Globalization and Entertainment of Urban Families in Ho Chi Minh City

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ABSTRACT: Under the impacts of globalization and the development of science and technology, nowadays, there is an increase in the types of recreation and entertainment in Ho Chi Minh City (HCMC) to meet the growing demand of people with different characteristics in age, gender, income, etc. This paper examines current trends in the entertainment of urban families in HCMC from the anthropological perspective. Participatory observation and in-depth interviews were employed, focusing on families in resettlement apartments to elaborate on the following research questions: How does globalization affect the entertaining habits of the urban families in HCMC? And how do the current trends of entertainment affect the relationships among family members? Within the extent of the study, we were performing the study in terms of the family at apartments for resettled residents in HCMC. We expect that the results of the study play an essential part in elucidating the roles of entertainment in family cohesion as well as forming positive lifestyles of urban residents.

Keywords: globalization, entertaining habits, urban families, resettlement apartments, anthropological perspectives

1 INTRODUCTION

Under the impacts of globalization and the development of science and technology, nowadays, there is an increase in the types of recreation and entertainment in Ho Chi Minh City (HCMC) to meet the growing demand of people with different characteristics in age, gender, income, etc. This paper examines current trends in the entertainment of urban families in HCMC from the anthropological perspective. Participatory observation and in-depth interviews were employed, focusing on families in resettlement apartments to elaborate on the following research questions: How does globalization affect the entertaining habits of the urban families in HCMC? And how do the current trends of entertainment affect the relationships among family members? Within the extent of the study, we were performing the study in terms of the family at apartments for resettled residents in HCMC. We expect that the results of the study play an essential part in elucidating the roles of entertainment in family cohesion as well as forming positive lifestyles of urban residents.

1.1. Globalization

Globalization refers to "the process of shifting capital, labor, technology, goods, thought, and people between lands, societies, cultures, and economies in different horizons of the world" (Hy, 2014). It is not only about the "movement process" but also more accurately understood as the borderless connection of many different factors such as capital, labor, technology, goods, ideas, people, etc. Globalization is a trend that has risen and flourished in the era of a scientific and technological revolution. Today, globalization takes place not only in the economic field but also in other fields such as culture, ideology, social life, and politics (Nghia & Tong, 2004). It crossed the traditional geographical boundaries. The development of globalization has affected many aspects of people's lives around the world, including the form of entertainment.

1.2. Entertainment

According to the Vietnamese Dictionary: "*Entertainment makes the mind relax by resting or participating in activities*" (Phe, 1988). In our view, entertainment is the favorite activity in free time to relieve mental fatigue. Entertainment is not only needed by an individual but also the community.

According to Duc (2004), entertainment is the essential needs of people in all four stages of life: the pre-kindergarten; maturity with the basic characteristic of studying and practicing; maturity with the basic characteristic of working activity and

career dedication; and retirement and old age. While in the pre-kindergarten stage, children need leisure activities to develop and educate themselves; then in the maturity stage, entertainment helps people balance their physical and mental health; finally, in the stage of old age with the basic feature of relaxing, entertainment is the primary demand of people's life (Duc, 2004).

There are various entertainment forms in the era of scientific-technological revolution and the process of globalization today. Former researchers in Vietnam have different ways to classify the entertainment, but within the research scope of the topic, we divide it according to the subject and spare time of people: 1). According to subjective characteristics, there are three forms of entertainment: personal entertainment, group entertainment, and mass entertainment (Duc, 2004); and 2). Based on the spare time of people, entertainment has 3 levels: daily entertainment, weekly entertainment, and annual entertainment. (Van-Chi, 2003).

