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Essay #1

Entertainment Industry : A Bane or A Boom

Outline

I- Introduction

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The entertainment industry is a bane, its rapid growth has negatively impacted the lives and mental health of people. It is a medium to display unrealistic standards, exploit cultures, and spread misinformation and violence.

II- ~~Highlighting the relationship of entertainment industry with society~~

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III- Entertainment industry as a Boom! A Contra Prespective

    A- Promotes diversity and integration of society

    B- Platform for knowledge enhancement and rising awareness among people

IV Entertainment industry has negatively affected the people

    A- Displays unrealistic standards of beauty ideals and lifestyle

B- Exploitation of culture, norms, values and traditions.

C- Glorification of consumerism and materialism

D- Spread of misinformation and fabricated content

E- Facilitates digital addiction and excessive reliance of people on it

F- Misinterpretation of religious teachings

G- Over-night fame and short-lived careers

H- Promotes exclusive nature of nationalism

V Steps that should be considered to turn entertainment industry beneficial for people

A- Limitize the harmful content and sensationalism

B- Encouraging positive role models

C- Promotion of inclusivity and diversity

VI Conclusion

Entertainment industry has engulfed the reality of existance and fabricated the norms and values of society.

Entertainment Industry: A Bane or A Boom

"Player Unknown's Battle Grounds" (PUBG), is a widely known and played video game — mainly by youth audience. The addictive and violent nature of game has caused players to normalize violence and neglect their social responsibilities. This has resulted in social delinquency and deterioration of mental health. Besides, there are many other entertaining platforms which are negatively affecting the users. The entertainment industry encompasses a broad range of institutions which provide content for engagement and entertainment. It is a powerful, multifaceted sector than plays a central role in society. The rapid spread of entertainment industry has encircled the whole society in it self and turns out to be main driving force of the community. Albert Einstein, stated that "I fear the day that technology will supass our human interaction. The world will have generation of idiots". This quote reflects concerns about how technology and entertainment might diminish real human connection. Is it even possible to imagine a life without the entertainment industry, considering

good raising question technique

Its pervasive influence on our daily routines and societal norms?. Can the entertainment industry ever be separated from its negative effects, or its impacts are inherently harmful to society. The negative affects of entertainment industry cannot be overlooked. This makes it evident that, the entertainment industry is a bane, which has negatively impacted the lives and mental health of people. It is a medium to display unrealistic standards, exploit cultures, and spread misinformation and violence.

Entertainment industry mirrors the values, beliefs, and trends with in society through film industry, social media and Publications. It is deeply interlinked with society, the relationship between both is vast and multifaced. It shapes culture and norms of society, thereby, influencing nature and behaviour of People. One of the famous writers, David Hermondhalgh, highlights the relationship of entertainment industry with society. In his book: "The Cultural industries". He summarises the relationship between entertaining industry and society as inter-linked. The cultural industries reflect and shape society, reinforcing dominant ideologies which also offer

Space for resistance and transformation. Moreover, it is idealistic to assume segregation of entertainment industry from society. It is denoted as the axis on which globe revolves.

The proponents of opposite schools of thought belief that entertainment industry is a boom, as it has positively affected the lives of people. Entertainment industry promote diversity and integration of society, It is a medium which captures and promote cultural variations. It integrates different people together through movies, shows, music from different regions and cultures. In novel, **"Around the world in 80 days"**, by Jules Verne, promotes tolerance and unity. It highlights how different societies, customs and people across the world interact while creating an imaginative understanding of cultures. This book serves to break rigid societal stereotypes, promoting an understanding of diversity and possibilities for integration.

Furthermore, it provides entertainment industry provides platform for knowledge enhancement and rising awareness. It increases the availability of education content to process and understand. Documentries, news and Talk shows make difficult topic easier to understand and engage with.

good substantive paragraphs

Entertainment industry provides space for societal reflection and discuss sensitive issues to increase civic awareness. The famous theater play, "Angles in America", addresses the vulnerability of females. It gives subjugated women a platform to express themselves and spread their voices. Similarly, documentaries like, "The social Dilemma", provides factual exploration of vital topics, such as, human rights or climate change, that are not given enough attention in formal academia.

Keeping the positive impacts in mind, the negative effects of the entertainment industry on society still prevails. Thereby, It is believed that entertainment industry has negatively affected the people. It serves to display unrealistic standards of beauty ideals and lifestyle. The prevalance of filters and photo editing contribute to unrealistic beauty standards. It leads to low-self esteem, anxiety and eating disorders. A study published in "The International Journal of Eating Disorders", found a significant relationship between exposure to social media and increased risk of body dismorphia and eating disorder. Hunderds of psychological cases result because of media pressure. Similarly, in TV show,

"The love Island", It promotes superficial relations and unattainable lifestyles. This has been proven that unrealistic standards in entertainment industry exacerbate psychological distress.

