

KERALA

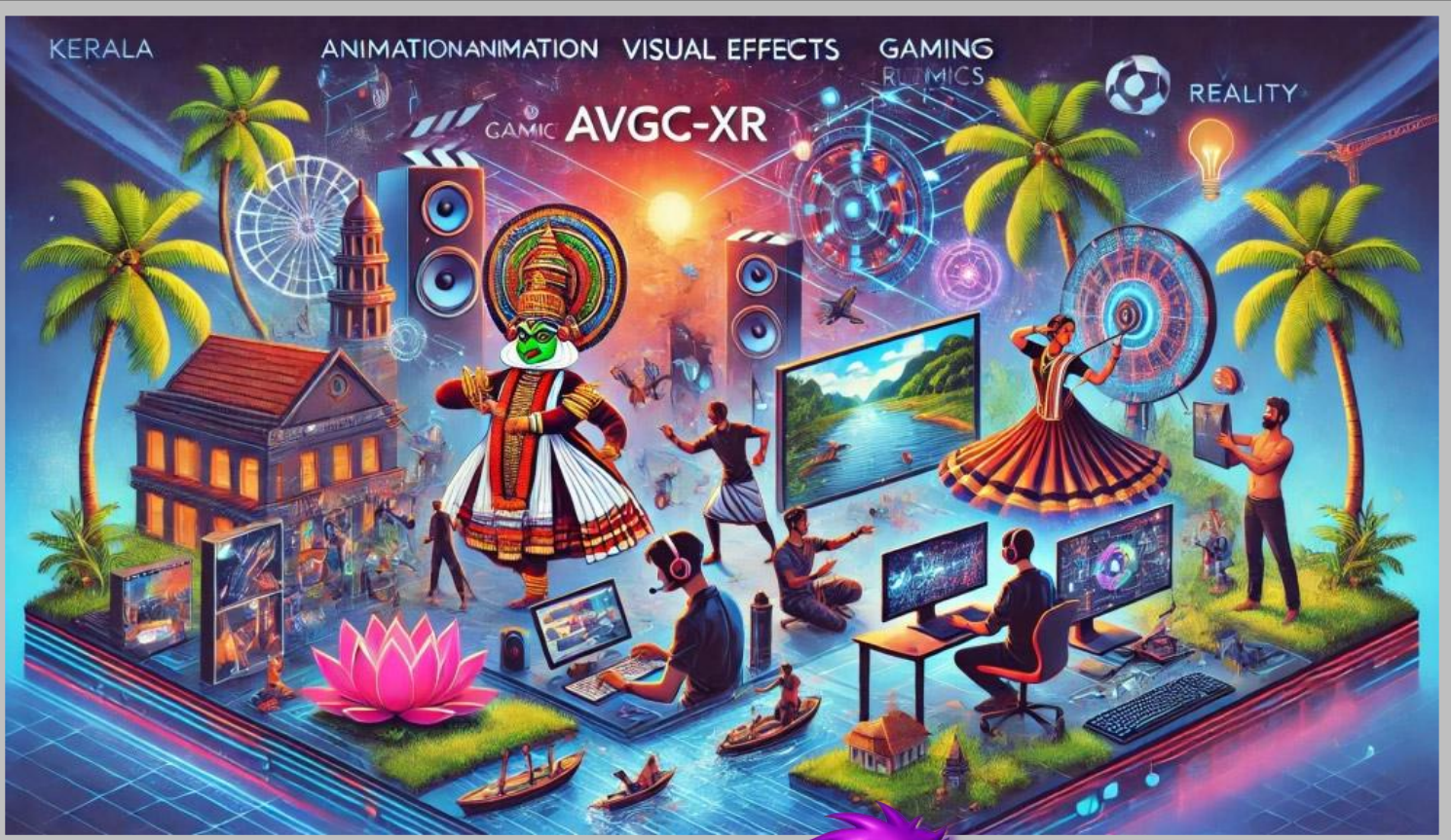
ANIMATION ANIMATION VISUAL EFFECTS

GAMING  
RHYTHMICS



REALITY

GAMIC AVGC-XR



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EXAM FOCUS 20:

# ARTS & CULTURAL LIFESTYLE

ALL-ROUND  
VOCAB LIST



SELECTION  
2026!!!

