and ⁶_____ it resembles a blog. ⁷_____ purpose it serves, it is incredibly popular and used by a huge number of influential people such as politicians, journalists and celebrities.

Virtual worlds

Internet users can also communicate in three-dimensional environments. Instead of nicknames people choose a _____ or 3D characters in order to interact with other people. A popular language used to create interactive simulation within the net is VRML (virtual r_____ modeling language).

Netiquette

Like all human societies, the online community has its own culture and customs. Good Internet b_____ is called netiquette. It includes more than good spelling and grammar. Remember - real people read what you type. Sending mails with "Hello" and "Thank you" is nice. Asking questions is fun but making unthouthful jokes or sending hurtful or insulting m_____ is bad beahvior. The Golden Rule is "Treat others in the same way that you like to be treated".

The ten netiquette commandments

1. Be p_____. You are speaking to a human being, not to a machine.
2. Don't use C_____ LETTERS! This is considered as shouting.
3. Have a look at the tone of the conversation in the room before you take part. You may not like the channel.
4. Ignore those people who don't follow these rules.
5. Don't believe all the things people might tell you. Some people lie just for fun.
6. Don't give personal i_____ (your real name, address, password, etc.)
7. Protect your computer. Use a firewall and antivirus programs.
8. Don't a_____ files from people you don't know. They might be or contain Trojans.
9. In short, follow the same rules as in real l_____.
10. Enjoy your chat and have fun!