

UNIT-V

COMMUNICATION PRACTICE

STRUCTURE

By the end of this unit, the students will learn about

- Photoshop/ Coral Draw
- Rewriting Headlines of Newspapers (Hindi & English) on the display boards,
- Role Play
- Four senses of Role Play
- Uses and Benefits of Role Play
- How to Use Role Play

LEARNING OBJECTIVES

By the end of the unit, the students will learn about

- Photoshop/ Coral Draw
- They will learn about Rewriting Headlines of Newspapers (Hindi & English) on the display boards,
- The concept of role-play will be given to the students. This topic will also include Four senses of Role Play Uses and Benefits of Role Play and How to Use Role Play

PHOTOSHOP/ CORAL DRAW

Rewriting Headlines of Newspapers (Hindi & English) on the display boards,

**Cases exceed 100,000, but
low fatality ratio offers hope**

Missiles hit US embassy zone and troops base in Baghdad

BRACING FOR SUPER CYCLONE AMPHAN

No Sikh threatened, fight was between 2 Muslim groups: Pak

SUN, SEA & STANDSTILL

Beaches rammed and travel chaos as Brits flock to the coast for mini-heatwave



By NADA FARHOD

Environment Editor

BRITS yesterday packed out beaches in the scorching heat, sparking travel chaos and more coronavirus fears. Temperatures hit 36.4C on the hottest August day since 2003. But it led to traffic jams and warnings of weekend standstills. And there were social-distancing concerns. One union said 'sun and alcohol are a threat' to Covid safety. SEE PAGES 2&3

CLOSE ENCOUNTER Brighton beach yesterday

धौनी फोर्ब्स की सूची में अकेले भारतीय खिलाड़ी

वकीलों ने छात्रों और पत्रकारों को पीटा

डेरा प्रमुख दोषी करार, भारी हिंसा में 32 मरे

जिद से जीता जहां

काले धन पर सरकार श्वेत पत्र जारी करे : अडवानी

Role-playing is the changing of one's behavior to assume a role, either unconsciously to fill a social role, or consciously to act out an adopted role. While the *Oxford English Dictionary* defines role-playing as "the changing of one's behavior to fulfill a social role" in the field of psychology, the term is used more loosely in **four senses**:

- To refer to the playing of roles generally such as in a theatre, or educational setting;
- To refer to taking the role of a character or person and acting it out with a partner taking someone else's role, often involving different genres of practice;
- To refer to a wide range of games including role-playing video games (RPG), play-by-mail games, and more.
- To refer specifically to role-playing games.



An individual participates in a form of role-playing to make people believe in their act. People adopt certain roles such as doctor and act out those roles in character. Sometimes make-belief adopts an oppositional nature, resulting in games such as cops and robbers.

Historical re-enactment has been practiced by adults for millennia. The ancient Romans, Han Chinese, and medieval Europeans all enjoyed occasionally organizing events in which everyone pretended to be from an earlier age, and entertainment appears to have been the primary purpose of these activities. Within the 20th century historical re-enactment has often been pursued as a hobby.

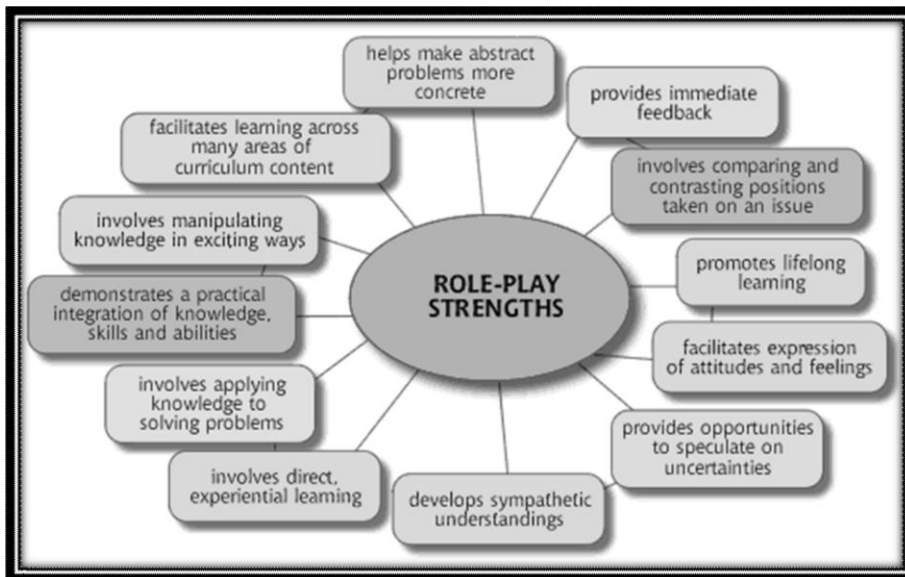
There are different genres of which one can choose while role-playing, including, but not limited to, fantasy, modern, medieval, steampunk, and historical. Books, movies, or games can be and often are, used as a basis for role-plays with players either assuming the roles of established canon characters or using those the players themselves create to replace the existing one alongside characters from the book, movie, or game, playing through well-trodden plots as alternative characters, or expanding upon the setting and story outside of its established canon.

