



Video Games

Reading Test

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Student

Time: *Approximately 1 hour*

Two types of lesson

Lesson#1: [Easy] ***** [B2/C1]

1. Try to predict the content of text / write down key terms / ideas
2. Read text – check words and meanings with a dictionary
3. Answer questions
4. Check answers (pass mark is 70%)

Lesson #2: [Hard] ***** [C1]

1. Read text – no dictionary
2. Answer questions
3. Check answers (pass mark is 70%)

Teacher

Two types of lesson

Lesson#1: [easy] ***** [B2/C1]

1. Give out text 2 a week before the test – students read, check vocabulary and meaning.
2. Test day – give out a new copy of text 1 and the questions (no dictionary or notes)
3. Set 1 hour to read text and answer the questions
4. Take in and correct or go through answers in class (pass mark is 70%)
5. Extra activity – students write the summary* (add 30 minutes to test)

Lesson #2: [hard] ***** [C1]

1. Test day – give out text 1 and questions
2. Set 1 hour to read text and answer the questions
3. Take in and correct or go through answers in class (pass mark is 70%)
4. Extra activity – students write the summary* (add 30 minutes to test)

***Summary writing:** see summary reading lesson [pg.15].

The Impact of Video Games on Health [1]

By J. Smith (2020)

1. A video game is defined as any game played using specialised electronic gaming devices, computers or mobile technology with a means to control graphic images. [REDACTED]

[REDACTED] significantly since the 1970s when **it** was worth \$40 million to \$152 billion in 2019. In fact, just in two years from 2019 to 2017 it increased by \$44 bn. It is expected to hit over [REDACTED]

[REDACTED] has the biggest growth with 45% market share, followed by consoles at 32% and PCs representing 23%. This article will focus on the controversy that surrounds whether playing video games has positive or negative health effects on gamers.

2. With the rise in the popularity of video games there is also a significant rise in online gaming addiction. WHO (2018) have recently addressed the public health concern of excessive [REDACTED]

[REDACTED] by impaired control over gaming, increased priority given to gaming over other activities and the continuation of gaming despite the occurrence of negative consequences. Deleuze et al (2015) argues that behavioural addiction and [REDACTED]

[REDACTED] is **those** who are spending more than five hours a day / twenty-five hours a week gaming are at possible risk of demonstrating addictive behavioural patterns. Overall, [REDACTED]

3. It has been estimated by WHO (2018) that 97% of young adolescents play video games [REDACTED]

[REDACTED]. Engelhardt et al (2017) claims that by the age of 18, it is estimated that American Children have seen over 10,000 murders and 200,000 acts of violence through video games. In their research **they** found a causal link between violent game exposure and an increase in the brain's response to [REDACTED]

[REDACTED], is associated with desensitisation to violence and increases in aggressive behaviour. Thus, it seems to suggest that subjection to daily violence reduces emotional and physical responses in both the short and long term.

4. There has been a considerable amount of research on video games and cognitive skills. A recent study on the plasticity of the hippocampus by West et al (2017) found that first shooter action video games such [REDACTED]

[REDACTED] shrinkage in brain area called the hippocampus. **This** part of the brain is critical to healthy cognition and is

associated with spatial navigation, stress regulation and memory. The research suggests that the more depleted the hippocampus becomes, the more a person is at risk of developing brain illnesses and diseases such as depression,

in the hippocampus indicating that some video games can be beneficial to the hippocampal system.

5. There are many academic studies that argue video games have a positive effect on well-being and cognition. **This is**). In addition, **it** improves the cognitive skills of multiple domains, processing speed and response time (RTs), memory, task-switching/multitasking and mental spatial rotation (Eichenbaum et al, 2014). Nevertheless, this article is presenting the key opposing argument that the popularity of , increasing the exposure to violence and escalating the depreciation of important brain cells. Overall, this current situation seems to highlight a future public health concern.

Reference List

Bartholow, B., Bushman, B. and Sestir, M. (2006). Chronic violent video game exposure and desensitization to violence: Behavioral and event-related brain potential data. *Journal of Experimental Social Psychology*, 42(4), pp.532-539.

Deleuze, J., Rochat, L., Romo, L., Van der Linden, M., Achab, S., Thorens, G., Khazaal, Y., Zullino, D., Maurage, P., Rothen, S. and Billieux, J. (2015). Prevalence and characteristics of addictive behaviors in a community sample: A latent class analysis. *Addictive Behaviors Reports*, 1, pp.49-56.

Eichenbaum, A. E., Bavelier, D., & Green, C. S. (2014). Video games: Play that can do serious good. *American Journal of Play*, 7, 50-72

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Statista.com (2019). *Video Games - worldwide | Statista Market Forecast*. [online] Statista. Available at: <https://www.statista.com/outlook/203/100/video-games/worldwide> [Accessed 22 Dec. 2019].

