

School: School of Liberal Studies and Education Program/s: BAHSS Semester: 1 Year: 1 Examination: End Semester Examination Examination year: November 2023

 Course Code:
 COM109
 Course Name

 Date:
 25/11/2023

 Time:
 11:00 to 13:00 (24 h clock)
 Course Name: English Language (Writing)

Total Marks: 40 Total Pages: 2

Instructions:

- ➔ Write each answer on a new page.
- → Write any 4 questions out of 5.

Q. No.	Details	Marks	СО	BTL
Q.1	Make a concept map and develop write-up of around 300 words on ANY ONE ofthe given topics1. Alternative Energy Sources2. Peer Pressure	10	CO3 CO4	BTL4 BTL6
Q.2	Describe the aspects of writing skills that you developed from the following activities during the classwork. (Describe any 4) 1. Picture Description 2. Writing a Debate Script 3. Connected story development in a group 4. Idea Generation through concept map group 5. Observe and Write – journey from 6. Story Analysis for podcast home to university	10	CO1 CO2 CO3 CO4	BTL3 BTL4 BTL5
Q.3	Read the following Column carefully and answer the questions given below As children, we are taught not to take candy from strangers. But how do we build systems of trust online? How do we trust somebody? How do we know that we are safe with them? We rely on answers like instincts, vibes or feelings, which cannot be easily quantified or explained. The reason we do not have rational explanations for why and how we trust somebody is because we depend upon a social design of trust from the beginning of our social interactions. As young children, we were told not to speak with strangers or accept candy from them. As adults, we were taught that people who look like us and sound like us are probably safer for us. We learn, through signs and experience, on how to be safe in our daily life. Some signs are obvious, like Beware of pickpockets. Others are learned, the way somebody looks at us, warns us of impending danger. We have learned now to decode physical appearances, intonations, backgrounds and body language in order to develop relationships of trust with people we meet. Often, these relationships are mitigated by structures that we trust. We believe that students who study with our children are not going to cause them harm because their schools would have vetted out undesirable people. In public places, we are not paranoid that a gunnan is going to start shooting at us because we believe that the law and order systems would have produced conditions of safety. However, when we go online, the	10	CO1 CO2 CO3	BTL2 BTL4 BTL5

instincts which we have been trained in to decode people's social performances suddenly become inadequate. Social cues online are difficult to decipher.

evelop a story of minimum 300 words from the following picture.	10	CO1 CO4	BTL6
 What is the problem discussed? What is the solution given? Is the given solution appropriate? Why? Whom would you recommend this article to read? Give reasons. 			
nswer the following questions in 100 words each.			
/all?' Written by Nishant Shah, Jan 9, 2011 17:25 IST)			
formed choices about trust online. (Source: Indian Express- 'Is That a Friend on Your			
lement of risk. This will help decode digital behavior and ensure that we make			
formation about the user, and remember that online conversations also carry an			
ne larger narratives of the avatars by using reference sites that can validate			
earn how to analyze online identities by making database searches, reading through			
rovided by their peers will become an integral part of digital identities. We need to			
mpowered with credentials by their participation in the community and trust ratings			
ve shall learn to identify elements of digital identities. Reminders and signposts about ot sharing sensitive information online; a trust-based design system where users are			
is we begin the second decade of the 21st century, it is time to start figuring out how			
uestions are also not going to be within technologies.			
mplementations. Just like trust is not a technology problem, the answers to the			
uestion that needs to be emphasized because the solutions do not reside in technology			
o not help us in determining how and why we trust somebody online. This is a			
lubiousness of a webpage. All these measures, while they help to protect us online, still			
ike Firefox have their own parsing techniques which warn you about the possible			
navigate to a page outside the Facebook universe. Governments are investing in in teen incryption services which can protect citizen data against fraud or misuse. Browsers			
cams. Companies like Facebook also warn you to check URLs and warn you when you havigate to a page outside the Facebook universe. Governments are investing in hi-tech			
rust transactions online. Your bank has probably sent you information about phishing			
conomic structures like banks, corporates and governments advise people on how to			
omebody online.			
figital immigrants or settlers look to the digital native for clues about how to trust			
priconments, about bullying and exclusion that often happens in the online space. The			
bout young users being exploited by those more skilled at navigating the			
rust somebody online. This lack of design often informs the paranoia about predators,			
there are no older digital natives!), it becomes difficult for them to figure out now to			
lesion that helps them evolve measures of safety or the advice of older generations			
great case, this is perhaps one of the biggest challenges. Without having the social			
amous cartoon goes, a dog on a taptop is terming unative populate these virtual worlds with nobody knows you are a dog! For digital natives who populate these virtual worlds with			
with them on interfaces, where their availars become the faces that of the internet, amous cartoon goes, a dog on a laptop is telling another canine friend, On the internet,			
Ne no longer have the luxury of studying people in-person, instead, we talk to. As the			
iddenly become inadequate. Social cues online are difficult to decipher. /e no longer have the luxury of studying people in-person. Instead, we have to engage ith them on interfaces, where their avatars become the faces that we talk to. As the			

Q.4

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Q.5	Develop a connected story of the story developed in Q.4 1. Write a story part in the past the happened before the story developed in Q.4 2. Write a story part in the future for the story developed in Q.4	10	C01 C02 C04	BTL4 BTL6

*************End of Question Paper**********

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