In psychology, an individual's personality can be conceptualized as a set of expectations about oneself and others, and that these add up to role-playing or role-taking. Here, the role is fiction because it is not real but it has a degree of consistency. Role-playing is also an important part of a child's psychological development. For example, the instance when a child starts to define "I" and separate him or herself from an adult is the initial condition for and the result of role play. There are also experiments that found role-playing resulted in behavioral change such as the case of smokers who reported a negative attitude towards smoking after being asked to pretend to be a person diagnosed with lung cancer.

Role-playing may also refer to role training where people rehearse situations in preparation for future performance and to improve their abilities within a role. The most common examples are occupational training role-plays, educational role-play exercises, and certain military wargames.

Role-playing may also refer to the technique commonly used by researchers studying interpersonal behavior by assigning research participants to particular roles and instructing the participants to act as if a specific set of conditions were true.

This technique of assigning and taking roles in psychological research has a long history. It has been used in the early classic social psychological experiments by Kurt Lewin (1939/1997), Stanley Milgram (1963), and Phillip Zimbardo (1971). Herbert Kelman suggested that role-playing might be "the most promising source" of research methods alternative to methods using deception (Kelman 1965).



USES AND BENEFITS OF ROLE PLAY

Role-playing takes place between two or more people, who act out roles to explore a particular scenario.

It's most useful to help an individual or a team prepare for unfamiliar or difficult situations. For example, a person can use it to practice sales meetings, interviews, presentations, or emotionally difficult conversations, such as resolving a conflict.

By acting scenarios like these out, one can explore how other people are likely to respond to different approaches; and people can get a feel for approaches that are likely to work, and for those that might be counter-productive. A person can also get a sense of what other people are likely to be thinking and feeling in the situation.

Also, by preparing for a situation using role-play, one builds up experience and self-confidence with handling the situation in real life and can develop quick and instinctively correct reactions to situations. This means that an individual will react effectively as situations evolve, rather than making mistakes or becoming overwhelmed by events.

A person can use role-play to spark brainstorming sessions, to improve communication between team members, and to see problems or situations from different perspectives.

How to Use Role Play

It is easy to set up and run a role-playing session. Five steps that need to be followed while planning a role-play are:

To make role-playing less threatening, one should start with a demonstration. Another technique for helping people feel more comfortable is to allow them to coach during the demonstration. One can also use it to spark brainstorming sessions, improve communication between team members, and see problems or situations from different perspectives.

To role-play:

1. Identify the situation.
2. Add details.
3. Assign roles.
4. Act out the scenario.
5. Discuss whatever learned.

SUMMARY

- Role-playing is the changing of one's behavior to assume a role, either unconsciously to fill a social role, or consciously to act out an adopted role.
- An individual participates in a form of role-playing to make people believe in their act. People adopt certain roles such as doctor and act out those roles in character.
- Historical re-enactment has been practiced by adults for millennia. The ancient Romans, Han Chinese, and medieval Europeans all enjoyed occasionally organizing events in which everyone pretended to be from an earlier age, and entertainment appears to have been the primary purpose of these activities. Within the 20th century historical re-enactment has often been pursued as a hobby.
- A role-playing game is a game in which the participants assume the roles of characters and collaboratively create stories.
- Role-playing can also be done online in the form of group story creation, involving anywhere from two to several hundred people, utilizing public forums, private message boards, mailing lists, chatrooms, and instant-messaging chat clients to build worlds and characters that may last a few hours, or several years.
- In psychology, an individual's personality can be conceptualized as a set of expectations about oneself and others, and that these add up to role-playing or role-taking.

- Role-playing takes place between two or more people, who act out roles to explore a particular scenario.
- To make role-playing less threatening, one should start with a demonstration. Another technique for helping people feel more comfortable is to allow them to coach during the demonstration. One can also use it to spark brainstorming sessions, improve communication between team members, and see problems or situations from different perspectives.

QUESTIONS

Short Answer Type Questions

1. What is role play? What are its four senses?
2. Write the benefits of role-playing.
3. How can one use role play? Explain ins short.

Multiple Choice Questions

1. _____ is the changing of one's behavior to assume a role, either unconsciously to fill a social role, or consciously to act out an adopted role.
(a) Acting (b) Game
(c) Role Playing (d) None
2. _____ defines role-playing as "the changing of one's behavior to fulfill a social role"
(a) CNN (b) Longman Dictionary
(c) Oxford English Dictionary (d) None

ANSWER

1. (c) 2. (c)

1. Dan Laughey Key Themes in Media Theories, Rawat Publication
2. Taylor, Rosegrant, Meyrs Communicating, Prentice Hall
3. Allan and Barbara Pease The Definitive Book of Body Language, Munjal Publishing House
4. D.M. Silviera Personal Growth Companion, Classic Publishing
5. Edward De Bono How to Have a Beautiful Mind, Vermillion
6. De Fleur, M Theories of Mass Communication, 2nd Edition, New York; David Mc Kay
7. Siebert, Fred S. Peterson Four Theories of Press, Urbana University of Illionois Theodore B. and Sehramm W. Press.
8. Berlo, D.K. The Process of Communication, New York: Halt Renhart and Winston
9. Klapper, J.T. The effects of Mass Communications
10. Internet