In Vietnam's traditional society, forms of entertainment include: playing musical instruments, playing chess, reciting poems, drinking alcohol, smoking opium, etc. (Binh, 1990), or listening to songs, listening to hát ả đào (an ancient genre of chamber music featuring female vocalists, with origins in northern Vietnam), watching hát tuồng (a form of Vietnamese theatre), hát xẩm (a type of Vietnamese folk music which was popular in the Northern region of Vietnam), playing cards such as tổ tôm, kiệu, tài bàn, ít xì, chắn phỗng, thăng quan, tam hường, tào cáo; tứ sắc (a popular Vietnamese game played with chess cards for women); đánh mạng, đánh vòng câu, đánh đáo, đánh ô, đánh khẳng, đánh cù, đánh vòng, đánh đu, thả diều, đá kiện, chơi bịt mắt bắt dê, bắt cá, đi trốn (games for children) (Anh, 1938). According to Trung (1996), before 1954, "Personal entertainment was almost unavailable, and there was only collective entertainment with folk games with the participation of a group of people. From 1954 through 1986, the entire population focused on "protecting and building" the country. Cultural and spiritual life is also guided by collective movements, mainly arts, and sports. Personal entertainment is mostly inexpensive forms such as reading, listening to the radio, playing sports, and interacting with friends. In the late 1990s, the television with the limited broadcast at night became one of the entertainment ways for people also." (Van-Chi, 2003). Thus, it can be seen that traditional society does not have much participation in modern technical tools; the primary forms are collective and dynamic entertainment.

In today's modern society, with the development of the economy, more and more modern entertainment forms are introduced. There are many entertainment facilities such as central and local TV stations, cultural house, children's house, physical training, and sports center, cultural and entertainment park, children's play spot, cultural activities of Ho Chi Minh Communist Youth Union, Labor Union, Women's Union, Veterans Association; private entertainment places that offer billiards, table tennis, and tennis services; video game stations, internet – coffee shops, etc. (Duc, 2004). According to Van-Chi, "a lot of old forms of entertainment are being replaced with the new ones". The new forms of entertainment "are supported by material conditions - high technology or electronic technology, modern information technology" (Van-Chi, 2003). Since Doi Moi, the multi-sector economy has facilitated the emergence of new subjects to meet entertainment needs, and entertainment has become a thriving industry, so the forms of entertainment have been diversified. Besides, due to the need to develop, open and interact with the other countries, many new recreational activities have been introduced such as playing tennis, bowling, playing games, texting, talking via keyboard and microphones, etc. in Vietnam (Van-Chi, 2003).

1.3. Social action theory

Max Weber was a famous German scholar in the late 19th and early 20th centuries. He was the first person to come up with the idea of social action. Weber explained and studied society through its "rationality". Weber's theory of social action was supplemented and improved by two famous sociologists, namely Florian Witold Znanniecki (Polish) and Talcott Parsons (American). (Quang, 1997).

Social action may be classified in the following four types according to its mode of orientation: (Weber, 1947): (1) Goal rational social action; (2) Value rational social action; (3) Affective social action; and (4) Traditional social action. Based on this theory, people's entertainment activities are governed by three basic elements: the reality of the situation, the needs of the action subject, and the assessment of the situation of the action subject. If social conditions meet their entertainment type needs, then the activity will take place according to their needs. On the contrary, if people desire entertainment, but the condition does not allow them to choose the entertainment type A, then they will

consider choosing another entertainment depending on their conditions. Accordingly, the choice of entertainment activities also depends on the characteristics of each person. Especially in today's modern society, along with the increasing development of science and technology, forms of entertainment are increasingly diverse to serve the needs of people in the most convenient way.

In addition, the entertainment activities of each person are also influenced by the state of one's feelings. An individual's leisure activity may also be guided by long-term habits, which may be influenced by family members or close acquaintances.

1.4. Rational choice theory

Representatives of this theory include many famous researchers such as Friedman, Hechter, George Homans, Peter Blau, etc. (Hong-Xoan, 2014). This theory has "been based on the premise that people always act in a deliberate, thoughtful way to select and use resources rationally to achieve maximum results with minimum cost." (Hung, 2008). The term "choice" of this theory emphasizes the individual's "consideration", "calculation" in the "condition" or "existing way" to achieve the goal. Initially, this theory was "of economic significance", but later, it was "broadened to the scope of the goal including social and spiritual benefits" (Hung, 2008).

Therefore, based on the assumption, we focus on analyzing the entertainment choices of people living in resettlement apartments based on maximizing benefits for themselves. In this paper, we apply a partial view of rational choice theory, which is the choice of individual action to maximize benefits. Depending on the individual's conditions, they will have different choices to maximize their benefits. It is similar to the mode of action orientation of M. Weber's theory of social action (for personal purposes).

Based on the theories above along with the comparison of entertainment habits and needs of family's members living in the apartments with public green spaces and the apartments without public green spaces, it is possible to assume the following:

In the apartments with public green space, residents can conveniently access and use that public green space for their entertainment activities without paying any cost or pay less than the services elsewhere. They understand that the benefits of recreation are necessary activities for them to do exercise and relieve stress. Having entertainment service within their living space is not only convenient but also good for their physical and mental health. Therefore, we believe that with the rational choice, many people live in the apartment will choose the form of entertainment in the public green space right where they live.

