



# New Age Entertainment

B1 – B2

Module 2

Here's What  
We Will Be  
Learning:



# SUMMARY

- ❑ Changing Trends in the Entertainment Industry.
- ❑ Emergence of New and Growth of Existing Entertainment Channels.
- ❑ A Glimpse of Trending Entertainment Online and Mobile Apps.
- ❑ Exercises.

# VOCABULARY

**Millennial:** a person reaching young adulthood in the early 21st century.

For example: "The industry brims with theories on what makes millennials tick".

**Virtual Reality:** virtual reality (VR) typically refers to computer technologies that use software to generate realistic images, sounds and other sensations that replicate a real environment (or create an imaginary setting), and simulate a user's physical presence in this environment.

**Pared-down:** with no unnecessary features; reduced to a very simple form. For example: Her makeup and outfit were pared-down for the occasion.

**Doodle:** (Verb) to scribble absentmindedly. For Example: Karl was doodling in the margin because the lecture was boring. (Noun) A rough drawing made absentmindedly. For example: Doodles have become a trending art form.

**Speed Bump:** a ridge or a raised band set in a road surface, typically at intervals, to control the speed of vehicles. In this context; something which slows down business.