

BC

Seat No. _____

MARKS:- 75

414011223

DURATION: - 2½ hrs

Note: - (1) All questions are compulsory.
(2) All questions carry equal marks.
(3) Figures to the right indicates full marks

CO1,2,3,4 8M
R/U/A/AP/E

Q.1(A) Match the Columns:- (Any Eight)

- A**
- 1) Positive feedback
 - 2) Message
 - 3) Upward Channel
 - 4) Verbal Communication
 - 5) E-mail
 - 6) Video-Conferencing
 - 7) Good Listening
 - 8) Signature
 - 9) Salutation
 - 10) Enclosure

- B**
- a) Needs mental discipline
 - b) Speedy means of communication
 - c) End of the E-mail
 - d) Dear Sir
 - e) Documents attached
 - f) Reward
 - g) Verbal or Non-verbal symbols
 - h) Junior reports work
 - i) Details to a senior
 - j) Oral and written Communication

Q.1 B) State whether the following are true or false: (Any seven)

CO1,2,3,4 7M
R/U/A/AP/E

- 1) The message that gets no response is not communicated.
- 2) Communication only involves transfer of information.
- 3) An oral warning is a soft warning.
- 4) Horizontal communication consists of upward and downward communication.
- 5) Internet connects individuals and groups to information and to services all over the world.
- 6) Colours cannot convey messages.
- 7) Listening enables understanding of a message.
- 8) Silence always builds walls among people.
- 9) Social media tools tend to be available at a very high cost relative to other forms of media.
- 10) Writing a letter of acceptance on being selected is a positive move.

Q.2 a) Define communication and explain its process with a labelled diagram.

CO1,2-U/R 7M

b) List any four advantages and disadvantages of written communication.

CO1,2-U/R 8M

. OR

c) Write the advantages and limitations of Grapevine communication.

CO1,2-U/R 7M

d) List any four positive and negative impact of Internet.

CO1,2-U/R 8M

- प्र.4क) सुरक्षा परिषदेवर स्पष्टीकरणात्मक नोट लिहा.
 प्र.4ड) संयुक्त राष्ट्रांच्या (UN) मुमिकेचे मुल्यांकन करा.
- प्र.5 टिपा लिहा. (कोणत्याही 3)
1. डिजिटल मॅगिग इंडस्ट्री
 2. पत्रकाराने वापरलेले मोबाईल ऑप्स
 3. सामग्री निर्मितीसाठी मोबाईल ऑप्सचा वापर
 4. डिजिटल गेम्सची वाढ
 5. वस्तुविक्रता वाढवणे

CO3-U 8M
 CO4-E 7M
 15M

CO1-R
 CO2-U
 CO2-R
 CO4-A
 CO2-R

Q.1) Cas
 Gam,
 market
 is value
 billion in
 very high
 population at
 sports and ent
 below the age o
 of gaming market in
 is the most popular
 market in the
 the largest
 more

DTR
 Note
 (3)