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BEGIN YOUR ANSWER TO QUESTION 1 HERE.

Entertainment is supposed to be fun & relaxing in an ideal society, but while it used to be that entertainment was indeed fun & harmless, some producers of entertainment today prove the opposite. Depending on ~~what~~ ^{which} entertainment is looked upon, ~~and~~ whether or not it has, or is, "ruining" society can be debated.

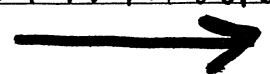
~~When~~ Looking back at the time Hollywood was established, movies & radio shows became a popular form of "entertainment." ~~It~~ ^{People, enjoying this} new and trendy concept, ~~was~~ ^{did} not ~~have~~ ^{think} that the "effect would be 'to overturn all morality, to poison the springs of domestic happiness, to dissolve the ties of our social order, and to involve our country in ruin', as some 19th century critics claim. They experienced Hollywood to simply be entertained. During the Great Depression, for example, many families went to movies, listened to the radio, and even drove cars around just to be entertained. Instead of this spoiling happiness, it in fact brought happiness. It was a way of escaping the hardships of the time." "Gone with the Wind," a popular film of the time, took people's minds off the depression, & placed them in a different world where they could imagine whatever they pleased. Families indeed thought this to be "fun & effortless" compared to dealing w/ no job & no bread for the table. It was a way of assuring families there was hope for the future, rather than placing a feeling of failure & disappointment. Entertainment, therefore, helped society, instead of ruining it, as may be thought of in the present.

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ADDITIONAL PAGE FOR ANSWERING QUESTION 1

As time passes by, ^{the} entertainment business flourishes, opening up new possibilities + new trends for entertainment followers. New advances + new possibilities makes ~~the~~ entertainment succesible to more critics. Although ~~the~~ there are now ratings on all TV shows, movies, games, + video games; what ~~the~~ message is ~~the~~ given in some can be considered to have "the capacity to win society." ~~Immoral~~ Immoral entertainment, not only lowers standards, but can eventually become reality. It is so easy for humans to gain numerous ideas ~~the~~ from entertainment, good or bad. It is usually the evils that is heard about today. Movies are influential. "The Core", a new hit, talks about the potential for the end of the world, as well as the old favorite "Armagedon". Although ~~the~~ thrillers too watch, ~~also~~ can scare many when thought about in reality. It is amazing as well what is shown on movies, TV show, + radios that would never have been back in the day: "American Pie", shows open displays of teen sex, "The Howard Stern Show" has nudity + talks about innapropriate subjects, + the radio is now aloud to ~~use~~ use profanity with no objections. Scary ideas are gained from entertainment as well, as experienced w/ the tragedy on 9/11. A video game influenced the highjackers on their crash into the World Trade Centers. Immoral entertainment directs people to immoral ways +/or leads them to living their life in fear, which can "win" society.

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ADDITIONAL PAGE FOR ANSWERING QUESTION 1

Freedom ~~over~~ in America restricts restrictions on entertainment, but critics will continue to express their beliefs. Although not all entertainment is bad, some can ruin society w/ their immoral ways. No matter what entertainment is "fun, effortless, sensational, mindless formulaic, predictable, & subversive," and "many people love it!"

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