

## Computer Gaming

### Task 1 – Computer games survey

Write the names of five classmates in columns 1-5, then ask them the questions about computer games. Write their answers in the chart. Write your own question in the last space.

	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 think computer games are addictive?					
5. Do you usually play computer games alone or with friends?					
6.					

Look at your results and decide who is the biggest computer gamer in your class.

Make a bar chart to show the results of your class survey.

### Task 2 – Test your computer games knowledge

**Are you a computer gamer? Test your knowledge by doing this quiz.**

1) What's the name of the star of Tomb Raider?

- a) Sara Loft
- b) Lara Croft
- c) Tara Proft

2) What's the name of the highly addictive Russian puzzle game where you have to fit lots of coloured bricks together to make a wall?

- a) Tetris
- b) The Russian Front
- c) Puzzled

When was the Playstation first released?

- a) 1999
- b) 1994
- c) 2004

4) Who says "@!#?@!" when he is hit by something?

- a) Donkey Kong
- b) Q\*bert
- c) Pacman

5) What must you destroy in the Star Wars game to get to the next level?

- a) The Death Star
- b) Darth Vader
- c) Fireballs

6) Who makes the X-Box?

- a) Sony
- b) Nintendo
- c) Microsoft

7) The pictures in computer games are made of lots of small spots. What are the spots called?

- a) Pixels
- b) Dixels
- c) Spotets

8) What's the name of the online virtual world created by Linden Lab?

- a) Another World
- b) Second Life
- c) Crazy Life

9) Where were the Nintendo DS brain training games were first launched?

- a) The USA
- b) The UK
- c) Japan

### Task 3 – Make you own computer games quiz.

Now you are going to write your own computer games quiz. Think about the games you and your friends play. Write 5 questions below. You must know the answers to the questions – try to write some easier and some more difficult questions:

1.

2.

3.

4.

5.

#### Task 4 – Computer gaming

Before you read, try to match the words in A with a definition in B. Use a dictionary to help you if you need to.

WORDS	DEFINITIONS
1. Rewarding	a. informal
2. To pull the trigger	b. Make someone conscious of a danger or problem
3. colloquial	c. An action to make a gun fire
4. to warn	d. Begin to exist or develop
5. A link	e. Without being affected or influenced by sth else
6. To arise	f. Giving satisfaction or pleasure
7. Regardless	g. Without clear edges/ difficult to see or understand
8. To blur	h. A relation / a connection

#### Computer Gaming: What's real and what's not?

Today's video game worlds are so detailed they give the player a realistic and rewarding experience. It is not just children that play these games; it is as common for men from 18 to 30 to have some sort of games console at home.

People think this may affect real-life behaviour and ask whether life-like computer games are a good thing; especially games where the player takes on active roles like pulling a trigger in first person shooter games to simulate armed battle. Modern characters have become more like people than cartoons, the language has become more colloquial and the sound effects are now more realistic. For these reasons concerns have been raised about links to aggressive behaviour.

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

Are computer games making us more aggressive?

There is no existing evidence that proves a link between an increase in computer game violence and aggressive or violent behaviour in children, but the question still arises: should it be acceptable for computer games to depict graphic scenes of violence?

What lessons do players take from games like Grand Theft Auto where players speed through city streets trying to reach their destination in the quickest time regardless of pedestrians in their way or Hooligans: Storm over Europe where men storm football pitches, fight rival gangs and attack police.

**Do you think these computer games blur right from wrong and fact from fiction?**

Championship Manager - Manage a Premiership football team for a season

Wii sport - Play tennis, baseball, golf, bowling and boxing in the comfort of your living room.

Call of duty - A first person shooter war game

Grand Theft Auto - Driving action game

Hooligans: Storm over Europe – a fighting game

Lemmings - guide as many Lemmings to safety as you can through hazardous environments.

Lego Star Wars - Action adventure

Mario Kart – A driving race game

*This text was adapted from the British Council UKinfocus website*

### Task 6 – Discussion

Read the following quotes from a selection of people involved in the gaming industry. Discuss them in groups, saying if you agree or disagree, and 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.

*"Blowing someone's head off becomes rapidly boring."*  
Seamus Blackley – Xbox co-creator.

*"You may kill a thousand people on the screen in 4 hours of play."*  
Pamela Eakes – founder of Mothers Against Violence in America.

*"My only contact with the outside world was this little Tamagotchi."*  
Peter Molyneux – Creative Director of Lionhead Studios.

*"You'll meet people that you never would have met."*  
Tim Moss – Sony.

*"If I were designing a game, it would have stuff that girls like, like shopping."*  
Anonymous – a player at Seattle's Gameworks Arcade.

### **Task 7 – Design a new computer game**

For most people the computer game experience starts in the shop and ends on the sofa! But have you ever thought about how a new game is made? Work in groups and design a new computer game. Follow these steps:

- Think of the story. (You may decide to base the game on a film or TV series).
- Create the characters.
- Think of the levels and environments of different levels.
- Draw a storyboard of the game's first level.
- Show the storyboard to the rest of the class and explain your game to them.