Secondly, entertainment industry has exploited cultures, norms, values and traditions. It promote behaviour and lifestyle that contradict with traditional morals and cultural values. The world is tilted towards western side, undermining social standards which results in cultural alienation. **Westernization of world**, proliferate the western values and life style through entertainment industry. Famous netflix series, **"Friends"**, Influence global culture, which displays westernized values and traditions. Thereby, targetting local culture, norms, values and tradition. The disparity of values and propagated culture results in social tension.
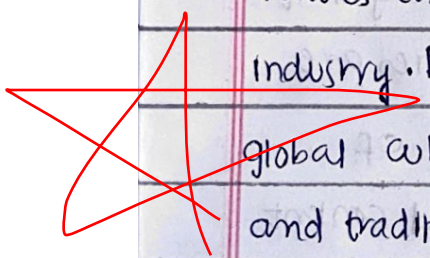
Thirdly, entertainment industry glorifies consumerism and materialism. It showcase luxurious products, idealized lifestyle and wealth-focused values. It highlights trendy items which leads to glamorous life, encaraging viewers to pursuit for similar lifestyle. This expectations make audiences associate success and happiness with material possession.

command over punctuation makes the writing well expressive

In reference to this, shows like, "Emily in Paris" and "Gossip girl", regularly feature designer fashion. Viewers get more inclined towards achieving similar fashion standard which results in consumerism and materialism.

Fourthly, entertainment industry serves to provide a platform to spread misinformation and fabricate content. It is largely controlled by western nations and they fabricate information in a way which provides them benefits. The western news industries, like, **BBC** and **Time magazine** justify western support to Great Israel against genocide of Palestinians. There vulnerabilities are censored, in turn supporting Israel's stance of ethnic cleansing of Palestinians. Fabricated content propagates, Israeli mindset among western youth. It displays biased nature of media which fosters distrust in credible media sources.

Fifthly, entertainment industry, facilitates digital addiction, which results in excessive reliance on it. The excessive use of digital platforms like, streaming services, online games and social media has been directly linked with anxiety, depression and low self-esteem. A study published by, **American Psychology Association**, (APA), found that the

increased use of social media correlates with severe mental distress. It leads to Fomo (fear of missing out) and cyberbullying. Furthermore, **World Health Organization** (WHO), recognized gaming disorders as a mental health condition. It acknowledged that excessive use of youtube and TikTok has resulted in reduced of attention span. It was fifteen seconds in 2000, which has reduced down to three to five seconds in 2023.

Sixthly, entertainment industry, promotes religious documentaries, films and publications, which leads to stereotypes, misunderstanding and cultural bias. It interpret the teachings in a way which facilitate the writer with larger audience. **Horror based movies** often use **christian symbols**, such as cross, exorcism, or imagery of heaven and hell in inaccurate way. Films like "Exorcist" focuses on themes of demons possession and rituals. It distorts real religious practices and beliefs. Similarly, **muslim characters** are typically casted as villians or extremists. This exacerbates religious predujice and hatred among different religious groups, leading audiences to hold biases against practicular sect or religion.

Seventhly, the driven over-night viral

trends and fame, justifies the connotation that entertaining *we can also quote some asian media here* and attention. Many internet challenges like, "Ice Bucker Challenge". or "spice tolerance", spike quickly but are replaced with same phase. It leaves creators struggling to sustain attention. Moreover, the pressure to stay relevant pushes individuals and creators towards stress and burnout. Similarly, it serves to be a platform for bullying and criticism which severly effect mental health and self-esteem of producers.

    Lasthy, entertainment industry only promotes specific cultures and ethnic identities. It inculcates the sense of "us" and "them" mindset among its viewers. Furthermore it marginalizes minorities and present them as "second-class citizens" or "outsiders". Guardian published an article in 2023, which highlighted how the film industries portray American identity which often exclude **Black Americans**, framing American stories as stories of white. Entertainment industry limitizes diversity of ideas and represent public discourse which leads to greater division within society.

    There is a long list of negative

impacts of entertaining industry on society, however, certain steps should be considered to turn entertainment industry a beneficiary for its audience. The entertainment industry should limitize harmful content and sensationalism. It should avoid content that glorifies violence, hate speech and harmful stereotypes. Filmakers and writers should consider the long-term societal impacts of messages been conveyed through films and publications.

Moreover, entertainment society has potential to shape societal norms, so it is important to promote positive role models. Influencers and celebrities should use this platform to advocate for social causes and encouraging responsible behaviour among their followers. In reference to this many celebrites contribute in betterment of society, like, Saba Qamar, a Pakistani actor who advocate for rights and well-being of children in Pakistan, becomes the first Pakistani UNICEF ambassdor.

good effort here

Entertainment industry should focus-on creating content that reflects diversity of society. It should accurately and respectfully portray all people irrespective of their differences. It

fosters broader acceptance and empathy among audiences. By proper implementation of these steps entertainment industry can serve as a positive force only to not only for entertainment, but to educate, empower and unit people across the world.

To sum up the discussion in a nutshell, it is evident through evidences provided provided above that entertainment industry is a bane. Its rapid growth has negatively impacted the lives and mental health of people. It has engulfed the reality of a society and has fabricated the norms. Carrying an ideal path between pragmatism and passion can limitize the negative impacts of entertainment industry. It is possible through promotion of inclusivity and diversity, meanwhile limitizing harmful content and sensationalism. However, its negative aspects prevail over the positive ones. Therefore, it serves as a medium to promote unrealistic ideals, desensitization of audiences to violence and ethnic issues, and encaraging spread of misinformation and violence. David Foster Wallence, in his book "Infinite Jest", highlights the theme of entertainment as a deeply addictive force with the power to consume one's value and

identity. His phrase, "**Entertainment will steal your soul**", conveys the idea that entertainment industry provides pleasure and distraction at same time, which leads individual into spiral of dependency. He further states that it is not an individual issue, but systematic one. The negative impacts of entertainment industry, engulf people into itself. Thereby, they start to prioritize quick and shallow pleasures. This leads society to value instant enjoyment without giving a thought to its wholesome drawbacks on whole society.