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**Entertainment, then and now**

I believe that entertainment has been both beneficial and harmful to society. From its early forms to the now diverse and technologically advanced devices of today. This evolution reflects the border of societal changes and has had huge effects on both individual well-being and social structures. While some modern entertainment offers so many benefits, including accessibility, and diversity. It also creates new challenges and some potential harms such as increased screen time, exposure to harmful content, and expensive streaming services. From theatres, to small little TVs, to hand held devices, the evolution of entertainment has had a huge impact on society.

The evolution of entertainment has had a huge journey from live, communal experiences to personalized, on-demand options such as streaming services. In the past theatre has served as the primary source of entertainment, bringing people from all over the world together to experience dramatic performances and stories in a shared space. This was followed by the Invention of the television in the mid-20th century. Which brought entertainment like shows and movies directly into homes. TV transformed how people engaged with and watched media, creating a shared experience through broadcasting and viewing. Change always means progress in the entertainment world, especially from going from live performances to at home broadcasting to on-demand cable and streaming services.

Not only did that way we watch stuff evolved, the way we play games evolved as well. From simple Arcade games to some magnificent, well constructed games you can play anywhere. The world of video games evolved to entertainment for some people, with big apps and services like YouTube and Twitch, you can watch someone play a game that you really like but could not afford. The 1900s has had a big impact on the way video games are shaped today, with things like Tetris and Pac-Man having big impact on big games like *Candy Crush, The Sims, and Block Blast!* and a lot more. Even in the 1800, and before they were playing games, not necessarily video game because that technology wasn't invented yet like shows and plays were, they still had card games and outdoor games that turned into our video games of today.

We can understand the past by understanding where stuff came from. For entertainment theatre can go back to all the way in the 6th century BCE in Greece. Meanwhile, video games were first invented in 1958 which wasn't that long ago if you think about it. We could also think about the future of entertainment. As we evolve and learn new things we can think about how will video games evolve, will more games be like VR? How will the TV entertainment evolve? Will it be on a hologram? Will theatre become easier to watch? How will AI play into entertainment? Those are some questions you should be asking for the future of entertainment.

Entertainment has come a long way since it first began. It's been though a lot from its early roots to the now modern digital forms, and it has brought about both significant benefits and challenges. Modern entertainment offers diversity and engagement opportunities. Meanwhile, IT also presents risks like content exposure and social behaviour. Entertainment comes in many things such as live theatre, TV, arcade games, and video games. In conclusion, I believe that entertainment has become both beneficial and harmful to society over time.

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