I'm not robot

reCAPTCHA
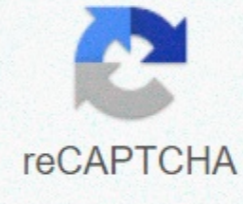
Continue

Transactional model of communication example situation

A transactional model of communication last week, I met a friend I hadn't seen in a long time. Although I was happy to see her and talk to her after a long time, I was somehow uncomfortable the whole time we were together. I knew from a friend of mine that she was now in a relationship even though she admitted that the guy was someone she'd never met yet. She just met him through an online social networking site. She said that even though they had not met, they already had a mutual understanding of their relationship. Do not use theft sources. Get your custom article on a transactional model of communication from just $13,9/Page my friend's revelation about her current relationship and my feelings towards her during that time, were at first like puzzles to me. However, my understanding of the employment model of communication helped me understand why exactly our meeting seemed uncomfortable to me and why a friend of mine would call a relationship with some invisible guy mutual understanding. First of all, transaction communication indicates that communication does not occur in a vacuum. Also, communication is never linear. Instead, the model offers four factors that make communication a comprehensive process. Transaction communication occurs simultaneously between the sender and the receiver. This is possible through the presence of feedback that allows both callers to make some adjustments to the strategy or how messages are sent and received. For instance, when I met with my girlfriend, I was supposed to tell her a lot of stories about me and how my life here as a foreign student. However, I noticed during our conversation that she seemed uninterested in knowing my life as a student. I said that because when I started talking about my studies, she immediately changed the subject and asked me other things instead. That sign gave me a sign to forget about telling her my life as a foreign student here. Although I planned to treat her life as a student here, I just put aside the idea because of the feedback that caught up with me right away. Second, transaction communication is multidimensional. This means that the communication that occurs affects all aspects of a person. For instance, a friend of mine said that her mutual understanding with a certain guy made her do things she never used to do. For instance, she claimed she started enjoying cooking because the guy is a chef in his own country. Getting to know my friend who doesn't really like being in the kitchen, it proves that, indeed, her constant communication with the guy she told me about affected her and ultimately affected her preference. Third, transaction communication sees the time value as a factor in each communication state. Time is why I felt uncomfortable when I met with We haven't spoken in over five years and just decided to meet last week. Her absence, I suppose, made me feel distant from her when we finally see each other. When we were together then, we always did things that we both enjoyed while constantly updating each other on the goings-on in our lives. However, since ways parted, we've never even had a chance to send e-mail to each other just to keep ourselves posted about each other's lives. For all the years we haven't been together, I guess a lot of things have happened in our experiences. Now, it looks like what I enjoy doing is no longer the same with what she enjoys doing. It could have made me feel awkward or uncomfortable. It was like I was estranged from the way she spoke and the priorities she has now. On the other hand, I also thought it couldn't be my friend, but I, who have really changed. I may have been the one who just changed -- from faith, likes, don't likes, preferences and priorities in life -- so I can no longer find anything in common between my boyfriend and me. Whoever among us has changed, one thing is certain – this time has a big factor in the discomfort I felt when I met with her. According to the curvy model of communication, time, as a factor in communication, can be an advantage or disadvantage. For instance, couples who no longer spend time together like they used to may find themselves strangers again even after years of marriage. Also, my friend's relationship with the seemingly strange guy she met online, can get stronger as time goes on if they keep communicating with each other. Finally, no communication, especially those dealt with, is without any noise. Noise in communication can be external or internal. This noise can greatly change the outcome of communication. For instance, a friend of mine claimed that sometimes she finds it hard to understand the guy's accent because he speaks the native language of British English. A friend of mine isn't used to talking to anyone with an accent like that, so she said sometimes she barely understands what he's saying. This language problem is semantic noise. To maximize their communication, my friend has to get used to listening to people with accents like that or he needs to talk a little slowly until my boyfriend figures out what he's saying. Also, the difference in their culture, since they come from different backgrounds, can also have an impact on their communication. Cultural differences also come as a form of noise in their communications. Transaction communication helps understand communication modes that include sending and receiving messages that both occur at the same time. Between sending and receiving messages comes time and noise, thus All aspects of the dynamic lives of the callers. -30- Explanation: 1. Linear model - There is some debate about the linear communication model and how it recognizes (or not) the concept of feedback. The behavior of the linear model is degenerated by its name, with the sender encoded a message using a channel and the message is decrypted by the receiver. This is a straight line communication usually found in mass media; Think TV, radio, newspaper, etc. According to this model, there are no means for immediate feedback. 