SUPER ENGLISH FORCE ★ SINCE 1998



# ARTS & CULTURAL LIFESTYLE 生活

☆idols☆shows☆music☆dance☆  
☆hobbies☆reading☆film☆

- nurture young artistic talent (培養年輕藝術人才)
- provide a platform for creative expression (提供創意表達的平臺)
- cultivate a passion for the arts (培養對藝術的熱情)
- foster creativity and imagination (培養創造力與想像力)
- develop artistic skills through hands-on practice (通過實踐培養藝術技巧)
- gain confidence through artistic achievements (通過藝術成果建立自信)
- inspire the next generation of artists (啟發下一代藝術家)
- explore diverse forms of visual art (探索多種視覺藝術形式)
- capture unforgettable moments through photography (通過攝影捕捉難忘瞬間)
- discover the joy of pottery making (體驗陶藝製作的樂趣)
- express emotions through colours and shapes (通過色彩與形狀表達情感)
- learn from experienced artists and instructors (向經驗豐富的藝術家與導師學習)
- participate in interactive art workshops (參加互動藝術工作坊)
- organise outdoor sketching activities (舉辦戶外寫生活動)
- host themed photography competitions (舉辦主題攝影比賽)
- collaborate on large-scale art projects (合作完成大型藝術專案)
- create a supportive and inspiring community (建立互相支持與啟發的社群)



- **share creative ideas with fellow art lovers** (與藝術愛好者分享創意想法)
- **showcase members' artwork in exhibitions** (在展覽中展示會員作品)
- **human creativity and originality** (人類的創造力與原創性)
- **challenge traditional and modern notions of artistry**  
(挑戰傳統與現代的藝術觀念)
- **enrich / undermine the spirit of creative expression**  
(豐富/削弱創意表達的精神)
- **evaluate works based on artistic merit** (根據藝術價值評估作品)
- **recognise the role of human creativity** (認可人類創造力的重要性)
- **a new form of digital consumer culture** (一種新的數字消費文化)
- **an integral part of modern lifestyle** (現代生活方式中不可或缺的一部分)
- **influencer-driven behaviour** (由網紅影響的行為)
- **impulse buying triggered by social media content**  
(由社交媒體內容引發的衝動消費)
- **a trend that reflects changing consumer habits**  
(反映消費者習慣變化的一種趨勢)
- **a modern digital marketplace** (現代數位化市場)
- **the influence of online reviews and recommendations**  
(線上評價與推薦的影響力)
- **a shift from traditional retail to social platforms**  
(從傳統零售轉向社交平臺的轉變)
- **a lifestyle centred around online interaction**  
(以線上互動為中心的生活方式)
- **to cater to the fast-paced lifestyle of urban residents**  
(迎合城市居民快節奏的生活方式)
- **a reflection of evolving consumer lifestyles**  
(反映不斷變化的消費生活方式)
- **an innovative business model for modern city life**  
(適應現代城市生活的創新商業模式)



### Roles

singers (歌手)	(digital) artists / artistes (藝人/藝術家)
rappers (說唱歌手)	content creators (內容創作者)
songwriters (作曲人)	bloggers on social media (社交媒體知名博主)
actors / actresses (演員)	YouTubers / livestreamers (YouTuber/直播主)
movie stars (電影明星)	(online) influencers (網紅)
film directors (電影導演)	Key Opinion Leaders (KOLs) (關鍵意見領袖)
music producers (音樂製作人)	Key Opinion Consumer (KOCs) (關鍵意見消費者)
dancers/choreographers (舞者/編舞)	programme hosts (節目主持人)
film / book reviewers (影評書評人)	movie / novel recap creators (電影/小說解說人)

### Music Genres

R&B (Rhythm and Blues) (節奏藍調)	Hip Hop (嘻哈音樂)
Jazz (爵士樂)	Pop Music (流行音樂)
Cantonese Pop Music (Cantopop) (粵流)	Korean Pop Music (K-pop) (韓流)
Rock Music (搖滾音樂)	Classical Music (古典音樂)
Electronic Dance Music (EDM) (電音)	Rap Music (說唱音樂)
Independent Music (Indie) (獨立音樂)	Folk Music (民謠音樂)
Country Music (鄉村音樂)	Reggae (雷鬼音樂)

### Dance Genres

ballet (芭蕾舞)	modern dance (現代舞)
contemporary dance (當代舞)	jazz dance (爵士舞)
hip-hop dance (嘻哈舞)	breakdance / breaking (霹靂舞)
locking (鎖舞)	popping (機械舞)
latin dance (拉丁舞)	salsa (薩爾薩舞)
tango (探戈舞)	cha-cha (恰恰舞)
rumba (倫巴舞)	waltz (華爾滋)
ballroom dance (標準舞 / 交誼舞)	folk dance (民族舞蹈)
tap dance (踢踏舞)	street dance (街舞)



