

WARM UP

1. In pairs, discuss these questions:

- What kind of video games have you played?
- Are you a video game aficionado or is it just not your cup of tea?
- What's the most remarkable or the most memorable game you have ever played?
- People say that video gamers are isolated loners. Would you agree with such an opinion? if not, what's the stereotype of a gamer in your country?

VOCAB BOX:

aficionado: a person who likes, knows about and appreciates an interest or activity.

loner: a person who is often alone and avoids the company of others

VIDEO & VOCABULARY

2. Match the words from two columns to create pairs of synonyms:

- | | |
|--------------------|--------------------|
| A. pal (2) | 1) amusement |
| B. fierce (9) | 2) buddy |
| C. delight (1) | 3) excitement |
| D. distinctive (5) | 4) avoid |
| E. evade (4) | 5) different |
| F. notable (7) | 6) loyal/dedicated |
| G. titillation (3) | 7) renowned |
| H. quest (8) | 8) mission |
| I. alter (10) | 9) intense |
| J. devoted (6) | 10) change |

3. Order the games titles below chronologically:

1. Pong 1972
2. Space Invaders 1977
3. Pac-Man 1980
4. Super Mario Bros 1985
5. Tomb Raider 1996
6. World of Warcraft 2004
7. Minecraft 2011



How video games change the world

4. Watch the [video](http://bit.ly/SevenVideoGames) [http://bit.ly/SevenVideoGames] and answer the questions below:

- What's the stereotype of video gamers that the speaker thinks is outdated?

.....Gamers are isolated loners.....

- How is Space Invaders still referenced in pop culture?

.....The pixelated enemies are used as an icon of video games as a whole.....

- What was the plot of Super Mario Bros?

...A plumber tries to rescue a princess from a fire-breathing turtle while avoiding other enemies and going through pipes and platforms.....

- Why was Tomb Raider an important milestone for the gaming industry?

.....Lara Croft was one of the first playable women in video games.....

- How many players did World of Warcraft have at its peak?

.....100 million players

- Why is Minecraft popular both among children and adults?

.....You can create puzzles, scale replicas and work together on building things...

5. Fill in the gaps with the words from the box to create expressions used in the video. Next, match the expressions in bold with their definitions a)-f) on the next page.

illustrious long heart prime stay bucketload

- 1) Technology **has come a long way** since the computers of the 1950s as children today can play games on smartphones before they can walk.
- 2) She was **in the prime** of her working life when the accident happened and she couldn't work anymore.
- 3) The Witcher 3 proved to be a smash hit, selling **by the bucketload** and winning game of the year awards.
- 4) The game of bingo has a **long and illustrious¹** history that dates back to as early as 1530.
- 5) This game saga will **capture your heart** with its dramatic plot, relatable characters and many twists and turns along the way.

¹ The narrator actually said "long and lustrous" which was a slip of the tongue (kudos to Mark and Hilary for pointing that out).

How video games change the world

6) While first seen as a fad or only as a silly plaything for the wealthy, the computer has made an undeniable mark upon history and is **here to stay**.

DEFINITIONS:

- a) something that stopped being unusual and has become generally used or accepted >> **here to stay**
- b) to make someone start to love you >> **capture your heart**
- c) a large amount of something >> **bucketload**
- d) highly distinguished; renowned; famous and extensive >> **long and illustrious**
- e) in the best, most successful, most productive stage >> **in the prime**
- f) developed, progressed, or become very successful. >> **has come a long way**

DISCUSSION & DEBATE

6. Discuss the questions below in small groups:

- What other 3 games would you add to the list from the video?
- How do games influence our culture?
- Do you think we should start treating e-sports as seriously as traditional sports?
- What's the future of gaming in your opinion?

7. Read the background information below, prepare your arguments and get ready for a debate.

Do video games have a positive effect on society?

Background

65% of homes in the US own a video game-playing device, with each 'gamer' spending 6.5 hours a week playing on their devices. Video games have therefore become a pretty central feature in most US families' daily lives, but what effect are they having on society at large?

Video games have been accused of encouraging violence, promoting sexist imagery and encouraging young people to waste away their days on something useless and antisocial. On the other side of the debate, many are keen to point out the educational benefits that video games have to offer, the economic benefits of such a popular and growing industry and the fact that they are just plain fun.

So, what will it be? Are they sucking away the lives of our children or bringing families closer together? Encouraging violence, or building friendships?

Source: [Kialo](#)