

## **Unit 10: Digital Media: Open Gap Fill (Set B)**

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### **TASKS (20 Items)**

1. One should never forget that Connected \_\_\_\_\_. defines the context here.
2. One should never forget that The \_\_\_\_\_ of internet. defines the context here.
3. One should never forget that Smart \_\_\_\_\_. defines the context here.
4. One should never forget that Digital \_\_\_\_\_. defines the context here.
5. One should never forget that The \_\_\_\_\_ economy. defines the context here.
6. One should never forget that Monetization \_\_\_\_\_. defines the context here.
7. One should never forget that Subscriber \_\_\_\_\_. defines the context here.
8. One should never forget that Streaming \_\_\_\_\_. defines the context here.
9. One should never forget that Interactivity \_\_\_\_\_. defines the context here.
10. One should never forget that Cyber \_\_\_\_\_. defines the context here.
11. One should never forget that Online \_\_\_\_\_. defines the context here.
12. One should never forget that Fake \_\_\_\_\_. defines the context here.
13. One should never forget that Content \_\_\_\_\_. defines the context here.
14. One should never forget that A digital \_\_\_\_\_. defines the context here.
15. One should never forget that User \_\_\_\_\_. defines the context here.
16. One should never forget that Targeted \_\_\_\_\_. defines the context here.
17. One should never forget that Computing \_\_\_\_\_. defines the context here.
18. One should never forget that A viral \_\_\_\_\_. defines the context here.
19. One should never forget that The \_\_\_\_\_ of data. defines the context here.
20. One should never forget that A social media \_\_\_\_\_. defines the context here.

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### **SOLUTION KEY**

1. society
2. reach
3. devices
4. literacy
5. attention
6. strategies
7. base
8. services
9. features
10. bullying
11. identity
12. news
13. creation
14. platform
15. engagement
16. ads
17. algorithms
18. video
19. privacy
20. influencer