# Course N°03 Introduction to communication -Models of communication-

Pr, Soumia BOUZAHER

2<sup>nd</sup> year student License

Management of project-24-25

Communication is a complex process, and it is difficult to determine where or with whom a communication encounter starts and ends.

It can sometimes be helpful to consider different communication models

Models of communication simplify the process by providing a visual representation of the various aspects of a communication encounter.

A communication model is principally a process in which information is **channeled**, then reported by the **sender** to the **receiver** through a **medium**. There are different models of communication that are relevant to a specific discipline.

# There are 3 common communication models

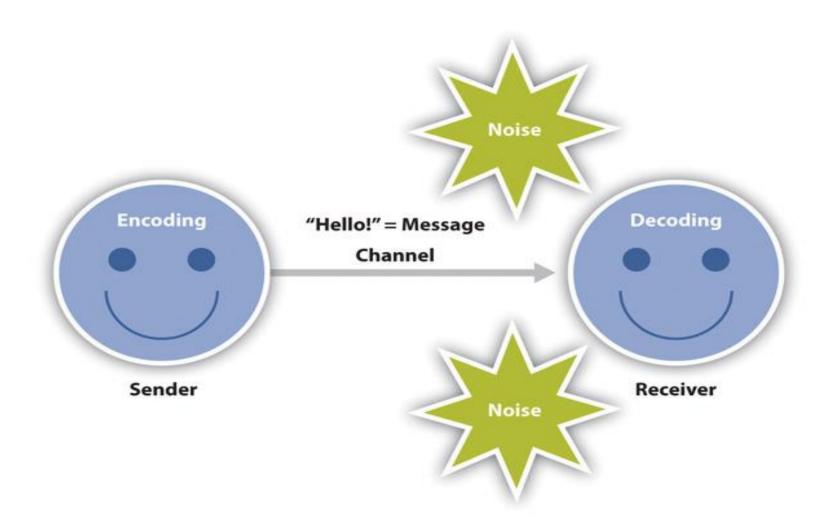
1. Linear model of communication

2. Interactive model of communication

3. Transaction model of communication

# 1. Linear model of communication

Communication is considered one way process where sender is the only one who sends message and receiver doesn't give feedback or response. The message signal is encoded and transmitted through channel in presence of noise. The sender is more prominent in linear model of communication.



The linear model of communication



#### KEY FEATURES

- One way communication
- Used for mass communication
- Senders send message and receivers only receive
- No feedback
- Concept of noise

#### PROS

- Good at audience persuasion and propaganda setting
- Intentional results

#### CONS

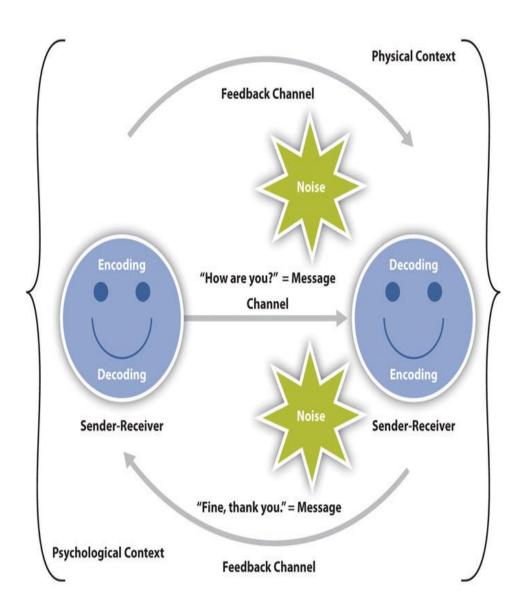
- Communication is not continuous as no concept of feedback
- No way to know if communication was effective

LINEAR MODEL OF COMMUNICATION

## 2. Interactive model of communication

Interactive model (also known as convergence model) deals with exchange of ideas and messages taking place both ways from sender to receiver and viceversa.

The communication process take place between humans or machines in both verbal or non-verbal way. This is a relatively new model of communication for new technologies like web. The interactive or interaction model of communication, describes communication as a process in which participants alternate positions as sender and receiver and generate meaning by sending messages and receiving feedback within physical and psychological contexts.



#### The interactive model of communication



#### KEY FEATURES

- Used for new communications like internet
- Slower feedbacks in turns
- Concept of field of experience
- Known as convergence model
- Communication becomes linear if receiver does not respond

#### PROS

- Feedback even in mass communication
- New communication channels

#### CONS

- Feedback can take a very long time
- Sender and receiver might not know who the other person is

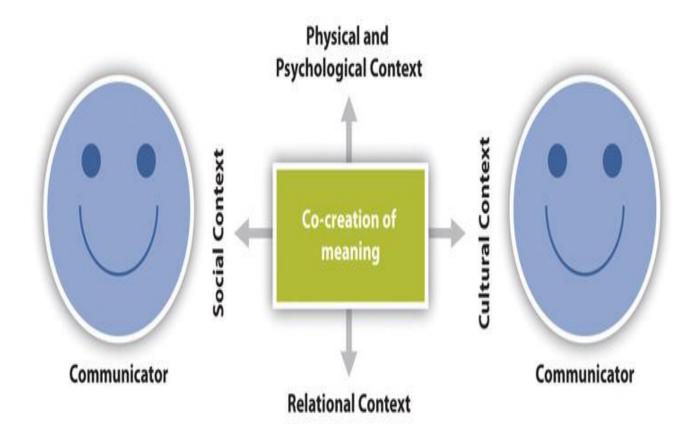
INTERACTIONAL MODEL OF COMMUNICATION

## 3. Transaction model of communication

Transactional model of communication is the exchange of messages between sender and receiver where each take turns to send or receive messages. Here, both sender and receiver are known as communicators and their role reverses each time in the communication process as both processes of sending and receiving occurs at the same time.

The transaction model of communication describes communication as a process in which *communicators generate social realities within social, relational, and cultural contexts*.

In this model, we don't just communicate to exchange messages; we communicate to create relationships, form intercultural alliances, shape our self-concepts, and engage with others in dialogue to create communities.



The transaction model of communication



#### KEY FEATURES

- Used for interpersonal communication
- Senders and receivers interchange roles
- Simultaneous feedback
- Context of environment and noise
- Feedback is taken as a new message

#### PROS

- Simultaneous and Instant feedback
- No discrimination between sender and receiver

#### CONS

- Encourages non-verbal communication
- More noise due to communicators talking at the same time

the other person is

TRANSACTIONAL MODEL OF COMMUNICATION