### Live Entertainment

street performances (街頭表演)	live band performances (現場樂隊演出)
dance performances (舞蹈表演)	orchestral concerts (管弦樂音樂會)
stand-up comedy shows (單口喜劇表演)	magic shows (魔術表演)
circus performances (馬戲表演)	talent shows (才藝表演)
variety shows (綜藝節目)	talent competitions (才藝比賽)
fashion shows (時裝秀)	cultural festivals (文化節)
art exhibitions (藝術展覽)	gallery shows (畫廊展覽)
fireworks displays (煙花表演)	live DJ performances (現場 DJ 表演)
street dance battles (街舞對決)	open-mic performances (開放麥表演)
light and multimedia shows (燈光與多媒體表演) - <i>A Symphony of Lights (幻彩詠香江)</i>	

### Movie Genres

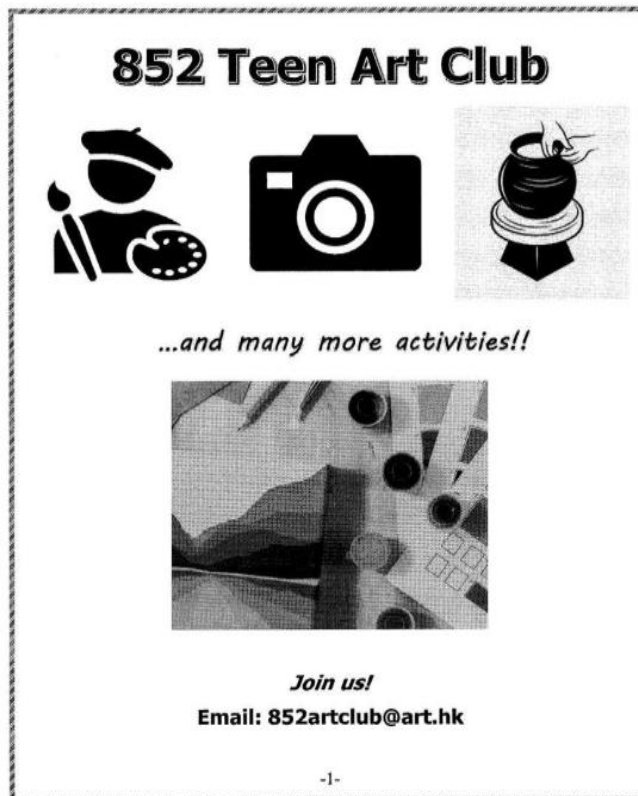
comedy (喜劇)	romance (愛情片)
drama (劇情片)	thriller (驚悚片)
horror (恐怖片)	action (動作片)
adventure (冒險片)	science fiction / sci-fi (科幻片)
fantasy (奇幻片)	crime (犯罪片)
mystery (懸疑片)	documentary (紀錄片)
animation / animated films (動畫片)	family films (家庭電影)
historical films (歷史片)	war films (戰爭片)
musical films (音樂電影 / 歌舞片)	adult films (成人電影)



**✍ Quick Structure x Exam Focus ✍**

**25Q1:** You work at the 852 Teen Art Club in Hong Kong. The club has asked you to write an information leaflet promoting the club. Below is the first page of the leaflet. Write the second page of the leaflet using the three headings below. The first one has been provided for you.

- Our background
- A club member's most memorable experience
- Our future activities



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🗨 Expression Formula x Exam Focus 🗨

2024 Set 8.3

Part A Group Interaction

This article appeared on a business news website:


**Shopping on Social Media**

**What is it?**  
 Shopping on social media allows users to directly buy products through platforms like Instagram and Facebook. It's done via specialised posts with links to product pages. Some social media platforms allow you to set up shop pages which give you access to all the e-commerce tools you need to sell on the platform.

In Hong Kong, the average user spends more than two hours a day on social media. This makes social media platforms the ideal place for businesses to find customers, engage with them, and let them buy all in one space.

**Do shoppers like it?**  
 Maybe not! For starters, just 41% of social media users feel comfortable buying products directly on social apps, and only 37% trust platforms with their credit card information. And when it comes to the products sold directly on social platforms, just 21% of social media users view them as high quality.

**What's stopping shoppers?**  
 By far, the biggest concern of consumers is that companies selling products directly on social media aren't real or could be scamming customers. As mentioned above, suspicions regarding the quality of the product and sharing card information with social platforms also play a huge role. If you are planning to start a shop on social media platforms, keep this in mind!



Your group is doing a project on shopping on social media. You are meeting to discuss this. You may want to talk about:

- the benefits of shopping on social media
- the benefits of selling on social media
- how shopping through social media may affect traditional businesses
- anything else you think is important