According to the point of rational choice in maximizing benefits for the people, when the residents have the demand of entertainment attached to the public green space, but their place cannot fulfill them, they will have many different action choices to satisfy their needs with the maximum benefit. For example, someone prefers outdoor activities, but he/she could not find such places in his area, he/she will spend money to rent a playground or go further to find another one. He/she has to spend time and money on his/her choices, but in return, he/she meets his/her highest demand for playing outdoor sports (satisfying social relationships - playing with friends and health benefits). However, for others who do not have much money or time to "waste" for it, if the place does not meet their needs, they may find another way to entertain. Today, a form of entertainment that is diverse, convenient, economical, and easy to do is home entertainment with the help of modern technical equipment (for example, playing games on mobile phones, computers, watching TV, or other passive recreational activities). In a nutshell, we can say urban people often choose the entertainment forms that can help them both save time and relieve stress.

2. RESEARCH METHODS

In this study, the authors used qualitative and quantitative methods to clarify research topics. Specific research tools used were secondary sources, participant-observation, in-depth interviews, and questionnaires.

Research scope: The project conducts a case study in two types of the apartment (i.e., with and without public green space) in urban and suburban areas. After the overview survey results, 4 specific apartments were selected for the case study as follows: Group 1 - Apartment with public green space: 1 apartment in the city center (Pham Viet Chanh apartment, Binh Thanh district) and 1 apartment in a suburb (Vinh Loc B apartment, Binh Chanh district); and Group 2 - Apartment without public green space: 1 apartment in the city center (Nguyen Trai apartment, District 1) and 1 apartment outside the city center (Tan My apartment, District 7). Since the general survey shows that Vinh Loc B

is the only resettlement apartment in a suburb built from 2008 to now, so we choose an apartment outside the city center instead of the suburb.

Research sample is residents living in the apartments of the case study. Sample size: the initial statistical result showed that the total population in these 4 apartments was 4,521 people. Based on the results of the census of the population in the four case studies, we calculated the minimum sample size according to the formula of Krejcie and Morgan (Bernard, 2007): the minimum sample size is 357 people. In order to conveniently divide the number of research samples in 4 apartments, the standard sample number was 400 people (100 people per apartment).

Sampling method: select a standard sample with the support of the building manager or leader (or the one who clearly knows the demographic characteristics of the residents in the building), ensuring the diverse samples age (divided by stages of people with different characteristics: maturity with basic characteristics of study and training; maturity with basic characteristics of working activity, career dedication; retirement and old age), gender, qualifications, jobs, spare time, income, and personal social networks. Particularly in the case of preschool age, the authors surveyed within the families by adding a questionnaire (questionnaire for the householders) about the entertainment activities. The survey period was from May 1 to July 28, 2019.

3. RESULTS AND DISCUSSIONS

The research samples were residents living in 4 resettlement apartments, with the following specific characteristics: Age range: Varied from 5 to 74 years old. Career status: 27% of the surveyed people were attending school, 22% were retired, and 51% were working with a variety of occupations from the public to private sectors such as office worker, teacher, doctor, speaker, businessman, worker, driver, babysitting, housewife, student, etc. Education level: the research samples varied from below grade 5 to master and doctoral levels. University level accounts for 20%, high school accounts for 18%, elementary school accounts for 18%, under grade 5 accounts for 12%, vocational college (6%), postgraduate (6%), and college (4%).

Spare time: depending on the nature of their work, residents have different kinds of spare time, typically: in the evening (21%), full-time (9%), 5% almost do not have spare time for entertainment, the remaining 65% depends on shifts or school schedules. Therefore, 95% of residents have spare

time during the day to spend on leisure activities. Income level: The income levels were diverse from low to high. 16% have incomes more than 9 million VND, 19% have incomes from over 6 million to 9 million, 19% have incomes from over 3 million to 6 million, and 46% have incomes from 3 million or less (including cases of not working). Social relationships: 100% have relationships with family, relatives, and people around, such as friends, neighbors, associations/groups, teachers, colleagues.

