

Name:

Reading

1 You are going to read a magazine article about developments in electronics. For questions 1–10, choose from the items A–D. The items may be chosen more than once.

... / 10

In which of the paragraphs does the writer say the following:

- | | | |
|--|----|-----|
| We'll be able to carry all our songs, films and photographs with us. | 1 | ___ |
| Some people might throw these away! | 2 | ___ |
| These will be linked to other things in your home. | 3 | ___ |
| They will take up a lot of space in our homes. | 4 | ___ |
| They will have very small television screens. | 5 | ___ |
| Public demand means the name of these is changing. | 6 | ___ |
| You will be able to choose when to watch programmes. | 7 | ___ |
| People will be using these to make copies of CDs and DVDs. | 8 | ___ |
| Some of these will be extremely cheap. | 9 | ___ |
| These will change the way we make phone calls. | 10 | ___ |

ELECTRONICS AND THE ENTERTAINMENT OF THE FUTURE

Thanks to advances in electronics, some big changes are just around the corner. James White looks at four exciting developments that we can all look forward to.

A Mobile phones

It's true that one day we may have implants in our bodies, but that could be a long way off. In the near future, we will still be carrying phones with us, not in us! And these phones will be very desirable indeed. Mini TVs with tiny screens, MP3 players and even computers will all be more common in mobile phones (and that means they'll be cheaper and affordable to most). But what do you think about disposable phones? You buy them (for less than the price of a sandwich) and use them until you get bored with them. Then you just put them in the rubbish!

B Television

The key words for television in the future will be *on-demand* and *big*! TV on demand means that we will no longer have to wait until a programme comes on to watch it. We will be able to watch what we like when we like. And as for the size, televisions are just going to get bigger and bigger – some of them will take up the whole wall of a room. Soon, the experience of watching TV at home will be much more like going to the cinema, complete with high-quality sound coming from all around the room. Along with the computer, the television will be the main source of entertainment in the home. And we'll also be using the television to see people that we're talking to through video links. So when you speak to your auntie to thank her for that 'lovely' pullover she made you, make sure you're wearing it (and smiling), because she'll be looking at you on her living room wall!

C Computers

Already, new computers are being designed more like entertainment centres. In the future, this will continue. It reflects what we want a computer to do these days. In the past, most PCs were for sending emails and surfing the internet. Now people want more, so all computers will come with DVD players and copying facilities for music and video. Digital televisions and radios will be built in too, so we will be able to watch and listen to programmes from all over the world. And for those of you who play computer games, technology is going to develop so fast that playing a game on a computer will soon feel like the real thing. The biggest change, though, is that wireless technology will allow your computer to download, say, a film or a song and then send it to your TV or stereo – all without wires and cables.

D Portable media player

MP3 players already allow us to carry around a huge number of songs in a tiny device. But this is all going to change. Researchers have found that people don't want to just carry around their music – they want video capabilities and photographs too. So we won't be calling them MP3 players for much longer, they will be known as *media players* and, like mobile phones, they will allow us to watch videos but on a bigger screen. MP4 technology will mean that it will be easy to store large files like films in the memory of small devices. Soon, you could have your entire music collection, all of your photograph albums, *and* your DVD library – stored in a player that fits neatly in your pocket.