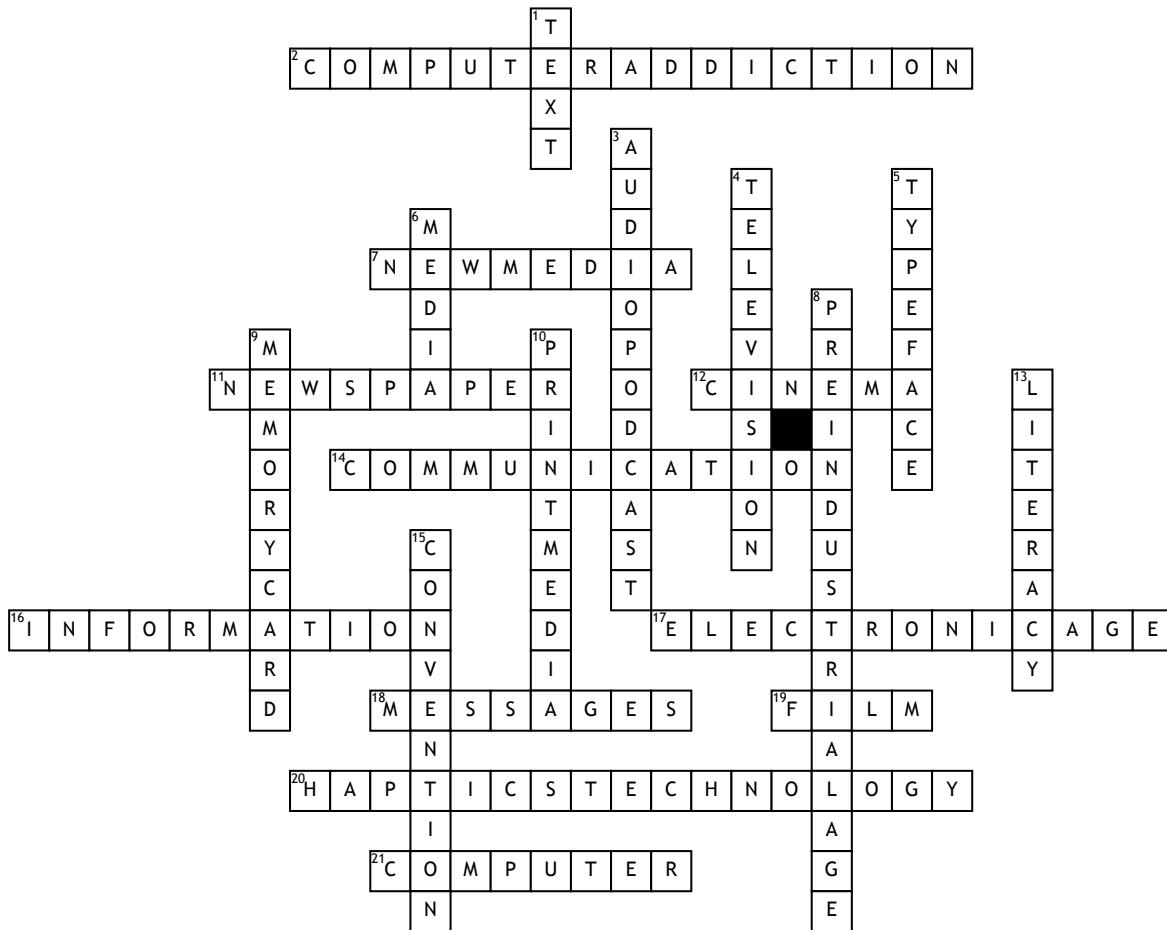


Media and Information Literacy



Across

2. The excessive use of computers to the extent that it interferes with daily life.
7. It refers to "those digital media that are interactive, incorporate two-way communication and involve some form of computing"
11. It is more significant than the book.
12. Is a place where people go to watch films for entertainment.
14. The act or process of using words, sounds, signs or behaviors to express or exchange information to express your ideas, thoughts, feelings, etc. to someone else.
16. A broad term that covers processed data, knowledge derived from study, experience, instructions, signals, or symbols.
17. In this age, the invention of the transistor ushered and the long distance communication became efficient
18. The information sent from a source to receiver.

19. Consists of moving pictures that have been recorded so that they can be shown at the cinema or on television.

20. It is a feedback technology that takes advantage of the user's sense of touch by applying force, vibrations and/or notions by the user.

21. It is an electronic device for storing and processing data, typically in binary form, according to instructions given to it in a variable program.

Down

1. A simple and flexible format of presenting information or conveying ideas whether hand-written, printed or displayed on-screen.
3. It is a digital audio or video file or recording usually part of a themed series, that can be downloaded from a website to a media player or computer.
4. It is a system for transmitting visual images and sound that are reproduced on screens, chiefly used to broadcast programs for entertainment, information, and education.

5. It refers to the representation or style of a text in the digital format.

6. It refers to any physical object used to communicate messages.

8. In this age, people discovered fire, developed paper form plants, and forged weapons and tools with stone, bronze, copper and iron.

9. It is a small storage medium used to store data such as text, pictures, audio and video for use on small, portable or remote computing devices.

10. Any written or pictorial form of communication produced mechanically or electronically using printing, photocopying, or digital methods from which multiple copies can be made through automated processes

13. The ability to identify, understand, interpret, create, communicate and compute, using printed and written materials associated with varying contexts.

15. It refers to a standard or norm that acts as a rule governing behaviour