The process of globalization has greatly affected the lives of people in many countries in the world, including Vietnam. With the introduction of unlimited boundaries of entertainment, people have more choices to meet the needs of rested and relaxation in their spare time. The study carried out in urban families that living in resettlement apartment shows that the popular forms of entertainment (by subject) are:

Daily entertainment (daily entertainment activities): 59% of residents have a favorite daily entertainment activity of using personal entertainment equipment such as television, telephone, laptop; 6% are the activities with family and friends (playing with children, walking and eating with friends and family, playing chess, etc); The remaining 35% are the other personal activities like jogging/ walking, exercising, and reading. The survey results clearly showed the impact of modern technical devices increasingly engaging and controlling people in entertainment activities. This is also clearly explained by the comfort and the variety of recreational services. Some advantages are compact, cheap devices (affordable for everyone), low-cost or free services, the variety of entertainment programs and media channels, the attraction of games, and a good grasp of personal taste.

Weekly entertainment (weekly leisure activities): weekly leisure activities are more often associated with out-of-home activities, more interaction with the environment and people around, such as going to supermarket/commercial center, playing sports, playing chess, going out with family or friends, playing at game parks, and participating in group/group activities (75%). 12% of other personal leisure activities such as walking/jogging, sightseeing, reading books, practicing yoga, etc. Besides, entertainment in the form of watching TV and using a mobile phone is still in weekly activities (9%). In addition, 4% answered that they do not have weekly leisure activities. The survey results showed that the weekly activities of residents are often associated with activities that go beyond the boundaries of the houses they live in, interact with

the outside environment, relate to public green space, and the relationships they have such as family, relatives, friends, groups, etc. In today's modern living environment, many places in Vietnam offer entertainment services such as commercial centers, cinemas, modern game areas, multi-function sports court with many support services to attract people.

Annual entertainment (annual entertainment activities)*: most of the activities are traveling, visiting hometown, and going to the temple. Compared to the popular form of entertainment before 1986, the forms of old entertainment are often collective and do not require technical facilities to support (the facilities are often simple and inexpensive) while modern entertainment requires high-tech equipment (playing games and watching video on smartphones/computers with the support of the internet; watching television, etc.). Besides, entertainment today has also become a thriving industry where many services were born to meet the needs of entertainment. The services of entertainment are upgraded requiring people to pay, for example, playing soccer are not just free activities on the field, but now the players must pay for the field rental fee plus food and drinks services; or bowling players have to pay for each game they play; or people have to pay for the ticket of playing games in commercial centers, etc. (Table 1).

Table 1. Basic characteristics of traditional and modern entertainment

Period	Before 1986	From 1986 to now (open-door and integration era)
The number of participants.	Mainly collective activities.	Forms of personal entertainment appear, besides collective activities.
Recreational facilities.	Do not require any means (or simple means)	Forms of entertainment that need the support of modern and increasingly diverse technical equipment, besides activities that do not require technical means to support.
Cost	Low cost or free entertainment forms	Expensive and diverse entertainment forms, besides low cost or free form entertainment.

The authors surveyed the direct line members in 4 stages of human life, including: before preschool age, kindergarten; maturity with the basic characteristic of study and practice; maturity with a basic characteristic of working activity and career dedication; and retirement and old age, where the results are shown in Table 2:

Table 2: Types of activities and basic activities according to 4 stages of life

Stage	Current type of entertainment activities	Current entertainment activities
Before pre-school age	- Entertainment forms of physical exercise - Group entertainment forms (with relatives)	- With the characteristics of a child, the activities are governed by parents, grandparents, siblings or babysitters. Her special activities include playing with toys, learning to walk, being taken for a walk, etc.
Maturity with the basic characteristic of study and practice	- Entertainment forms of physical exercise - Entertainment forms of outdoor activities - Traditional forms of entertainment in Vietnam - Groups entertainment forms - Free entertainment forms	- Watching television, listening to music, watching movies, playing games, and exercising - Going for a walk and playing chess - Traveling
Maturity with a basic characteristic of working activity and career dedication	- Entertainment forms of light/heavy physical exercise - Forms of individual / group entertainment - Forms of indoor entertainment - Free entertainment forms	- Watching television, listening to music, watching movies, playing with children, and reading books - Going to the supermarket and playing sports - Traveling
Retirement and old age	- Entertainment forms of light physical exercise - Forms of indoor entertainment - Traditional forms of entertainment in Vietnam - Free entertainment forms	- Watching TV, going for a walk, jogging, exercising, playing chess, drinking tea, and chatting - Participating in association and group activities, shopping, and meeting friends. - Traveling

