ĐỀ MINH HỌA SỐ 18

KỲ THI TỐT NGHIỆP TRUNG HỌC PHỔ THÔNG NĂM 2025

(Đề thi có 08 trang)

Môn thi: TIẾNG ANH

Thời gian làm bài: 50 phút, không kể thời gian phát đề

Read the following passage and mark the letter A, B, C or D on your answer sheet to indicate the best answer to each of the following questions from 23 to 30.

The Changing Landscape of Entertainment in the Digital Age

1. Entertainment has always been a vital part of human culture, shaping societies and influencing creativity throughout history. However, it has undergone significant changes due to technological advancements and the rise of digital media. While traditional forms like cinema and theater still exist, streaming services and social media have transformed how audiences engage with content. **This shift raises important questions about the future of entertainment and its impact on society.**
2. The rise of digital platforms has democratized access to a wide range of content. Services like Netflix and Hulu allow viewers to access countless movies and shows instantly. This accessibility empowers creators from diverse backgrounds to share their stories, giving rise to niche genres and independent films.

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However, the overwhelming number of choices can lead to decision **fatigue**, making it difficult for consumers to find what they want.

3. Despite its benefits, digital entertainment also poses challenges. The binge-watching culture, encouraged by platforms that release entire seasons at once, can lead to isolation and negatively affect mental health. Viewers may prioritize screen time over real-life interactions, reducing meaningful connections. Additionally, algorithms that recommend content can create echo chambers, limiting exposure to diverse perspectives.

4. Looking ahead, technology will continue to shape the entertainment landscape. Innovations like virtual reality (VR) promise immersive experiences that redefine how stories are told. Moreover, user-generated content on platforms such as TikTok allows audiences to participate actively in the entertainment process. While this shift **fosters** community, it also raises questions about originality and authorship in a rapidly changing environment.

Question 23 [697629]: Which of the following is **NOT** mentioned as a challenge posed by digital entertainment?

A. Isolation from real-life interactions

B. Reducing meaningful connections

C. Limiting exposure to diverse perspectives

D. Increasing cost of subscription services

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Question 24 [697630]: The word **fatigue** in paragraph 2 is **OPPOSITE** in meaning to _____

A. solitude B. detachment C. vitality D. exhaustion

Question 25 [697631]: The word **it** in paragraph 1 refers to _____

A. history B. entertainment C. human culture D. creativity

Question 26 [697632]: The word **fosters** in paragraph 4 could be best replaced by _____

A. diminishes B. suppresses C. encourages D. disrupts

Question 27 [697633]: Which of the following best paraphrases the underlined sentence in paragraph 1?

A. The change in entertainment formats brings up significant concerns about its societal effects.

B. The future of entertainment is certain despite its impact on society.

C. The impact of entertainment on society is not influenced by technological changes.

D. Entertainment will continue to evolve without affecting society.

Question 28 [697634]: Which of the following is **TRUE** according to the passage?

A. Traditional forms of entertainment like cinema and theater no longer exist.

B. Streaming services have completely eliminated traditional entertainment forms.

C. Binge-watching can have detrimental effects on one's mental health.

D. Algorithms always expose viewers to a wide range of perspectives.

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Question 29 [697635]: In which paragraph does the writer mention **a contrastive relationship?**

A. Paragraph 1 B. Paragraph 2 C. Paragraph 3 D. Paragraph 4

Question 30 [697636]: In which paragraph does the writer explore the future potential of technology in entertainment?

A. Paragraph 1 B. Paragraph 2 C. Paragraph 3 D. Paragraph 4

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