

1. Spark-up

.....



A man watching an early motion picture through a Kinetoscope. The Kinetoscope was designed for films to be viewed by one person at a time through a **peephole viewer window at the top of the device.**



Circa 1450, Johannes Gutenberg (1400 - 1468) inventor of printing, examines a page from his first printing press.



The first iPhone was launched by Apple in 2007.



Oculus Quest is the latest standalone VR - no wires, no PC, no mobile phone - headset from the company owned by Facebook. The device is helping to make VR more accessible.

2. Language Exposure

.....

VR: A 21st Century Entertainment Revolution

Forms of entertainment, and how we consume them, are constantly evolving and progressing.

Take film, for example. Over the past 140 years, new cameras, plus film and post-production techniques have transformed our film experience. Today's feature film is a far cry from the early short, black and white, one static shot "moving picture," viewed via a peepshow device or projector.

The history of books started with the invention of printing and paper. However, the earliest origins could be dated back to 3500 BC—symbols on clay tablets. Fast forward to today, and while we still have printed books, e-books have arrived to evolve the reading experience.

Music has been around since our ancestors found the ability to sing. As a form of entertainment, it has progressed through the creation of instruments, the development of written notation, and the of advance technology. Cultural changes have also had a fundamental impact on the evolution of music.

The introduction of modern smartphones in 2007 radically changed how we consume media. Entertainment anytime, anywhere was suddenly possible; the consumer gained control of the scheduling. Despite the revolutionary impact of the smartphone, it only enabled access to portable versions of what we already had—film, TV, music, and books.

Now, let's look at VR—an entertainment revolution happening right now.

[...]

In 2019, VR is faster, lighter and more accessible than ever before. In less than 60 years, VR has changed entertainment forever. Virtual reality has brought about a sudden, dramatic and complete change in entertainment—inside and outside the home.

Virtual reality is entirely different from anything we've experienced before. It captures all your senses and suspends disbelief. You are completely immersed.



Morton Heilig was called the "Father of Virtual Reality" in several books and articles. He was a great visionary, a philosopher, inventor, and filmmaker.



I'm not denying that books, TV, music, and film can also be powerful, but these forms of entertainment have their immersive limits. You can be lost in a movie only to be quickly brought back to reality with the loud crunching of popcorn from the row behind. The limits of your imagination may mean that a scene from a book can't be completely visualized. The bumps and knocks from the crowd at a concert may disrupt the enjoyment of your favorite artist. With VR, you are totally removed from your reality. You don't have to imagine a new world, you are in it.

VR cannot, and should not, be compared to other forms of entertainment. The only entertainment that comes close to virtual reality is immersive theatre. In these productions, you become part of that world; you live the story alongside the actors.

[...]

(retrieved from <https://www.forbes.com/sites/solrogers/2019/06/17/vr-a-21st-century-entertainment-revolution/#3344b8cd5f90>)

3. Vocabulary

.....

VOCABULARY	PRONUNCIATION	DEFINITION	VIETNAMESE
1. access (to sth) (n) accessible (adj)	/'æk.ses/ /ək'ses.ə.bəl/	the right or ability to use something able to be reached or used	quyền truy cập, quyền sử dụng có thể tiếp cận được, có thể sử dụng được
2. advance (in sth) (n)	/əd'vɑ:ns/	an improvement or development in something	sự cải tiến, sự tiến bộ
3. alongside (adv)	/ə'la:ŋ.said/	beside or together with	bên cạnh, cùng với
4. ancestor (n) (ancestors)	/'æn.ses.tər/	a person related to you who lived a long time ago	tổ tiên
5. capture (v)	/'kæp.tʃər/	to interest someone	thu hút
6. clay tablet (n)	/kleɪ/ /'tæb.lət/	a flat surface made of clay was used for writing in the bronze age and iron age as well	phiến gốm
7. constantly (adv)	/'kɒn.stənt.li/	all the time or often	thường xuyên
8. consume (v)	/kən'sju:m/	to use something, especially in large amounts	tiêu thụ

