

In pairs read the next story

"Entertainment Perspectives"

Emily and Ben, two close friends with differing preferences in entertainment, often found themselves in friendly debates about the merits of their favorite pastimes. Emily, a passionate film enthusiast, and Ben, an avid gamer, shared a mutual respect for each other's chosen form of entertainment.

In their lively discussions, Emily fervently championed the power of films as the pinnacle of entertainment. She believed in the ability of movies to transport audiences to different worlds, introduce unforgettable characters, and evoke a wide range of emotions. Ben, equally enthusiastic about his love for video games, argued that the interactive and immersive nature of gaming provided a unique and unparalleled experience.

Their debates delved into the heart of their preferences. Emily acknowledged the evolution of video games in storytelling and graphics but found solace in the passive reflection and emotional connection that films provided. Ben, appreciating the thrill of overcoming challenges and achieving goals in video games, argued that the sense of agency and accomplishment in gaming was unmatched.

Despite their differences, Emily and Ben recognized the creative and technical merits in each other's chosen form of entertainment. They appreciated the artistic vision and technical mastery of filmmaking, as well as the creativity and technical expertise involved in video game development.

In the end, Emily and Ben came to a shared understanding. They acknowledged the broader cultural impact of films, provoking discussions about social issues and shaping perspectives. Simultaneously, they recognized the positive values promoted by video games and their potential for social interaction and community building.

Their debates concluded with a mutual agreement – both films and video games offer unique and valuable forms of entertainment. The beauty, as they realized, lay in the diversity of entertainment, providing something for everyone's taste and preferences. Whether seeking to escape into a fictional world or actively engage with an experience, Emily and Ben celebrated the richness that both forms of entertainment brought to their lives.



AFTER YOU READ...

Part 1: Work with your partner and discuss the following questions:

- **What do Emily and Ben agree on in the end?**
- **Can you relate to either Emily or Ben in terms of your own entertainment preferences? Why or why not?**
- **Do you believe one form of entertainment (films or video games) has a more significant cultural impact than the other? Why or why not?**
- **If you were in Emily and Ben's situation, how would you try to find a compromise between different entertainment preferences?**

Part 2: Practice the following role play based on the story you read with your partner at the beginning. The teacher will ask you to perform it aloud in front of the class.



Two friends, Emily, a passionate film enthusiast, and Ben, an avid gamer, are debating the merits of their respective preferred forms of entertainment.

Emily: I firmly believe that films are the pinnacle of entertainment. They have the power to transport us to different worlds, introduce us to unforgettable characters, and evoke a wide range of emotions.

Ben: While I appreciate the artistry and storytelling of films, I'd argue that video games offer a more immersive and interactive experience. The ability to control the narrative and actively participate in the unfolding story is unparalleled.

Emily: I'll admit, video games have evolved tremendously in terms of storytelling and graphics, but I find the passive nature of watching a film to be more conducive to reflection and emotional connection.

Ben: On the other hand, video games provide a sense of agency and accomplishment that films simply cannot match. The thrill of overcoming challenges and achieving goals within the game is a unique reward.

Emily: I understand the appeal of that, but I find the artistic vision and technical mastery of filmmaking to be truly awe-inspiring. The combination of cinematography, music, acting, and editing creates a powerful sensory experience.

Ben: Video games, too, require a great deal of creativity and technical expertise. The design of the game world, the characters, and the gameplay mechanics all contribute to an immersive and engaging experience.

Emily: I'm not denying the creativity involved in video game development, but I believe that films have a broader cultural impact. They can provoke discussions about social issues, explore diverse perspectives, and shape our understanding of the world around us.

Ben: Video games can also address important themes and promote positive values, such as teamwork, perseverance, and problem-solving. They can also serve as platforms for social interaction and community building.

Emily: I acknowledge the benefits of video games in those areas, but I find that films have a more profound and lasting impact on my thoughts and emotions. They can stay with me long after the credits have rolled.

Ben: While video games may not linger in the mind for as long, they provide an immediate and engaging form of entertainment that can be enjoyed by people of all ages and backgrounds.

Emily: Ultimately, I believe that both films and video games offer unique and valuable forms of entertainment. It depends on what you're seeking at a particular moment. Sometimes you want to escape into a fictional world, while other times you want to actively engage with the experience.

Ben: I couldn't agree more. The beauty of entertainment lies in its diversity, providing something for everyone's taste and preferences.