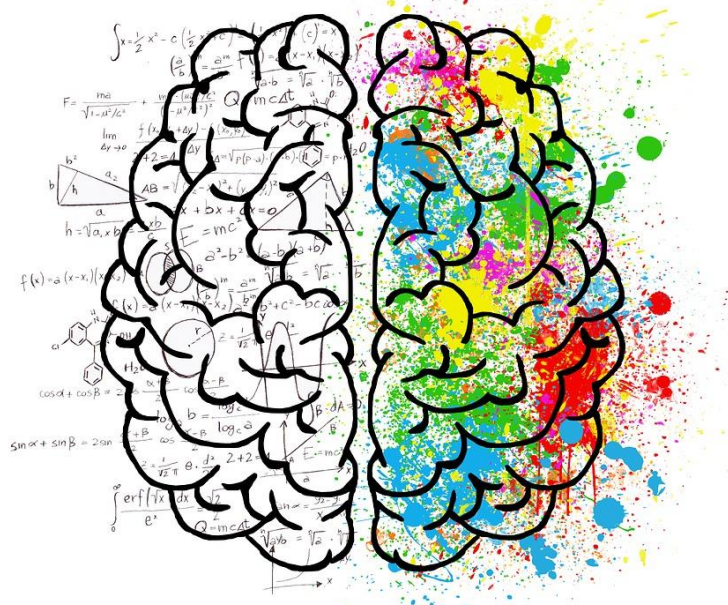


## Does technology make us less creative?



### Key Word Analysis

#### 'Technology'

gadgets / smart devices /  
mobile phones, laptops, tablets, computers

#### 'Less Creative'

diminished ability to innovate or create  
something new /  
less able to come up with novel and unique  
ideas that challenge the status quo

In the 21<sup>st</sup> century, technology has p\_\_\_\_\_ all aspects of our lives. Laptops, mobile phones and tablets are u\_\_\_\_\_ (Book 3, pg 7; very common), and have become i\_\_\_\_\_ (Book 3, pg 53; essential) to us, be it at work or at play. Yet, as the world becomes increasingly d\_\_\_\_\_ by technology, some of us have also become wary of its deleterious e\_\_\_\_\_, such as its ability to stifle creative thought. Steve Jobs, for example, was ironically known to have banned his children f\_\_\_\_\_ using Ipads, for fear that the device would interfere \_\_\_\_\_ his children's ability to think and grow. In my opinion, technology can have a d \_ t \_ \_ m \_ \_ \_ \_ (Book 2, pg 62; harmful) impact on our creativity, but \_\_\_\_\_ if it is a\_\_\_\_\_.

To begin, gadgets such as tablets and laptops can r\_\_\_\_\_ us of our creative juices because they deprive us \_\_\_\_\_ an important fuel for creativity - b\_\_\_\_\_. Playwrights, artists, song writers, and the more creative breeds among us would not deny the fact that boredom stimulates creativity, simply because it encourages our minds to w\_\_\_\_\_. Creativity happens when there is a\_\_\_\_\_ time and space for imagination to take place. When we have absolutely nothing to do, we begin looking, often desperately, for something to occupy ourselves \_\_\_\_\_. As most parents would know, it is boredom that exasperates children the most, driving them to doodle on walls, play dress up, or b\_\_\_\_\_ (pester) their fathers to build treehouses. Unfortunately, the p\_\_\_\_\_ (Book 3, pg 2; widespread nature) of technology means that people today would choose to be e\_\_\_\_\_ rather than bored. At the first hint of drudgery, many of us instinctively turn to

our phones, swipe our s\_\_\_\_\_, and rely on social media or online games to provide us with welcome distraction. Unfortunately, as we bathe in the g\_\_\_\_\_ of these devices, we remain incarcerated in a virtual world that \_\_\_\_\_ not in fact exist. We become unkw\_\_\_\_\_ (Book 3, pg 55; unknowing) slaves to our devices, choosing to be preoccupied with virtual 'noise' instead of engaging in meaningful, productive activities. It is this that d\_\_\_\_\_ us of the t\_\_\_\_\_ and s\_\_\_\_\_ needed to be creative people.



