<u>**Gaming**</u>

WARM-UP

1 **Work in pairs. In turns, answer the questions**.

1. Do you play video games?
   If you do, then how much time daily do you spend gaming?
   If you don't, then why not?
2. What may be the advantages and disadvantages of gaming a few hours a week?

2 **Test your current knowledge of the video game industry**.

1. **When was the first video game created?**
   a) in the 1950s.
   b) in the 1960s.
   c) in the 1970s.
2. **What was the theme of the first video game?**
   a) collecting diamonds
   b) playing tennis
   c) fighting aliens
3. **How are the video games genres usually defined?**
   a) By the length of the game.
   b) By the player's interaction with the game.
   c) By the story presented.
4. **Can video games help people cope with mental problems?**
   a) Yes.
   b) No.
5. **Is the term *nerd* negative or positive?**
   a) It's negative.
   b) It's positive.
6. **What school subject was among the first to be implemented in the educational game?**
   a) History
   b) Maths.
   c) Physical Education.
7. **What game is widely used in e-sport matches nowadays?**
   a) Minecraft.
   b) The Witcher.
   c) League of Legends.

3 **Work in pairs. Compare your answers to the quiz. Justify your answer wherever possible.**

READING

4 **Read the text and check your answers to the quiz.**
[klucz odpowiedzi]
1. a *(line 2-3)*   2. b *(line 2-3)*   3. b *(line 6)*
4. a *(line 10)*   5. a *(line 21-22)* 6. b (line 29)   7. c *(line 34)*

      DRAFT

5

Read the text once again. Decide if the provided sentences are true (T), false (F) or if there is no information in the text.

a) Psychologist recommend playing online games. **T / F / NI**
b) Gamers are sometimes losing their connection to the real world. **T / F / NI**
c) There are schools creating gaming-oriented educational programmes. **T / F / NI**
d) The media was always very positive towards people playing games. **T / F / NI**
e) Some games were developed solely for their educational purpose. **T / F / NI**
f) There are gamers in the world governments. **T / F / NI**
g) You can become an e-sportsperson while playing any kind of game. **T / F / NI**

[klucz odpowiedzi]
a) NI
b) T
c) BI
d) F
e) T
f) NI
g) F

6

Read the text once again. Fill in the gaps in the summary. Use one word for each gap.

The article presents the author's opinion on gaming. In the text there are three spheres of life influenced by this form of entertainment: 1._____, culture and 2. _____. The author believes that thanks to video games people may need to visit the office of a 3. _____or a psychologist less often, because of the improvement of their overall well-being. What is more, according to the text people may occasionally form permanent 4. _____by playing together. Interestingly, video games have given rise to such 5._____ as geeks or retro gamers, as well as have changed the 6. _____ as a whole. Finally, with video games one can get better at 7. _____and improve one's life skills such as 8. _____, reflex or the ability to spend money wisely.

[klucz odpowiedzi]
The article presents the author's opinion on gaming. In the text there are three spheres of life influenced by this form of entertainment: 1. society, culture and 2. education. The author believes that thanks to video games people may need to visit the office of 3. psychiatrist or psychologist less often, because of the improvement of their overall well-being. What is more, according to the text people may occasionally form permanent 4. friendships by playing together. Interestingly, video games have given rise to such 5. subcultures as geeks or retro gamers, as well as have changed the 6. pop-culture as a whole. Finally, with video games one can get better at 7. school and improve one's life skills such as 8. creativity, reflex or the ability to spend money wisely.

SPEAKING

7

Work in pairs. Ask & answer the questions.

a) Do you agree with the author's opinion on gaming? Why / Why not? Tell your partner.
b) Have you ever met someone new while playing an online game? Is he/she your friend now?
c) When was the last time you've seen the media talk about the gaming community? What did it say?
d) Have you, or somebody you know, learnt something new while gaming? What was it?

VOCABULARY

8 **In the text there are 10 highlighted words.**
Match the phrases with their definitions.

