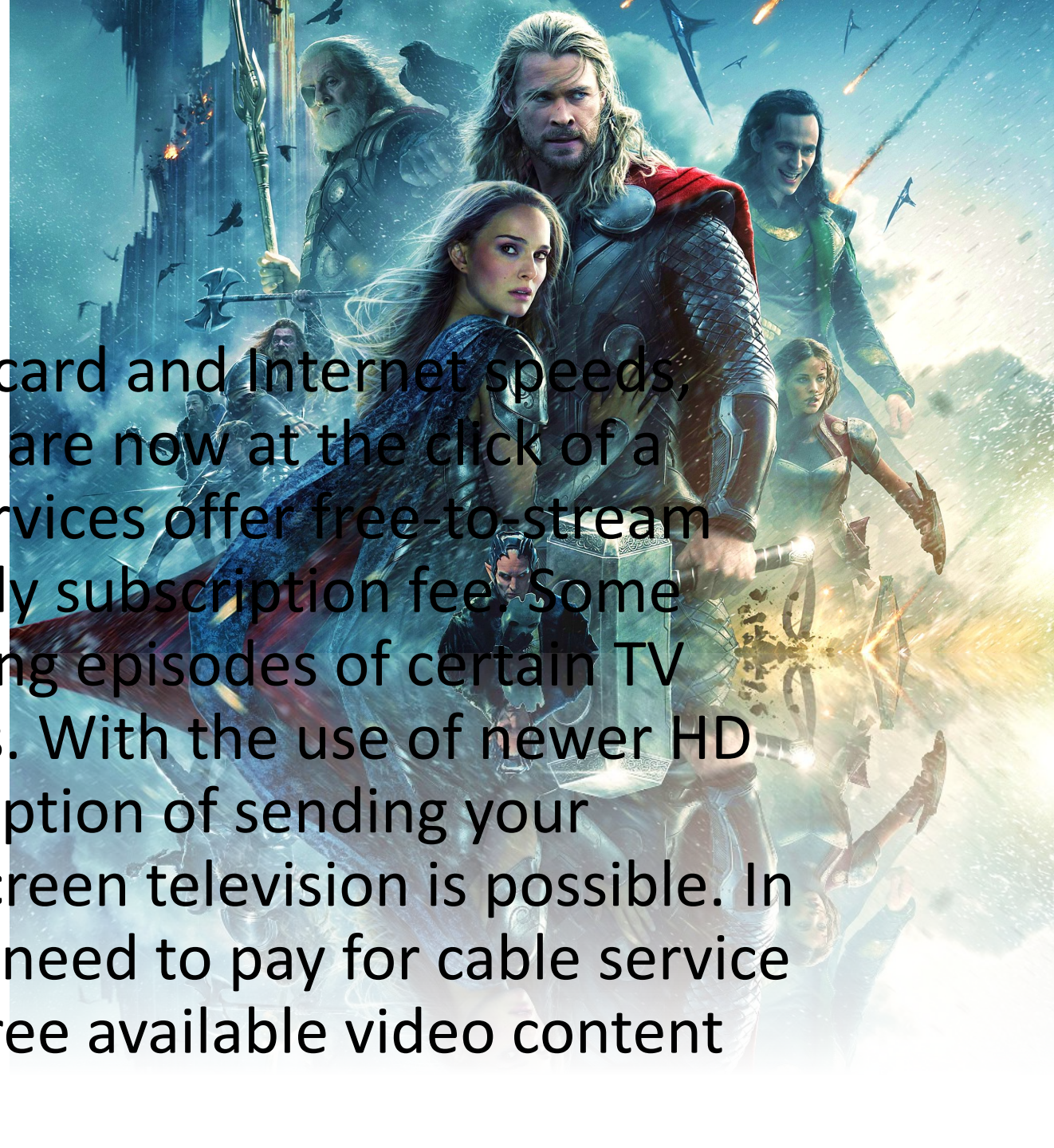# Use of computers in entertainment

Computers started as very simplistic machines for storing and transferring data. Most of these files were text-based reports used in a work environment. As technology advanced, computers became increasingly versatile in what they could do. With the creation of the Internet and faster processors, file sharing and entertainment became a popular use for personal computers everywhere. Computers have endless uses in the entertainment industry by directly marketing products to users.

Music

- Computers now have almost unlimited access to any song by any artist. Many website services allow users to purchase individual tracks or albums directly to their computer. Most record labels take advantage of these services to make up for lost revenue from illegal downloading. Although, if users do not wish to purchase music, they can still stream music from many websites free but with advertisements. Computers also open a venue for many amateur musicians in the music industry to record their own music without a professional studio. Computers also allow musicians to create artificial instruments to record with, called MIDI instruments.

Television and Movies

- With the advancement of video card and Internet speeds, movies and streaming television are now at the click of a mouse button. Many website services offer free-to-stream movies with the cost of a monthly subscription fee. Some websites even offer free streaming episodes of certain TV series with Internet commercials. With the use of newer HD televisions and computers, the option of sending your computers video feed to a full-screen television is possible. In some cases, users may not even need to pay for cable service or television because of all the free available video content online.

Art

- Art is something that is readily available online at any moment. Pictures, paintings, poetry and more are just a click away. Popular browsers offer specific image

- search options to quickly browse through art with a single keyword. Besides general use, computer photo editing programs and animation programs are also the sources behind most movies and professional photographs.

Games

- Computer games are a quickly growing market just like all other forms of video games. However, computer games offer a very wide array of possibilities. Computers have access to many peripheral devices such as keyboards, mouses, joysticks, controllers and more. Computer games also are highly customizable because computers can manipulate game files. Examples of this would be creating new levels, characters or graphic files for specific games. In fact, computers are absolutely necessary for programming any sort of new video game.