However, it would not be f\_\_\_\_\_ to conclude that technology has neither enhanced nor facilitate our human propensity to create. As a matter of fact, technological progress, when combined with human i\_\_\_\_\_, has spawned numerous novel creations which would have been u\_\_\_\_\_ decades ago. In this day and age, cars have become \_\_\_\_\_less, electric fans have become \_\_\_\_\_less, and as civilization continues to progress, it is clear that our human ability to build and create (has/have) not been hindered as a result of technology. Like an artist who w\_\_\_\_\_ his paintbrush, Man can e\_\_\_\_\_ technology as a tool to create beautiful pieces of work. Songwriters, for instance, make use of sop\_\_\_\_\_ music software to edit their creations, while professional designers are now p\_\_\_\_\_ (Book 2, pg 1; skilled) in their mastery of programs such as Adobe Photoshop and Indesign. Hence, rather than impede our ability to think out of the box, technology can also f\_\_\_\_\_ the creative process, especially if employed \_\_\_\_\_ such an intention.

Lastly, technology can also be said to encourage creativity as it has greatly facilitated the sharing of i\_\_\_\_\_ and talent. No longer can we complain of a \_\_\_\_\_ of inspiration, as awe-inspiring works of art and l\_\_\_\_\_ are now a\_\_\_\_\_ at our fingertips. A simple Google search can lead us to classic novels such as *Jane Eyre* or *Frankenstein*, while websites such as Wikipedia can offer us analyses of world-r\_\_\_\_\_ (Book 2, pg 53; famous) paintings such as *The Starry N\_\_\_\_\_* and *The Scream*. For aspiring singers, actors and comedians, platforms such as Youtube allow them to f\_\_\_\_\_ (show off) their talents, giving all of us a c\_\_\_\_\_ platform

to \_\_\_\_\_ our creativity. One can argue that creativity in fact thrives among members of the v\_\_\_\_\_ community. In a space without boundaries, we are continually challenged to create, i\_\_\_\_\_, and s\_\_\_\_\_ the standards set by our pred\_\_\_\_\_. Hence, technology can encourage, rather than \_\_\_\_\_ our ability to generate new and novel ideas.



In all, technology is a double-edged sword which can both e\_\_\_\_\_ or stifle our creativity. If employed for the p\_\_\_\_\_ of mindless entertainment, it is sure to cause a d\_\_\_\_\_ (Book 3, pg 80; *dwindling*) of the creative spirit. Hence, it is our r\_\_\_\_\_ to ensure that this problem does not become a\_\_\_\_\_ (*very serious*). As users of technology, we should always strive to use our gadgets meaningfully, and avoid sq\_\_\_\_\_ our limited time on earth.

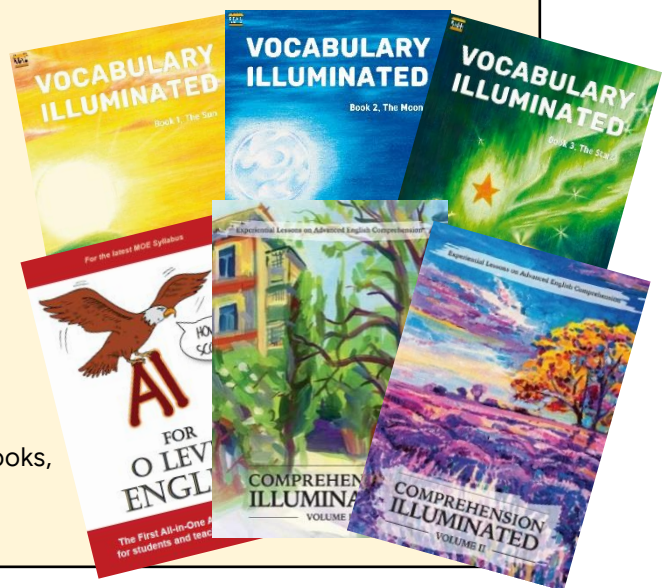


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# Does Technology Make Us Less Creative?

## Answers

### Introduction

pervaded, ubiquitous, indispensable, driven, effects, from, with, detrimental, only, abused

### Content 1

rob, of, boredom, wander, ample, with, badger, prevalence, entertained, screens, glow, does, unwitting, deprives [‘this’ is singular], time, space

### Content 2

fair, ingenuity, unthinkable, driverless, bladeless, has [‘ability’ is singular], wields [‘an artist’ is singular], employ, sophisticated, proficient, facilitate, with

### Content 3

ideas, lack, literature, available, renowned, *Night*, flaunt, convenient, showcase, virtual, innovate/invent, surpass, predecessors, stifle/impede

### Conclusion

encourage/enhance, purpose, deterioration, responsibility, acute, squandering