**Student Activity Guide: Innovations in Entertainment** Name \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Unit 5 Lesson 6

Many recent innovations in computing have occurred in entertainment areas such as **music**, **television**, **literature**, and **gaming**. In the first column of the chart below, list some of the innovations in these areas. After you have completed the first column, your teacher will explain how to complete columns 2 and 3.

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| --- | --- | --- |
| **Innovation in Entertainment** | **Column 2** | **Column 3** |
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