

Immersion English Malta

Listening Practice: Why Can't We Stop Looking At Our Phones?

Read the questions in Part 1 before starting to listen to the programme.

PART 1 - PHONE NUMBERS

- 1. Larry Rosen is the author of the book, "Ancient Brains in a High-Tech World". What does his research focus on?
- 2. How many times a day does the average adult unlock their phone?
- 3. When do people pick up their phone? What are they feeling?
- 4. What happens when we can't check our phones? What do we become? (06.10 06.30)

Read the questions in Part 2 before you continue listening to the programme.

PART 2 - THE PSYCHOLOGY OF COMPULSION

5. W	vno was B.F.Skinner?
	n the 50s and 60s, Skinner discovered the most compelling and addictive form of reward chedule called the Intermittent Variable Ratio Reinforcement Schedule which boils down to in
pl 	lain English, not knowing how much you're going to and when it's going to (09.00 - 10.30)
	n one experiment, the animals pressed the lever and got food sometimes but not every time. What did they become?
8. W	Where do casinos get the majority of their profits from?
Read the	text while Listening to Part 3 below. Complete the gaps in the text.
PART 3	- HABIT-FORMING TECH (12:00)
	AL: Soera few years ago, I had this problem where I found that every night I was going to and later because I was on my device and that wasn't good for my sleep schedule.
PRESEN	ITER: This is Nir Eyal.
NIR EYA	AL: and it also wasn't good for my sex life.
	TTER: Nir is a successful author and entrepreneur. His success sprang from an insight he had nning his own tech company.
started th	AL: I was at the intersection of gaming and advertising. This was back in 2007 when we see company and those 2 industries are really dependent on changing and what I as was that were a lot of techniques that were being used but no one was kind of connecting ek to sound psychology principles. (12:45)

- 1. How long ago did Tristan Harris create his start up?
- 2. When were his customers happy?
- 3. What is the name of Tristan's company?
- 4. How would apps be rated?



