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a) Work is mostly known as the absence of leisure and leisure as the opposite of work. Although work can be defined as 'earning a living', doing some activity that generates money. And leisure can be known as something that a person does when they're not doing usually with the connotations of relaxation. Both concepts are interrelated and without one you cannot have the other. Some people may prefer work to leisure or visa versa due to personal preference.

b) Technology as a 'mechanism replacing the mind' has contributed greatly to the changing patterns of leisure in relation to persons, society, environment, culture and time.

The environment that leisure activities ~~have~~ are taking places have changed due to this 'culture shift'. Especially in passive leisure the

types of passive leisure are changing. Instead of a game of chess with a friend children are now playing video games, watching movies, talking on facebook and other social media sites. This shift in traditional passive leisure is not only felt in Australia but also in Japan. Japan The Japanese have a wide reputation for gaming, anime and other associated products. The market is saturated with these 'new' passive leisures and it is affecting individuals health. Due to the lack of activity in this passive leisure and its dominance in Japan and Australia obesity is growing, both countries having the highest numbers of obese growing.

It is not just affecting a Japanese and Australian's physical health but mental and psychological health as well. There is less interaction with other individuals. In Japan, ^{nearly always} the only interaction with others is during work hours due to this ~~idea~~ ^{value} of working as a collective group due to

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the Nenko system - seniority wage system. Technology has also affected the culture that is cultivated through leisure. Children at the peak of their socialisation and enculturation period are engaging in more violent forms of leisure such as videogames which have saturated the market in Japan and Australia.

All together environment, ~~teahna~~ culture and persons have been affected in relation to patterns of leisure, technology as a catalyst for this change.

You may ask for an extra Writing Booklet if you need more space.