9. disbelief (n)	/ˌdɪs.brɪˈliːf/	the feeling of not being able to believe that something is true or real	sự hoài nghi
10. disrupt (v)	/dɪsˈrʌpt/	to prevent something from continuing as usual	gây cản trở
11. dramatic (adj)	/drəˈmæt.ɪk/	very noticeable	đáng chú ý
12. evolve (V) evolution (n)	/ɪˈvɒlv/	to develop gradually	tiến triển, tiến hóa dần dần
13. fundamental (adj)	/ˌfʌn.dəˈmen.təl/	being the most basic or important thing on which other things depend	cơ bản; chủ yếu
14. immerse (v) immersive (adj)	/ɪˈmɜːs/ /ɪˈmɜː.sɪv/	to become completely involved in something (immerse yourself in something) seeming to surround the audience, player, etc. so that they feel completely involved in something	đắm chìm vào nhập vai
15. notation (n)	/nəʊˈteɪ.ʃən/	a system of written symbols used especially in mathematics or to represent musical notes	ký hiệu
16. portable (adj)	/ˈpɔː.tə.bəl/	light and small enough to be easily carried or moved	di động
17. post-production		a part of the process of film-making, photography, etc. includes all stages occurring after shooting such as editing video.	hậu kỳ
18. progress (v)	/prəˈɡres/	to improve or develop in skills, knowledge, etc.	phát triển, tiến bộ
19. radically (adv)	/ˈræd.ɪ.kəl.i/	completely or extremely	hoàn toàn, triệt để
20. revolution (n) revolutionary (adj)	/ˌrev.əˈluː.ʃən/ /ˌrev.əˈluː.ʃən.ər.i/	a big change or improvement in the way that something works or in the way that people do a particular activity (a revolution in sth)	cuộc cách mạng
21. scheduling (n)	/ˈskedʒuːlɪŋ/	the job or activity of planning the times at which particular tasks will be done or events will happen	việc lập chương trình/danh mục
22. static (adj)	/ˈstæt.ɪk/	staying in one place without moving	tĩnh static shot (ảnh tĩnh)
23. suspend (v)	/səˈspend/	to stop something from being active	hoãn lại
24. transform (v)	/trænsˈfɔːm/	to change completely the appearance or character of something or someone, especially so that that thing or person is improved	biến đổi
25. virtual (adj)	/ˈvɜː.tʃu.əl/	something that is virtual can be done or seen using a computer and therefore without going anywhere or talking to anyone	ảo (virtual reality – thực tế ảo)
26. visualize (v)	/ˈvɪʒ.u.əl.aɪz/	to form a picture of someone or something in your mind, in order to imagine or remember him, her, or it	hình dung, tưởng tượng
27. a far cry from		be very different from	rất khác với cái gì đó
28. come close to		almost achieve	gần như đạt được
29. date back to		to have existed for a particular length of time or since a particular time	đã diễn ra ở một thời điểm nào đó
30. brought something/someone back		to return	trở lại, hoàn lại

4. *Speaking*

.....

A. Speaking part 1:

Let's talk about going out

When do you usually like to go out?

What kinds of things do you like to do when you go out?

Do you spend a lot of money on going out every month?

What kinds of things would you like to do, in the future, when you go out?

Let's talk about online entertainment

What is your favorite type of online entertainment?

How much time do you spend on online entertainment?

Do you ever feel you spend too much time online?

B. Speaking part 2

Describe a place of entertainment (e.g. theatre, cinema, sports center) that you would like to have where you live.

You should say

- what this place would be
- where it should be
- whom it would be for, or who would use it
- and why you think this place of entertainment is needed

C. Speaking part 3

Let's now discuss entertainment in your country

Are there a lot of places in your country for young people to go out?

What kinds of live entertainment are popular in your country?

What places would you recommend a tourist go to, for entertainment, in your country?

Let's now talk about technology and entertainment

What forms of online entertainment have become popular these days?

Is entertainment these days better than in the past because of technology?