West, G., Konishi, K., Diarra, M., Benady-Chorney, J., Drisdelle, B., Dahmani, L., Sodums, D., Lepore, F., Jolicoeur, P. and Bohbot, V. (2017). Impact of video games on plasticity of the hippocampus. *Molecular Psychiatry*, 23(7), pp.1566-1574.

WHO (2019). *Gaming disorder*. [online] World Health Organization. Available at: <https://www.who.int/features/qa/gaming-disorder/en/> [Accessed 22 Dec. 2019].

Comprehension Questions

1. Headings – choose a subheading for each paragraph – one title is not needed

1	B	A	Opposing arguments
2		B	Video gaming market
3		C	A waste of time
4		D	Cognitive mental processes
5		E	Gaming addiction
		F	Desensitization to violence

___ / 5

2. Outline: What is the controversy?

___ / 1

3. True / False / Not Given – one question per paragraph

		T / F / NG
Paragraph 1		
i.	The video gaming industry will be worth an estimated \$175Bn by 2021.	
ii.	The video gaming [redacted] business markets in the world.	
Paragraph 2		
iii.	The WHO (2018) classification of a gaming disorder is the same as being addicted to playing video games.	
iv.	There is a [redacted] to playing video games.	
Paragraph 3		
v.	Playing violent video games reduces the ability to show empathy.	
vi.	Playing violent video games leads to committing crime.	
Paragraph 4		
vii.	Playing action games can lead [redacted] and memory.	
viii.	Logic and puzzle games are what everyone should be playing to improve grey matter in hippocampus.	
Paragraph 5		
ix.	Research suggests that video [redacted] on thinking ability and happiness.	
x.	The key health concern is the rapid growth of the video games market.	

___ / 10

4. In-text citation matching – connect the research to the source.

	Source		
i.	Statista.com (2019)	A	Market share and revenue
ii.	The WHO (2018)	B	Improves wellbeing and stress
iii.	Deleuze et al (2015)	C	Reduction [REDACTED]
iv.	Engelhardt et al (2017)	D	Improves cognitive skills
v.	Bartholow, Bushman and Sestir (2006)	E	Research link [REDACTED] and desensitisation
vi.	West et al (2017)	F	Behavioural traits in addiction
vii.	Pallavicini, Ferrari and Mantovani (2018)	G	The classification of ‘gaming disorder’
viii.	Eichenbaum et al (2014)	H	Research [REDACTED] games and desensitising the mind

i.	A	ii.		iii.		iv.		v.		vi.		vii.		viii.	
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___ / 7

Reference Words

5. Reference words – explain what these reference words connect to: (underlined in the text)

Paragraph	Word	Connection
1	<i>It</i>	
2	<i>This</i>	
2	<i>Those</i>	
3	<i>They</i>	
3	<i>This</i>	
4	<i>This</i>	
5	<i>This</i>	

___ / 4

6. Is the author for or against video games?

i.	For / Against (circle one)
ii.	Why?

___ / 2

Critical thinking

7. Find two points in the text that you question.

i.	
ii.	

___ / 2

Vocabulary

8. Key language – search for the word in the paragraph that means:

Paragraph	Word	Explanation
1	controversy	<i>disagreement, typically when prolonged, public, and heated</i>
2		<i>to give attention to or deal with a matter or problem</i>
2		<i>a generally [redacted] among a group of people</i>
3		<i>the way that something is represented or shown</i>
3		<i>likely to [redacted] thing, especially something unpleasant</i>
4		<i>the quality of being soft enough to be changed into a new shape</i>
4		<i>the darker tissue containing nerve fibres in the brain</i>
5		<i>to cause [redacted]</i>
5		<i>to become or make something become greater or more serious</i>

___ / 8

Overall Total: ___ / 38

Comprehension Questions **ANSWERS**

1. Headings – choose a subheading for each paragraph – one title is not needed

1	B	A	Opposing arguments
2	E	B	Video gaming market
3	F	C	A waste of time
4	D	D	Cognitive mental processes
5	A	E	Gaming addiction
		F	Desensitization to violence

___ / 5

2. Outline: What is the controversy?

Whether it is true that video games are good or bad for health

___ / 1

3. True / False / Not given – one question per paragraph

		T / F / NG
Paragraph 1		
i.	The video gaming industry will be worth an estimated \$175Bn by 2021.	T

ALL ANSWERS IN PAID VERSION...

The Impact of Video Games on Health [2]

By J. Smith (2020)

1. A video game is defined as any game played using specialised electronic gaming devices, computers or mobile technology with a means to control graphic images. [REDACTED]

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