

Nowadays the way many people **interact** with each other has changed because of technology.

In what way technology has affected the types of relationships that people make? Has this been a positive or negative development?

It is true that technology has influences on communication between people. Technology affects relationships in different ways and in my opinion, has positive and negative effects.

Technology has an impact on relationships in business, education, and social life. Firstly, businessmen can interact with each other without a real meeting. Secondly, services like google meet create new possibilities for relationship between students and teachers. For instance, students can keep in touch with teachers in a different city or country. Finally, many people use social applications, like Instagram to make new friends and find people who share common interests.

On the other hand, technology could **spell trouble** for people like isolating people and discouraging real interaction. For example, many young people choose to make friends online as against real interaction with peers in the real life. These technologies create dire consequences for young people in future. Furthermore, relationships have become more superficial. People tend to create virtual friendships and reveal their secrets to friends they have never met.

However, This modern changes in technology-driven communication isare also a positive development, because relationships have become much easier. Nowadays, we can send small messages via WhatsApp, for instance, while a hundred years ago we had to write letters which would take days or even weeks in addition to being

more costly. For the negative aspects we should teach users to control their addiction and restrict the use of electronic devices which can start at school.

To conclude, technology changes life the style of communication between people, which this change has both positive and negative effects. People need to take advantage of the positive effects of technology.