2. Interactive model – It takes the linear model and multiplies it twice with a quick reversal of the return message that allows a feedback element that after the message is encoded and sent to a decryption receiver, the roles then become and the receiver encodes and sends a response to the original sender that has now become reciever. That sounds more confusing than it is. Imagine the exchange of text messages where your friend sends you a message and you respond to it. The same thing happens during a phone call, or even an e-mail exchange. A message is sent and received, and then the roles become. 3. Transaction model - describes face-to-face interaction, or trans-action as a dynamic process and a substitute not limited to simple setup. In this model, a receiver and a sender can play the same roles at the same time, as is sometimes the case, because you can send a message back and forth at the same time. It seems chaotic and ineffective, but sometimes communication is just that. Add some noise, and it would be a wonder if every message is successfully delivered in this environment. Same and configure the components of the communications broadcast model. Same and define the components of the communication interaction model. Same and define the components of the communication transaction model. Compare and compare the three communication models. Use the communication transaction model to analyze a recent communication session. Communication is a complex process, and it is difficult to determine where or with whom a communication session begins and ends. Communication models simplify the process by providing visual representation of the various aspects of a communication session. Some models explain communication in more detail than others, but even the most complex model still doesn't reproduce what we're experiencing even at the moment of a media encounter. Models still serve an important purpose for communication students because they allow us to see specific concepts and steps in the communication process, define communication, and implement communication concepts. When you are aware of how communication is functioning, you can think more deliberately through your media sessions, which can help you better prepare for future communications and learn from yours Communication. The three communication models discussed are the broadcast, interaction and transaction models. Although these models of communication are different, they contain some common elements. The first two models discussed, the broadcast model and the interaction model, include the following: participants, notifications, encoding, decoding, and channels. In communication models, participants are the senders and/or recipients of messages in a communication session. The message is the verbal or nonverbal content that is transferred from the sender to the receiver. For example, when you say hello! To your friend, you send a congratulatory message that will be received by your friend. The internal cognitive process that allows participants to send, receive, and understand messages is the coding and decryption process. Coding is the process of turning thoughts into communication. As we'll learn later, the level of conscious thought that goes into encoding messages varies. Decryption is the process of making communication important. For example, you might realize you're hungry and code the following message to send to your partner: I'm hungry. You want to eat pizza tonight? When your partner receives the message, it decrypts your communication and turns it back into an important one to make it meaningful. Of course, we don't just communicate verbally - we have different options, or channels for communication. Encoded messages are sent through a channel, or sensory path in which a message passes, to a receiver for decryption. While communication can be sent and received through any sensory path (sight, smell, touch, taste or sound), most communication occurs through visual (vision) and/or auditory channels (sound). If your partner has headphones on and is immersed in a video game, you may need to get his or her attention by waving your hands before you can ask him about dinner. The media broadcast model describes communication as a linear, one-way process in which a sender deliberately sends a message to a receiver (Alice and McClintock, 1990). This model focuses on the sender and message within a communication session. Although the receiver is included in the model, this role is perceived more as a focus or end point rather than as part of an ongoing process. We are left to assume that the receiver receives successfully and understands the message or not. The researchers who designed this model expanded on a linear model proposed by Aristotle centuries before that included a speaker, a message and a hearer. They were also influenced by the revelation and spread of new communication technologies of the time such as Telegraph and Radio, and you can probably see these technical effects within the model (Shannon Weaver, 1949). Think about how a radio message is sent from a person in Studio you listening in your car. The sender is the radio host who encodes a verbal message

transmitted by a radio tower using electromagnetic waves (the channel) and eventually reaches the ears (of the receiver) through an antenna and speakers to decipher. The radio host doesn't really know if you're getting his or her message or not, but if the equipment works and the channel is static-free, then there's a good chance the message was successfully received. Figure 1-1The communication broadcast model Because this model is a sender and the message is targeted, the warranty is transferred to the sender to ensure that the message is delivered successfully. This model emphasizes clarity and efficiency, but it also recognizes that there are barriers to effective communication. Noise is anything that interferes with a message sent between participants in a communication session. Even if a speaker sends a clear message, noise can interfere with the received message and is accurately detaured. The broadcast model of communications explains environmental and semantic noise. Environmental noise is any physical noise present at a media gathering. Other people who talk in a crowded restaurant can interfere with your ability to send a message and decipher it successfully. While ambient noise interferes with the transmission of the message, semantic noise refers to the noise that occurs during the coding and decoding process when participants do not understand an icon. To use a technical example, FM antennas cannot decrypt AM radio signals