

Everyone has something they enjoy in their free time. Some like to play games, others like to read books, and people also love watching movies and TV shows. The world of entertainment is vast and nowadays is just a click away due to technology.

## The World of Gaming

Gaming is the most common form of a hobby because nowadays you can easily find an online site that offers a variety of games. For example, you can find racing game sites, action game sites, and even casino sites like [www.novibet.ie](http://www.novibet.ie) that offer a variety of casino games for players. The main thing about these sites is to enjoy them responsibly.

When it comes to gaming though, technology has helped shaped the way games look and are played. Tech trends have pushed hardware to where it is now why game developers can get creative with their games as they know gamers have strong gaming devices.

This goes for PCs, consoles, and even mobile devices such as smartphones and tablets. Technology made the smartphone happen and it functions as a computer in your pocket which is why it can be used as a gaming device. The mobile gamer was born and nowadays the mobile gaming industry has [serious potential](#). As things are going, VR is the next tech trend on the list to become more common, so gamers can experience more immersive titles in the near future.

## The World of TV and Films

Back in the day, you needed to go to the cinema to watch a new movie and it wasn't until VCRs were around that you could own a copy of your favorite one. Then came DVDs and they are on the verge of being replaced by streaming platforms. The Internet helps these platforms reach a large audience and not go looking for DVDs when they can continue watching their favorite TV show with a click or two. Streaming platforms take obsolete technology out of the equation and also prompt directors, screenwriters, actors, and actresses to get creative and produce more TV series and films.

## The World of Books

And then you have the world of books, magazines, newspapers, and comics. To put it simply, the world of literature has become digital at this point. There are lots of books that exist in a digital format such as pdf. You can read them via your smartphone or tablet as well as on your PC. If you're tired of reading books that way, you can just play an audiobook on any device and have the book read to you. As mentioned before, comic books newspapers, and

other kinds of magazines have gone digital due to technology.

### The World of Music

The world of music has also gone digital with platforms such as Spotify becoming popular. You can find your favorite artists there and listen to them as much as you like. You don't need to own any CDs, records, or any other form of music so long as you have an account on a platform.

In conclusion, the world of entertainment has been changed by technology forever which is why technology and entertainment will continue to go hand in hand.

### Subscribe to the International Relations Updates by The Kootneeti

\* indicates required

Full Name

Email Address \*

Subscribe

made with  mailchimp



**CERTIFICATE COURSE IN  
INTERNATIONAL RELATIONS**

SIX-WEEK ONLINE COURSE IN INTERNATIONAL RELATIONS  
BY THE KOOTNEETI

**JOIN TODAY!**

team@thekootneeti.com  
courses.thekootneeti.in  
(+91) 120 4565994

*The views and opinions expressed in this article are those of the author and do not necessarily reflect the views of The Kootneeti Team*

Facebook Comments