



Then and Now – Comparing Concerns About Screen-Based Entertainment

Globalising World (1945 – present: popular culture

Your challenge:

Compare the 1975 TV report with [this BTN report](#) made in 2023 to explore changes and similarities in people's responses to new forms of media over time.

Part A: Analysing the 1975 TV report

1. Why did the family featured in the 1975 report avoid buying a TV for so long? List at least two reasons.

2. What concerns did the family have about TV's effect on their family life?

3. How did the family's actual experience of owning a TV match or challenge their earlier fears?

Part B: Analysing the 2023 *BTN* report on gaming addiction

4. What are the main concerns expressed in the *BTN* report about gaming?

5. Who is most concerned about gaming addiction in the report – young people, parents, or experts? What kinds of evidence do they use?

6. What solutions or responses to gaming addiction are mentioned?



Part C: Comparing the two reports

Focus	1975 TV report	2023 BTN gaming report
Main concern		
Who is affected		
Public reaction		
Type of evidence used		
Media tone (serious, light, humorous?)		
Suggested solutions		

Part D: Discussion & reflection

7. What are some similarities between the concerns about TV in 1975 and gaming in 2023?

8. What are some differences in how the media reported the concerns?

9. Do you think these kinds of worries are more about the technology itself, or about how people use it? Explain your view.

10. Imagine you are living in the 1970s. Would you be worried about getting a television for your family? Why or why not?