and vice versa. Also, most French speakers cannot decipher Swedish and vice versa. Semantic noise can also interfere with communication between people who speak the same language because many words have multiple or unknown meanings. Although the broadcast model may seem simple or even underdeveloped to us today, creating this model allowed researchers to examine the communication process in new ways, which ultimately led to more complex models and communication theories that were discussed later. This model is not rich enough to capture dynamic face-to-face interactions, but there are times when communication is one-way and linear, especially computer-mediated communication (CMC). As the following box explains getting connected, CMC is integrated into many aspects of our lives now and has opened up new ways of communicating and brought some new challenges. Think of text messages for example. The communication broadcast model corresponds to the description of the text message operation because the sender is not sure that the meaning has been moved efficiently or that the message has been received at all. Noise can also interfere with the transmission of text. If you use the abbreviation the tuner doesn't know or the phone Something completely different than what you meant, or a semantic noise interfered with the delivery of the message. I enjoy looking for bargains in t-hand shops, so I only recently texted a friend asking if she wanted to save over the weekend. After she answered with ?!? I reviewed my text and saw that my smartphone automatically fixed the push savings! You've probably experienced similar problems with text messages, and a quick Google search for examples of text messages made funny or embarrassing by the AutoCorrect feature proves that many others do too. Computer-mediated communications When the first computers were created around World War II and the first e-mails exchanged in the early 1960s, we took the first steps toward a full future in computer-mediated communications (CMC) (Thorello, Langel, and Tomic, 2004). These early steps became big strides in the late 1980s and early 1990s, when personal computers began to become permanent features in offices, classrooms and homes. I remember getting our first home computer, Tandy from Radio Shack, in the early '90s and then getting our first internet connection at home in about 1995. Set up my first e-mail account in 1996 and remembers how innovative and exciting it was to send and receive e-mails. I didn't imagine a time when I'd get dozens of e-mails a day, let alone be able to check them on my mobile phone! Many of you who have read this book probably don't remember time without CYMC. If that's the case, then you're what some scholars have called digital natives. When you take a moment to think about how, over the past 20 years, CMC has changed the way we teach and learn, communicate at work, keep in touch with friends, initiate romantic relationships, look for work, manage our money, get our news, and participate in our democracy, it's really amazing to think that everything would have happened without computers. But the increasing use of CMC has also raised some questions and concerns, even among those of you who are digital natives. Nearly half of the students in my latest media research class wanted to do their final research projects on something to do with social media. Many of them were interested in studying the effects of CMC on our personal lives and relationships. This desire to study and question CMC may stem from the anxiety people have about the apparent loss or destruction of face-to-face communication (FtF). Aside from the concerns about the digital cocoons many of us find ourselves in, CMC has also raised concerns about privacy, cyber bullying and a lack of civility in online interactions. We will continue to investigate many of these topics in the Get Connected feature box included in each chapter, but the following questions will help you begin to see the impact cmc has in your day-to-day communications. In Typical day, what types of CMC do you use? What are some ways CMC reduces stress in your life? What are ways CMC increases stress in your life? Overall, do you think CMC adds to or reduces your stress more? Do you think we have, as a company, lower value for FtF communication than we used to? Why or not? The communication interaction model describes communication as a process in which participants switch positions as sender and receiver and create meaning by sending messages and receiving feedback in physical and psychological contexts (Schramm, 1997). Instead of illustrating communication as a one-way linear process, the interaction model combines feedback, making communication a more interactive, two-way process. Feedback includes messages sent in response to other messages. For example, your instructor might respond to a point you're uploading during a classroom discussion or point to the couch when your partner asks you where the remote control is. The inclusion of a feedback loop also leads to a more complex understanding of the roles of participants in a communication session. Instead of sending one, one message, and one receiver, this model includes two sender recipients who exchange messages. Each participant switches roles as a sender and receiver to maintain a communication session. Although this seems like a noticeable and deliberate process, we alternate between the roles of the sender and receiver very quickly and often without conscious thought. The interaction model is also less message-focused and more interaction-focused. While the broadcast model focused on how a message is broadcast and whether it was received or not, the interaction model is more about the communication process itself. In fact, this model recognizes that there are so many messages sent at once that many of them won't even be accepted. Some messages are also sent out of tout. Therefore, communication is not judged effectively or inefficient in this model based on whether one message was broadcast and received successfully. Figure 1-2The interaction model of interaction model communication takes into account physical and psychological context. The physical context includes the environmental factors in a communication session. The size, layout, temperature and lighting of space affect our communications. Imagine the different