

Enter the iPod.

The second product after Steve Job's return to turn the fortune of the ailing Apple around, this thing captured the audience very much like the Walkmans of old. With catchy ads, a really modern and convenient way to carry around music, and of course, popularising the colour white, iPods ruled the market and ushered in a new generation.

Think about it, being able to carry your ENTIRE library of music, and not just a CD with one album; the appeal of it was outstanding. Plus, their iTunes Music Store managed to turn an ailing music industry back on track.

What the iPod did for music, the iPhone did for smartphones. Motorola may have put cell phones into people's pockets, but Apple brought the smartphone to the masses in 2007. Before the iPhone, smartphones were reserved for niche members of society, and every model was different, creating quite the fragmentation in the market.

Apple solved it by unifying all things that make a good smartphone; a functioning touchscreen sans any stylus, Internet connectivity, an all-in-one media device, and of course, a cell phone. Smartphones are now a dime a dozen, thanks in part to Google's Android powered smartphones, but we can thank the smartphone's popularity to Apple.

VCR
Before there was Netflix, torrents, and DVDs, there was the VHS, and along with it, the VCR. VCRs represent a quantum leap in terms of consumer freedom. VCRs brought the theatre to people's living rooms, giving birth to the phenomenon we all know and love called 'weekend movie nights.' But the real contribution VCRs had to consumers were their ability to record whatever was playing on TV in order to view them at a later time. Think about it; the ability to record Charlie's Angels (the original show), ThunderCats (when it was actually new), and so many other gems because you weren't there to watch it when it aired, or to have your own reruns later on. With later models coming in with timers, you could



just set everything up and it would do the recording all on its own. Thanks to the VCR, I myself grew up watching classic gems like Knight Rider, MacGyver, way before they hit shelves as DVDs in the early 2000's. Children these days also don't know of experience of renting out VHS tapes of movies from shops, and the disappointments that followed if someone rented out something you wanted for your weekend chilling.

NINTENDO GAMEBOY

It's safe to say that the Walkman was a cultural icon. If I were to think of another device that shares the same status, my instant pick would be the Nintendo Gameboy, and if you disagree, you are wrong!

Those uninitiated in the gaming world will probably mistake its look and function to just about any other electronic handheld game devices like those brick games, but that is so not the case. This had more in common with a home gaming console than anything else, minus the need for a hefty TV. That means you were free to swap games all day long, and with titles like Mortal Kombat, Super Mario Land, Pokemon, and Legend of Zelda, it's no wonder this became one of the bestselling game consoles in the world.

My own encounter with the Gameboy was back in 1999, belonging to a friend. Of course, I could never have one because I wasn't allowed, because obviously if I had one, my brains could melt (parent logic). Thankfully, that friend "lent" it to select people (rented via payment of stickers or collectible cards), so safe to say, I lost a whole bunch of stock, but gained some irreplaceable memories.



the norm. You'd swipe numbers over the dial before swiping was cool, and be stuck at the spot the telephone was throughout the conversation, making easy for mothers the all-important job of monitoring our every conversation. And then came the cordless phones, like rain to a desert.

While cordless telephones have been around for much longer, their popularity and widespread adoption here only really kicked off around the mid-90s. With a base connected to the telephone line, you were



HONOURABLE MENTIONS

NOKIA 3310

It's *not* a bird, it's *not* a plane, it's certainly *not* Superman; it's just a Nokia 3310 hurtling towards your doom because some idiot dropped one from the roof. Meet the star of many a meme regarding its indestructibility, its ability to destroy worlds if dropped, or battery stamina that rivals the sun.

It's hard to pinpoint when the 3310 gained its now folkloric reputation, but we assume it started after smartphones took over the world, and we all finally experienced the price you pay for advancement; fragility and a battery life akin to our current attention spans.

Nokia did make a modern version of the device, but you know what they say; impossible to improve upon perfection.

CORDLESS TELEPHONES

For people who grew up in the late '80s and early '90s, rotary dial wired telephones were



free to roam around with the handset, chatting to your heart's content, leaving your thwarted mum to dole out 'the death stare,' unless of course you were unlucky enough to have a parallel line, in which case, my condolences.

