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c) The concepts of work + leisure are interconnected as the more we work the ~~more~~ less time we have for leisure. The role of technology in both our work + leisure environments is already obvious; computers, laptops, mobile phones + ipods can be seen almost every where. In the future we will begin to see the role of technology change, as advancements make technology smarter, cheaper + more accessible.

To take the iPod, a small, clever + compact device, we can trace how it has impacted on our worlds of leisure + work. Initially designed as a portable listening device, an object for leisure purposes, the development of the iPod means that we now see it as an educational tool, a tool used for more effective work.

Though only just beginning to take root, in the future technologies, such as the iPod, will impact work practises

+ change the way we think about work. ~~memorisation~~ ^{memorisation} will become redundant, as computer technologies have far greater capabilities and we will perhaps begin to see a transition towards skills; the ability to analyse, to deconstruct + interpret rather than to regurgitate.

At the same rate technology will impact leisure activities; just as the advent of international ^{travel} changed our perceptions of leisure, we may see a trend in the other direction as 3D + video technologies allow for similar experiences in a more accessible environment, our own homes.

For 21st century persons operating within Australian society, ~~paid work is~~ paid work is generally viewed as the facilitator of leisure activities; the more we work, the money we earn, the more we are able to leisure (as in most societies leisure activities require money.) However the impact of technology, for example automated

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checkouts at retail outlets mean that there are less people employed, and thus less people working would mean less people buying.

In the future then we may have a large section of society unemployed, as technological advances will provide a cleaner + cheaper workforce. This in the future technology is bound to impact education as work is something dominated by technology.

In summary technology is destined to have a great impact on society, whether the implications are positive or negative is difficult to say. However advancements are sure to mean an increase of skills and reduction of menial labour. For our leisure the impacts may be small, however trends seem to suggest that changes to what we see as "leisure time" are inevitable.

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