physical contexts in which job interviews are conducted and how this might affect your communication. I had job interviews on a couch in a comfortable office, sitting around a large conference table, and even once in an auditorium where I was positioned on stage in front of about 20 potential colleagues sitting in the audience. I also walked around campus to interview different people in temperatures below zero degrees. Although It was a little chilly to get to any separate interview, it wasn't too hard to warm up and get on with the interview. During a job interview in Puerto Rico, however, walking outside wearing a suit in nearly 90-degree temperatures created a sweating state that was unpleasant to try to communicate through. Whether it's room size, temperature or other environmental factors, it's important to consider the role that physical context plays in our communications. The psychological context includes the mental and emotional factors in a communication session. Stress, anxiety and emotions are just a few examples of psychological effects that can affect our communication. I recently discovered some disturbing news a few hours before a big public presentation. It was challenging to try to communicate because the psychological noise triggered by the stressful news kept entering my other thoughts. Seemingly positive psychological conditions, like experiencing the emotion of love, can also affect communication. In the initial stages of a romantic relationship people may be so love-struck that they don't see mismatched personality traits or don't negatively assess behaviors they might find otherwise repugnant. Feedback and context help make the interaction model a more useful illustration of the communication process, but the transaction model seems communication as a powerful tool that shapes our reality beyond personal communication sessions. As media research progressed, the models expanded to explain the communication process more. Many researchers see the media as more than a process used to continue conversations and convey meaning. We don't send messages like computers, and we don't neatly switch between sender and receiver roles when an interaction develops. We also cannot consciously decide to stop communicating, because communication is more than sending and receiving messages. The transaction model differs from transmission and interaction models in significant ways, including the perception of communications, the role of the sender and receiver, and the role of context (Barnlund, 1970). For review, each model combines a different understanding of what communication is and what communication does. The broadcast model sees communication as a generation, like an informational dose, sent from place to place. From this view, communication is set to send and receive messages. The interaction model sees communication as an interaction in which a message is sent and then a response (feedback), and then another response, and so on. From this view, communication is defined as producing conversations and interactions in physical and psychological contexts. Transaction model views As integrated into our social reality in such a way that it helps us not only understand them but also create and change them. The employment model of communication describes communication as a process in which communicators create social realities in social, relative and cultural contexts. In this model, we don't just call to exchange messages; We communicate to form relationships, form intercultural alliances, shape our self-concepts, and interact with others in dialogue to create communities. In short, we don't communicate about our reality; Communication helps build our reality. The sender and receiver roles in the communication transaction model differ significantly from the other models. Instead of labeling the participants as senders and receivers, the people at a media gathering are referred to as communicating. Unlike the interaction model, which offers participants alternate roles as sender and receiver, the transaction model suggests that we send and receive at the same time. For example, on a first date, you send verbal messages about your interests and background, your date responds without verbality. You don't wait until you're done sending your verbal message to start receiving and decrypting the nonverbal messages of your date. Instead, you simultaneously send your verbal message and receive your date's nonverbal messages. This is an important addition to the model because it allows us to understand how we are able to tailor our communications - for example, a verbal message - in the middle of sending it based on the communications we receive simultaneously from our communications share. Figure 1-3The transaction model of traffic model communication also includes a more complex understanding of context. The interaction model presents context as physical and psychological effects that improve or barrier communication. Although these connections are important, they focus on messaging and acceptance. Since the communications transaction model sees communication as a force that shapes our reality before and after specific interactions, it must account for contextual effects outside of a single interaction. Thus, the employment model considers how social, relative and cultural ties frame and influence our media encounters. Social context refers to the declared rules or the unsalted norms that direct communication. When we socialize in our different communities, we learn rules and governance pick up on norms for communication. Some common rules that affect social connections include not lying to people, not disturbing people, not moving people in line, greeting people when they greet you, thanking people when they pay you a compliment, and so on. Parents and teachers often pass these rules explicitly their own Or students. Rules can be mentioned over and over again, and there may be punishment for not following them. Norms are social conventions that we perceive through observation, practice, trial and error. We may not even know that we're breaking a social norm until we notice that people are looking at us strangely or that someone is correcting or taunting us. For example, as a new employee you can delete too much or hang for the company's holiday party because you don't know the norm for sign-ups. While there's