The statistical results (Table 3) show that the elderly often choose light physical exercise entertainment forms (14%), with the majority of indoor entertainment. Especially, the elderly tend not to choose the form of individual entertainment (2%). In contrast, working adults and adolescents tend to

choose individual entertainment (17%). While the student group prefers to have outdoor activities (9%), the working group prefers to have indoor activities (16%). The student group has not paid much attention to free entertainment forms (3%); in contrast, the working and retired groups have priority selection in low-cost forms of entertainment (6%, 5%). As a result of making money to pay for their lives, they always consider their spending to ensure their life and their families.

Table 3. Choices of entertainment priority form according to occupational status and age

Entertainment Forms	Occupational Status			
	Student %	Having a job %	Retired %	Total %
Heavy physical exercise	12.0%	9.0%	5.0%	26.3%
Individual entertainment	5.0%	17.0%	2.0%	24.2%
Light physical exercise	1.0%	9.0%	14.0%	24.2%
Group entertainment	7.0%	1.0%	5.0%	13.1%
Indoor entertainment	5.0%	16.0%	9.0%	30.3%
Mass entertainment	2.0%	1.0%	2.0%	5.1%
Outdoor entertainment	9.0%	8.0%	4.0%	21.2%
Free entertainment	3.0%	6.0%	5.0%	14.1%
Modern entertainment	3.0%	0.0%	4.8%	4.0%
Paid entertainment (the demand is met)	8.0%	6.0%	4.8%	15.2%
Traditional entertainment	3.0%	2.0%	19.0%	9.1%

The results show that modern forms of entertainment are less associated with public green spaces than indoor entertainment (houses, entertainment centers, etc.) (30.3%). The light/heavy physical exercise entertainment forms are also a priority selection, but not much difference (26.3% and 24.2%), depending on personal characteristics and hobbies. The high priority of the residents is not the "modernity" factor in entertainment, but it is the traditional entertainment form of Vietnam (9.1%). This result shows that despite the influence of globalization, Vietnamese families still have the entertainment desires associated with traditional activities. However, it must be admitted that the determination of whether it is the traditional or modern leisure activity is also a boundary that has not been clearly defined. Besides, the results show that the Vietnamese are still eager to preserve the forms of entertainment associated with their nation and country. However, the domination of technical equipment and modern entertainment programs has affected people's life in general and entertainment activities in particular. Indeed, residents often use entertainment facilities such as televisions, mobile phones, and personal computers in daily entertainment activities (59%). The traditional entertainment activities of Vietnam listed by the scholars such as đánh kiệu, nghe ca, hát tuồng, hát xẩm, đánh đáo almost strangely to those surveyed. Besides, a few people listed the traditional activities that they participate in, such as đánh ô, đánh vòng, đánh cù, đá kiện, etc. The evidence shows much more clearly that, with their little free time, residents often choose the forms of convenient entertainment that are suitable for their material conditions.

In addition, the research results also show that 57% of residents need to use the public green space in the apartment for recreation. They choose the public green space because they understand the benefits of physical exercise in green spaces to their physical and mental health. Especially in modern society, with the support of technology, people are less physically active (riding motorcycles, cars instead of walking or riding bicycles; taking elevators instead of stairs, etc.), so the need for physical activity to stay healthy is necessary. However, the reality of the survey also shows that the daily entertainment habits of people are less associated with the public green spaces (only 15% of the total have daily activities related to the public green spaces like walking, exercising). Because residents think that they have to spend much time every day to go to school and work, they have less time to go outside for exercising and playing (In-depth interview on June 9, 2019). The activities associated with the environment outside and public green spaces often take place weekly (26% have activities associated with public green spaces such as walking, exercising). However, it is recognized that, whether daily or weekly, people's leisure activities are often associated with technical equipment such as watching television, using mobile phones, computers, etc. and are more individual. Our hypothesis that with their rational choice, many people living in the apartment will choose the form of entertainment at the public green space is confirmed with 51% of the option entertainment form integrated with public green space in the apartment. The others prefer entertaining at home to using the public green space because it is convenient, economical, easy to find attractive entertainment equipment and saving time. In addition, the comparison between the four apartments (Table 4) shows that the residents of the

building with public green spaces tend to need to use public green space for entertainment more than the one living in the building without public green space.

