

# Media and Information Literacy

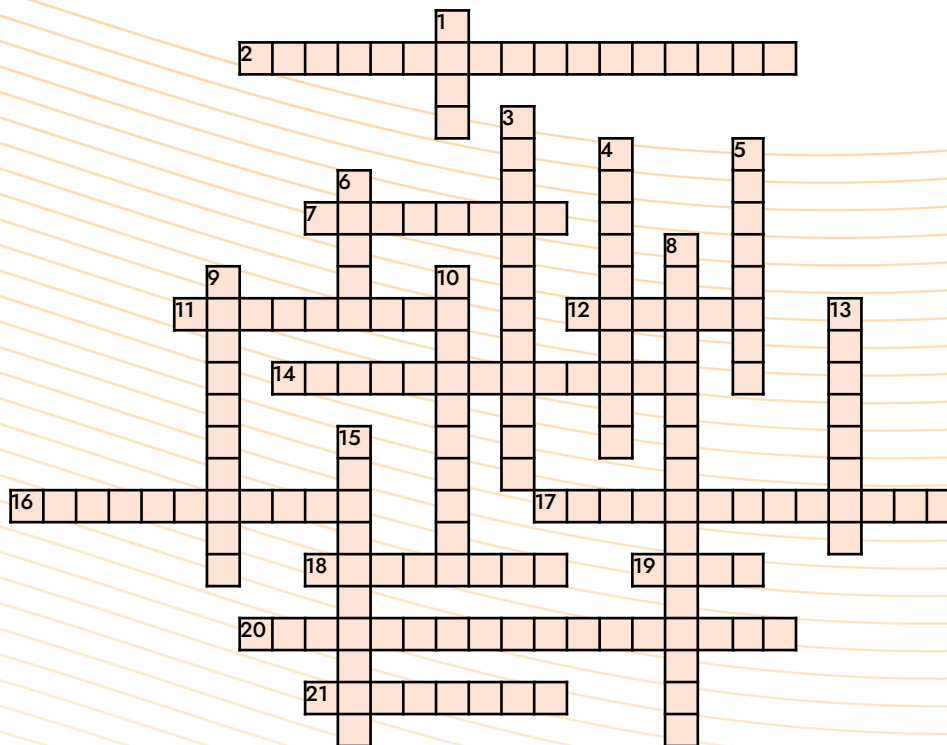
## Down

- 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

## 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.

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