

## Computer gaming

**Task 1: Read questions 1-5 and write your own question in the final row. Ask five classmates the questions. Write their names at the top of the table and make notes of their answers.**

	1.	2.	3.	4.	5.
1. Do you like playing computer games?					
2. How often do you play computer games?					
3. What's your favourite computer game?					
4. Do you usually play computer games alone or with friends?					
5. Do you think computer games are addictive?					
6.					

**Task 2: Match words with their meanings.**

words	meanings
1. significantly	a. become completely involved in something
2. release (v)	b. ready to attack or harm
3. immerse	c. fire a gun
4. colloquial language	d. informal words and expressions
5. pull a trigger	e. show
6. link (n)	f. by a large amount
7. aggressive	g. connection
8. rating	h. to make something available to the public
9. monitor	i. a notification to say if something is suitable for children or not
10. depict	j. control

**Task 3: Read the text.****Computer Gaming: What's real and what's not?**

Gaming as a hobby is growing in popularity in most parts of the world, and it's not just children and teenagers who are playing. In the UK, around half of people aged between 16-24 and just over a quarter of 35–44-year-olds own a gaming console.

Computer and video games have developed significantly since the first arcade game 'Pong' was released in 1972. Then, players hit a ball between two paddles. These days, players can play with people from all over the world, and they can immerse themselves into increasingly lifelike worlds. Characters in many video games have become more like real people than cartoons; they use colloquial language; and there are realistic sound effects.

Some people think that immersion into such a lifelike world could affect real-life behaviour and they ask whether such computer games are a good thing. For example, there are shooter games in which players take on active roles like pulling a trigger to kill realistic-looking people. Concerns have been raised about links between violent video games and aggressive behaviour.

Worried parents have welcomed game classification which means that games are given similar ratings as films. These warn people of violent and sexual content and make it easier for parents to monitor what games their children are playing.

So far, there has been no evidence that proves a link between computer game violence and aggressive or violent behaviour in children or adolescents, but the question still arises: should it be acceptable for computer games to depict graphic scenes of violence?

**Task 4: Read these quotes. Do you agree or disagree? Why?**

'When you don't know what colour of eyes your ten best friends have because you've never met them in real life, you may have a problem.' Jay Parker (therapist and co-founder of the Internet Computer Addiction Service)

'You may kill a thousand people on the screen in 4 hours of play.' Pamela Eakes (Founder of Mothers Against Violence in USA)

'Blowing someone's head off becomes rapidly boring.' Seamus Blackley (Xbox creator)

'Gaming brings people together.' Lisa Su (President and CEO of AMD – Advanced Micro Devices)

'Video games are bad for you? That's what they said about rock and roll.' Shigeru Miyamoto (video game designer)

'Games have so much freedom. You can go anywhere you want.' Jeneva Chen (video game designer)