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a) The concept of work may be defined as activity where progress and benefit are made. Work may be paid, where an income is earned and the idea of a "job" arises. Unpaid work may describe voluntary work such as "meals on wheels", or actions that must be carried out as an <sup>active</sup> member of society, such as housework. Leisure has been defined as "the time other than work or sleep". A clearer sense of leisure can be seen through describing it as chosen activities by the individual that is not considered work. Leisure may be experienced for automatic response such as smoking ~~or~~ or organised leisure which benefits the individual ~~or~~ or society such as a netball team, resulting in reward. These concepts sometimes overlap such as when a "hobby" may turn into a career with income or when sports ~~pro~~ people ~~to~~ turn professional and make an income through winnings and sponsorship.

b) Changing technology has been seen to alter certain aspects of leisure over the years. ~~This may also be seen~~ such alterations include the emergence of the "leisure

industry". This exists as the largest change to leisure in the past two years with the growing industry of gyms, protein powders and supplements and gym equipment. Advances in technology mean that people are able to work out at home, with the rising of home ~~gym~~ gyms.

The rising of the leisure industry has brought with it alterations to work. Here, a direct link between work and leisure may be seen. In 2007, 26.2% of female work in Australia was included in the leisure field of work, 20% of Males were seen in this same category. Through such <sup>advancing</sup> statistics it can be noticed that technology has not only altered leisure but also work. It is also interesting to note that a larger amount of females are included in this type of work than males. This indicates how changing technology has influenced gender issues within the leisure field. Females previously stay at home wives, have seen a movement into the workplace, leisure and technology ~~are~~ contributing to this.

Changing technology ~~has~~ has

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~~also~~ also influenced the types of leisure carried out by individuals. Indoor leisure has seen a rise in recent years due to the large amount of accessible indoor activities. An example of this exists as the emergence of the "wii". This technology allows people to participate in sport like activities within the home. Due to Australia's ~~large~~ large participation and involvement in sport, this has seen to influence leisurely activities of sport greatly. The easily accessible nature of indoor leisure has grown due to such technologies, therefore a change in the amount of outdoor leisure has risen. This can be seen through statistics of T.V use. In 2006 an average 3.2 hrs of T.V per day were watched per person over the whole demographic of Australia, This explains the extent of time spent on T.V leisure activities.

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