APPLE IMAC G3

If you asked anyone in the late '90s how a computer looked, they would all have the same thing in mind; a white plastic box with a screen. That notion quickly hit the curb when the iMac G3 hit shelves in 1998.

Incorporating the system into the monitor and then giving it a curvier egg shaped design and bright translucent colours was simply an inspired move. Small wonder then that this was one of the most popular desktop computers around, quickly turning around the fortunes of a then down-and-out Apple.

Photo: Collected



আমাদের চারপাশে ছড়িয়ে আছে নানা মত, পথ, জাতি ও ধর্মের মানুষের হাজারো গল্প। তোমার দেখা কিংবা ভাবনায় ধর্মীয় সম্প্রীতি, তারুণ্যের শক্তি এবং সার্বজনীন বাংলাদেশের এমন গল্প লিখে পাঠাও আমাদের কাছে। তোমাদের পাঠানো নির্বাচিত সেরা দশটি গল্প নিয়ে তোমাদের অংশগ্রহণে নির্মিত হবে স্বল্পদৈর্ঘ্য চলচ্চিত্র।

নিয়মাবলী:

- বিচারক প্যানেল কর্তৃক সেরা ১০ টি গল্প নির্বাচিত হবে
- নির্বাচিত সেরা ১০ টি গল্প নিয়ে নির্মিত হবে স্বল্পদৈর্ঘ্য চলচ্চিত্র
- সেরা ১ টি স্বল্পদৈর্ঘ্য চলচ্চিত্র নিয়ে আয়োজিত হবে গ্র্যান্ড প্রিমিয়ার শো, যা পরবর্তীতে টেলিভিশনে সম্প্রচারিত হবে এবং বাকি ৯টি ডিজিটাল মিডিয়ায় প্রচারিত হবে
- প্রথম ধাপে নির্বাচিত ২০০ টি গল্প প্রেরককে সম্মাননা সনদপত্র প্রদান করা হবে এবং সেরা ১০ অংশগ্রহণকারীকে সরাসরি গ্র্যান্ড প্রিমিয়ার শোতে সম্মাননা সনদপত্র প্রদান করা হবে
- অংশগ্রহণকারীদের প্রেরিত প্রত্যেকটি গল্প ও স্বল্পদৈর্ঘ্য চলচ্চিত্রের সর্বস্বত্ব ইউএসএআইডি কর্তৃক সংরক্ষিত হবে
- গল্প পাঠানোর শেষ সময় ৩১ জুলাই, ২০১৯
- ক্যাম্পেইন যেকোন সময় পরিবর্তন, পরিমার্জন ও বন্ধ করার ক্ষমতা কর্তৃপক্ষ সংরক্ষণ করে।

শর্তাবলী:

- অংশগ্রহণকারীকে অবশ্যই বাংলাদেশী নাগরিক এবং বয়স ১৮ থেকে ২৬ বছরের মধ্যে হতে হবে
- গল্প সর্বোচ্চ ৫০০ শব্দের মধ্যে হতে হবে
- গল্পের সাথে অংশগ্রহণকারীকে অবশ্যই তার সম্পূর্ণ নাম, ঠিকানা, বয়স, পেশা, ইমেইল আইডি, মোবাইল নাম্বার সম্পূর্ণ তথ্য দিতে হবে অন্যথায় গল্প গ্রহণযোগ্য হবে না
- গল্প কাল্পনিক ও বাস্তব ঘটনা অবলম্বনে হতে পারে
- অন্য কারো লেখা গল্প নিজের নামে প্রেরণ করা যাবে না
- এই ক্যাম্পেইনে ইউএসএআইডি এবং আউটবক্স লিমিটেড এর সংশ্লিষ্ট কেউ অংশগ্রহণ করতে পারবে না।

গল্প পাঠাতে পারো
sveo@outboxbd.com
অথবা
পিও বক্স নং- ৬০৯০, গুলশান পোস্ট অফিস
গুলশান-১, ঢাকা-১২১২

ডিজিট করতে পারো
fb/SobaiVinnEksatheOnonno

ফোন করতে পারো
01841 688269



Find us on Facebook



fb/SobaiVinnEksatheOnonno