1) humanity
2) youngsters
3) well-being
4) surreal
5) prominent
6) to portray
7) an approach
8) arduous
9) creativity
10) tremendous

a) very great
b) people that are not adults
c) feeling happy, healthy etc.
d) people in general
e) to represent something in a picture, book etc.
f) a way of doing something
g) important, known
h) the ability to use one's imagination or skill to create something
i) unusual, strange
j) difficult

[klucz odpowiedzi]
1. d   2. b   3. c   4. I   5. g   6. e   7. f   8. j   9. h   10. a

9 **Fill in the gaps with the correct form of phrases highlighted in the text.**
a) The [_____] of [_____] never ceases to amaze me – they are so full of ideas!
b) The idea of [_____] my life in a [_____] game is what I dream about every time I start gaming.
c) Nowadays, all of [_____] must focus more on improving its [_____] before it's too late.
d) I've done a [_____] amount of work while ana~y~lysing different [_____] to the problem.

[klucz odpowiedzi]
a) The [creativity] of [youngsters] never ceases to amaze me – they are so full of ideas!
b) The idea of [portraying] my life in a [surreal] game is what I dream about every time I start gaming.
c) Nowadays, all of [humanity] must focus more on improving its [well-being] before it's too late.
d) I've done a [tremendous] amount of work while ana~y~lysing different [approaches] to the problem.

10 **Create 2 more sentences with gaps featuring words highlighted in the text.**
Ask your friend to fill in the gaps in the sentences.

SPEAKING

11 **Work in groups. The article 's author seems to be very enthusiastic about gaming.**

a) **Discuss what counter-arguments you could use in a discussion with the article's author.**
Use the example sentences or create your own statements.
The author believes that ………… but I think it is not true, because …………
According to the article ………….. On the other hand …………
While I partially agree that …………, one cannot deny the fact that …………
b) **Find examples confirming some of your counter-arguments in the Internet.**

12 **Work individually or in groups. Prepare a multimedia presentation in which you discuss your answer to the question "Is gaming a digital revolution or an electronic disaster?". Present it to the class.**

👤 - 👥👥👥👥

Gaming – a digital revolution or an electronic disaster?

Video games, played by millions of players around the world on almost any electronic device, have a long and interesting history of being seen as a danger to humanity. Ever since the first video game "Tennis for Two" was produced in the 1950s, people around the world have been wondering if gaming can be any good… or if it should be banned altogether. Nowadays, more and more people tend to spend at least 30 minutes a
5   day "killing monsters" or "collecting diamonds" in thousands of games divided into genres based on their purpose or the player's interaction with them. That raises the question whether spending time in the virtual world influences the lives of youngsters and adults alike.

Gaming affects the society. There are scientists promoting the idea that playing video games improves the
10   overall well-being of a person, limiting, to some extent, the number of people needing the help of a mental health professional. What is more, individuals playing online games get to know each other better and sometimes form long-lasting friendships with people they have barely seen! However, there are some who believe that despite the advantages mentioned, playing video games can also increase the number of people deciding to limit the social interactions done in the real world, which, in turn, may result in forming a surreal
15   version of it in their heads.

Another idea worth analysing is whether video games have an impact on the culture. Nowadays, with more and more gamers forming separate online and offline communities, it is the gaming culture that is becoming prominent on the Internet forums and in the real-life schools and universities. Similarly to books, movies or
20   art, games are central to many people's lives and thus result in the creation of such subcultures as *geeks* or *retro gamers*. What is more, the media, which in the past were portraying gamers as *nerds* – people lacking social skills and spending their free-time doing unpopular or even strange activities – started to shift the approach to gamers and even create special TV programmes dedicated for this group. This, in turn, resulted in gamers having a more direct influence over the civilisation as a whole and creating a one-of-a-kind branch
25   of pop-culture.

The next influence which may be seen nowadays is the educational impact of gaming. The electronic entertainment can help students with learning some school subjects, as it was seen in the 1980s when the first games were created to help children learn maths. With time, more and more video games were
30   developed to help with many different (and sometimes arduous) fields of study, enabling the teachers to effectively use them at schools around the world. Additionally, apart from educational electronic entertainment, standard video games can teach people creativity, managing their finances or improve their reflexes, as seen by the example of professional e-sportspeople playing competitive online matches in such games as *League of Legends* or *Counter Strike*.
35

To conclude I believe that spending time in the virtual world has a tremendous influence over the minds of youngsters and adults alike. That is why I strongly recommend everyone to join me and my friends in exploring the new opportunities enabled by playing video games.