

## **Entertainment and its Ideal Relationship with Society**

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Abstract: With the rapidly advancing information society, it is important to realize a balance between material and mental richness. We are deeply absorbed in new forms of entertainment based on technical innovation, but what influence does the feeling of absorption exert on people? Recently, the word “Game Brain” has become popular in Japan. Examining the cause of the “absorption feeling” caused by games and the brain state while engaged in playing games, we aim to establish technology that can describe an objective indicator of the feeling. By doing so, we consider that entertainment and society will form an ideal relationship.