

Name: \_\_\_\_\_ Grade & Section: \_\_\_\_\_ Date: \_\_\_\_\_

**Directions:** Read and analyze the given scenarios below then identify the type of communication: Linear or Interactive.

- \_\_\_\_\_ 1. A person watches a news program on TV. The information flows from the broadcaster to the viewer. The viewer doesn't directly interact with the broadcaster in real-time.
- \_\_\_\_\_ 2. An individual reads an article in a newspaper. The journalist conveys information to the reader, but the reader's response doesn't alter the original message.
- \_\_\_\_\_ 3. A team participates in a video conference meeting. Participants share ideas, ask questions, and respond to each other in real-time, creating a dynamic exchange of information.
- \_\_\_\_\_ 4. Someone listens to a pre-recorded podcast episode. The podcaster delivers information, stories, or opinions, and the listener passively receives the content without immediate interaction.
- \_\_\_\_\_ 5. Two users are having a discussion on a social media platform. They exchange comments, opinions, and reactions, with each person's input influencing the direction and content of the conversation.
- \_\_\_\_\_ 6. A customer interacts with a customer service representative via online chat. The customer asks questions and receives immediate responses, creating a back-and-forth exchange to resolve an issue.
- \_\_\_\_\_ 7. Students and a teacher engage in a classroom discussion. The teacher presents concepts, and students ask questions, share their thoughts, and collectively explore the topic through dialogue.
- \_\_\_\_\_ 8. A person reads a novel. The author communicates the story and ideas to the reader, but the reader cannot directly influence the narrative or engage in a dialogue with the author during the reading process.
- \_\_\_\_\_ 9. Players communicate and coordinate with each other in real-time. They exchange strategies, provide support, and react to in-game events, creating a dynamic and interactive experience.
- \_\_\_\_\_ 10. A subscriber receives a newsletter from a company. The company sends out information to a large audience, with the recipients primarily consuming the content without directly responding or altering the message.