probably no declared rule on how to dress during the holiday party, you'll notice your mistake without someone having to point it out, and you probably won't deviate from the norm again in order to save yourself any potential embarrassment. Although violating social norms does not stem from the formal punishment that may be the result of a social rule violation, the social embarrassment we feel when we violate social norms is usually enough to teach us that these norms are strong even though they are not made as explicit as rules. Norms even have the power to circumvent social laws in certain situations. To go back to examples of common social rules mentioned earlier, we may violate the rule about not lying if the lie is designed to save someone from feeling aggrieved. We often interrupt close friends when we have an exciting conversation, but we're unlikely to interrupt the professor while they're lecturing. Because norms and laws vary between people and cultures, relationships and culture are also included in the employment model to help us understand the multiple contexts that affect our communication. The relative context includes the previous interpersonal history and the type of relationship we have with a person. We communicate differently with someone we've met this time against someone we've known for a long time. Initial interactions with people tend to be more scripted and shuddish by established norms and rules, but when we have an established relationship, we may be able to bend or break social norms and rules more easily. For example, you're likely to follow social norms of politeness and attention and spend all day cleaning the house the first time you invite your new neighbors to visit. Once the neighbors are in your house, you can also make them the center of your attention during their visit. If you end up befriending your neighbors and establishing a relative relationship, you might not think so much about cleaning up and preparing everything or even giving them all your attention during later visits. Because communication norms and rules also vary depending on the type of relationship people have, the relationship type is also included in a relative context. For example, there are certain rules of communication and norms that apply to a supervisor-supervisor relationship that do not apply to A relationship and vice versa. Just as social norms and relative history affect how we communicate, so does culture. The cultural context includes various aspects of identities such as race, gender, nationality, ethnicity, sexual orientation, class and ability. We will learn more about these identities in Chapter 2 communication and perception, but for now it is important for us to understand that whether we are aware of it or not, we all have multiple cultural identities that affect our communication. Some people, especially those with historically marginalized identities, are regularly aware of how their cultural identity affects their communication and affects how others interact with them. In contrast, people with dominant or mostly dominant identities may rarely, if ever, think about the role their cultural identities play in their communications. When a cultural connection comes to the fore with the media, it's hard to manage. Because intercultural communication creates uncertainty, it can discourage people from communicating between cultures or make people view intercultural communication as negative. But if you avoid communicating across cultural identities, you probably won't get more comfortable or talented as a caller. The difference, as taught in Chapter 8 culture and communication, is not a bad thing. In fact, intercultural communication has the potential to enrich different aspects of our lives. In order to communicate well in various cultural contexts, it is important to keep an open mind and avoid assumptions about the cultural identity of others. While you may be able to identify certain aspects of the cultural context within a media session, there may also be cultural influences that you may not see. A qualified caller should not assume that he knows all the cultural contexts that a person brings to the encounter, since not all cultural identities are visible. As in other contexts, it requires skill to adapt to changing contexts, and the best way to develop these skills is through practice and observation. Communication models are not complex enough to truly capture everything that exists in a media session, but they can help us examine the different stages of the process to better understand our communication and the communication of others. The communication broadcast model describes communication as a one-way linear process in which a sender encodes a message and passes it through a channel to a receiver that decrypts it. Many message forwarding become disrupted by ambient or semantic noise. This model is usually too simple to capture FtF interactions, but can be applied usefully to computer-mediated communications. Communication interaction model describes communication as a two-way process in Participants exchange positions as a sender and receiver and create meaning by sending and receiving feedback in physical and psychological contexts. This model captures the interactive aspects of communication but still does not explain how the media builds our reality and is influenced by social and cultural contexts. The employment model of communication describes communication as a process in which communicators create social realities in social, relative and cultural contexts. This model includes participants who simultaneously send shelters and accounts to how the media builds our reality, relationships and communities. References to Bernland, D.C., a business model of communications, underpinned by media theory, Ades Kenneth K. Serrano and C. David Mortensen (New York, New York: Harper Vera, 1970), 83-92. Alice, R. Van McClintock, You Take My Intention: An Actual Theory in Human Communication (London: Edward Arnold, 1990), 71. Schramm, W., the beginning of communications research in America (Thousands of Alons, CA: Sage, 1997). Shannon, C. Warren Weaver, Mathematical Theory of Communication (Uranna, Illinois: University of Illinois, 1949), 16. Thorello, C, Laura Langel and Alice Tomic, Computer Media Communications: Social Interaction and Internet (London: Sage, 2004), 14. 14.