Group 2

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How are you entertained? Do you ever think about it? In the past hundred years, technology has dramatically affected entertainment, from music and film to video games. The introduction of computers and the World Wide Web has furthered this evolution, connected modern society, and allowed for globalization and communication among those who would otherwise be isolated. Even today, technology continues to change the way we think and how we enjoy entertainment.

Music. Almost everyone loves and enjoys it. But what does it have to do with technology? People use technology to share and make music. Credit goes to Thomas Edison for introducing technology to music. In 1877, he found out how to capture noise. We still use sound recorders today, especially in the music industry. A year later, Edison invented the phonograph. Today, we use a more advanced form of the phonograph. We call it a CD player. The sound recorder and phonograph have made music more popular than ever, because people no longer have to go to concert halls to enjoy their favorite songs. With the help of Edison's inventions, artists started selling millions of records. In 1978, the first Sony Walkman was introduced, which made music even more conveniently accessible. As the next 30 years go by, CDs are invented and Walkman's shrink until they are altogether replaced by iPods and MP3s. There is now more musical variety than ever before and people have access to music virtually anywhere, because of technology.

Although the invention of film is often credited to Thomas Alva Edison, in truth the first primitive film was created in 1878 when Eadweard Muybridge, a British photographer, set up twenty-four still cameras on a racetrack to record a horse in motion. Each camera's shutter was connected to a string he tied across the track. As the horse ran across the track, it tripped the strings, causing the shutter to open momentarily and a picture to form. These pictures were later played in a zoogyroscope that allowed them to be projected very quickly, creating the illusion of motion.

The evolution of motion pictures was rapid; by the end of the nineteenth century, cameras and film media had improved and soon, the entire world was entranced by this new form of entertainment. Filmmakers began to experiment with simple forms of animation and trick filming: they would stop a camera, change the set, then start again, and audiences would be amazed as items 'magically' appeared and disappeared before their eyes. Faces drawn on blackboards could come to life.

Until the late 1920s, films were 'silent' and without dialogue. Although most were accompanied by music selected to fit the mood, directors relied purely on the picture to tell the story. Then, with the improvement of sound technology and the ability to synchronize sound with motion pictures, the film industry began to adapt to using dialogue and sound effects.

By the 1950s, however, it seemed that film was being replaced by television. Filmmakers and studios attempted to stop this decline by using more color and 3D effects. Color continued to improve, but it wasn't until the early 70s that images were created digitally. After that, the use of computer generate imagery boomed, improving and becoming the realistic images that dominate such films as "Star Trek" and "Avatar", as well as aiding in animated films like "Ratatouille" and "The Princess and the Frog".
Now, you can go anywhere and watch movies. You can store them on your iPod or stream them online, or go to movie theatres with surround sound and 3D tech, or pop a DVD in a DVD player at home, in your car, or at your desktop.

Video games are also huge sources of entertainment to people everywhere. The video games have humble beginnings in arcade games such as Pong, where two players bounce a dot across a screen by using simple bars controlled by handheld consoles as paddles. In time, these games became increasingly popular. Arcades and video game companies made huge profits from classics such as "Pac-Man" and "Space Invaders", peaking in 1981 but falling after.

Until then, home consoles hadn't really caught on. However, with Nintendo's 1985 Nintendo Entertainment System, the home console market and industry rapidly boomed. Companies competed for customers, introducing better graphics, more interesting gameplay, and of course, new technologies. Then, in 1992 came the CDs. CDs enabled games to be more sophisticated, having more space for information than the cartridges that had been used before.

Since then, video games have grown in leaps and bounds. Graphics became better, now reaching near-movie quality. Processors became more efficient, leading to faster loading times. Controls are losing their cords, becoming wireless. They can be played anywhere, even on cellphones. Now, with the introduction of the Nintendo Wii, motion-sensing technology is revolutionizing how we play games. We can only imagine what the future of video games will be like with forthcoming technologies.

If you would ask people if they would enjoy a life without computers, most would probably say "no". Why has society fallen in love with computers? Computers are our main source of entertainment. You can rock out to AC/DC or read The Chronicles of Narnia. Computers have just about anything someone could ask for. You have access to music, movies, social networks, useful and useless information, and even books. All the entertainment you could want is within easy reach. Plus, on websites like Youtube, you can watch videos or listen to music for free. With free and easy access to almost anything, people are going to want to spend their time on the computer to seek entertainment.

Technology now plays an enormous part in our lives. It has evolved and developed substantially over the past century. How people make and share music, movies, and video games is constantly changing due to advances in technology, and we, the consumers, benefit from the way it enriches our everyday activities. Technology is all-encompassing, dominating a great deal of our lives, and is only becoming even more important. The future is in technology.

Works Cited