Table 4: Correlation of apartment with public green space and without public green space with the need to use public green space for recreation and entertainment.

The need to use public green space in the apartment	Apartment Name			
	Pham Viet Chanh apartment	Nguyen Trai apartment	Vinh Loc B apartment	Tan My apartment
Yes	23.0%	2.0%	17.0%	9.0%
No	4.0%	18.0%	5.0%	16.0%

The number of people wishing to use the public green space in Pham Viet Chanh apartment (a more beautiful and convenient public green space) is more than in Vinh Loc B apartment (a large public green space but not as well taken care of as Pham Viet Chanh) (Table 4). This data shows that the physical condition factors of the living environment greatly influence people's choices. When people need entertainment, if conditions are met to support action conveniently, they will take appropriate action to get the highest benefit. From the repeated actions, gradually become the habit of human entertainment. This is entirely true of the hypothesis built based on the theory of social action and rational choice that we have mentioned. However, it has to be admitted that with the effect of attractive, convenient, and time-saving forms of entertainment with technical devices such as televisions, phones, computers, or similar devices, many people choose to enjoy these forms rather than public green space.

Table 5. Leisure activities with family

Leisure activities with family	Characteristics of apartment	
	With public green space (Pham Viet Chanh and Vinh Loc B)	Without public green space (Nguyen Trai and Tan My)
Often entertain with family.	38.0%	34.0%
Seldom entertain with family.	12.0%	16.0%

The survey results show that residents who often have entertainment activities with their families have a close relationship with all family members. Both the two types of living spaces with public and non-public green space have the common feature that people have more entertainment activities with their family and the number is not too different between the two types (Table 8). The numbers show that people prefer to have entertainment activities with

their family members with many forms of entertainment (inside or outside public green space).

The role of entertainment in connecting family as well as creating a positive lifestyle for the current urban people.

Table 6. Correlation of family entertainment form with family relationship.

The relationship with family's members	Entertain with family	
	Yes	No
Close relationship with all family's members	78.6%	24.5%
Normal relationship	21.4%	70.4%
Close relationship with some of family's members	0.0%	1.4%
Discord with all family's members	0.0%	0.0%
Discord with some of the family's members	0.0%	3.7%

The above results show that the choice of entertainment will affect family affection. People who have leisure activities with their families have a close relationship with family members. Thus, entertainment plays a vital role in uniting people. Creating conditions for residents to have recreational activities together is a challenge to build relationships in society. Entertainment technology devices will have negative aspects, such as making people tend to play alone and content themselves with that device without people around. However, there are forms of entertainment with the help of modern equipment, but family members still come together, entertain together; this is due to the way family members operate. However, the organization of living space is also important to make family members play together. The survey results clearly demonstrate that in the buildings with public green space, people tend to have fun together and go out to the natural environment, the relationship also becomes closer. In contrast, the building without public green space is just a box that has made family members "pack" them into video games, TV screens, computers, and phones.

4. CONCLUSIONS

The research results have shown an overview of the entertainment habits as well as the entertainment needs of residents living in resettlement apartments, the results of the study are consistent with the hypotheses the authors initially proposed based on social action theory (Goal rational social action) and rational choice theory. The residents understand that the benefits of recreation are essential activities for them to exercise and relieve stress. Having leisure activities in their living space is not only convenient,

economical, but also good for physical and mental health. Based on that analysis, with their rational choice, many people will choose the form of entertainment in the public green space where they live. Also, based on the perspective of rational choice, in maximizing the benefits for themselves, the residents have the demand for entertainment attached to the public green space, but their place cannot accommodate them. Residents will find the other public green spaces that meet their needs but are still convenient and useful for them. However, for other cases, those who do not have much money or time to "spend" on it, if the place does not meet the needs, they may find another way to entertain. In the context of globalization, forms of entertainment are increasingly diverse, convenient, economical, and especially easy to implement at home with the support of modern technical equipment (for example, playing games on phones, computers, watching television, or other passive recreational activities). With the limited time in modern urban life, people often choose forms of entertainment that both save time and relieve stress.

In addition, the entertainment activities of each person are also influenced by the state of human feelings. An individual's leisure activity may also be guided by long-term habits, which may be influenced by family members or close acquaintances.

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