



LESSON 18. THE GAMING WORLD

Learning Objectives

After this lesson, students will be able to:

1. Define what the game is.
2. Evaluate pros and cons of different types of games.
3. Define vocabularies related to the reading passage.
4. Select sentence adverbs and typical adverbs in identification exercise.
5. Interpret idiomatic expressions and utilize it in sentences.
6. Discuss five types of games for skill development.
7. Device one's own preferred game with the simple future "will".
8. Pronounce similar sentences properly.



What constitutes a good game?

In a Nutshell

Games occupy a strange place in our **cultural consciousness**. *Nearly* everyone has played a game **at some point in their lives**. Despite that **ubiquity**, games are *rarely* discussed with the same **reverence** as other media like films or books. For most, games are like chocolate: a **guilty pleasure** consumed *secretly*. The game designer Sid Meier once **remarked** that “a game is a *series* of interesting choices.” **Navigating** these choices shapes the course of play, revealing who we are and how we think. Playing a game is **an act of exposition**.



What is your motive for playing games?



- What are the pros and cons of these kinds of games? Complete the table with your teacher.

Type	PROS	CONS
Video games		
Card games		
Board games		
Running around games		
Role playing games		
Sports		

Express your opinion using:

1. In my opinion...
2. To my mind...
3. In my eyes...
4. From my point of view...
5. I would say that...
6. My impression is that...
7. I have the feeling that...
8. I have no doubt that...

- Listen to the audio and complete the dialogue below.

Listening 18.1

Video Game Systems

Boy: Dad, Dad! *(3 words)* some money *(3 words)* Game Boy?

Dad: A Game Boy? *(4 words)*.

Boy: No, they're not. *(2 words)* twenty-five dollars. I've got *(3 words)* before, but Mom didn't let me *(2 words)*.

Dad: Well, let's look. Let's *(4 words)* so that.. Hmm. Well, maybe we *(4 words)* some ways that you can *(2 words)*.

Boy: Let's see . . . *(1 word)*.

Dad: Okay, *(2 words)*. So, *(3 words)* can you make a week with allowance? What did Mom tell you?

Boy: She said that if, umm, you get your *(4 words)*, you can get \$1.25.

Dad: Okay, so if you *(4 words)*, you get \$1.25. Okay, and what are *(3 words)* that you can earn a *(4 words)*?

Boy: Umm, let's see. I *(3 words)* people.

- Listen to the audio and complete the dialogue below.

Listening 18.1

Video Game Systems

Dad: Okay, well, maybe you could come up with **(3 words)**. What are **(4 words)** that you could do to earn some money, maybe **(2 words)**, in the **(1 word)**?

Boy: Umm.

Dad: What about **(2 words)** a

Boy: **(4 words)**. That'll be fun.

Dad: Okay. **(2 words)** can you do?

Boy: Hmm. Most of the **(4 words)** like candy, so I can start **(3 words)**.

Dad: Okay, so maybe **(1 word)** some candy. [Yeah.] And, what else?

Boy: Umm. I could . . . umm . . . **(4 words)** everyday.

Dad: Well, I think you have some ideas, so I guess if you **(2 words)**, you'll be able to **(3 words)** to buy something you want. **(1 word)** good?

Boy: Like a **(2 words)**?

Dad: Uh, something you need, **(2 words)**.

Vocabulary Exercise

Complete the puzzle.

Across:

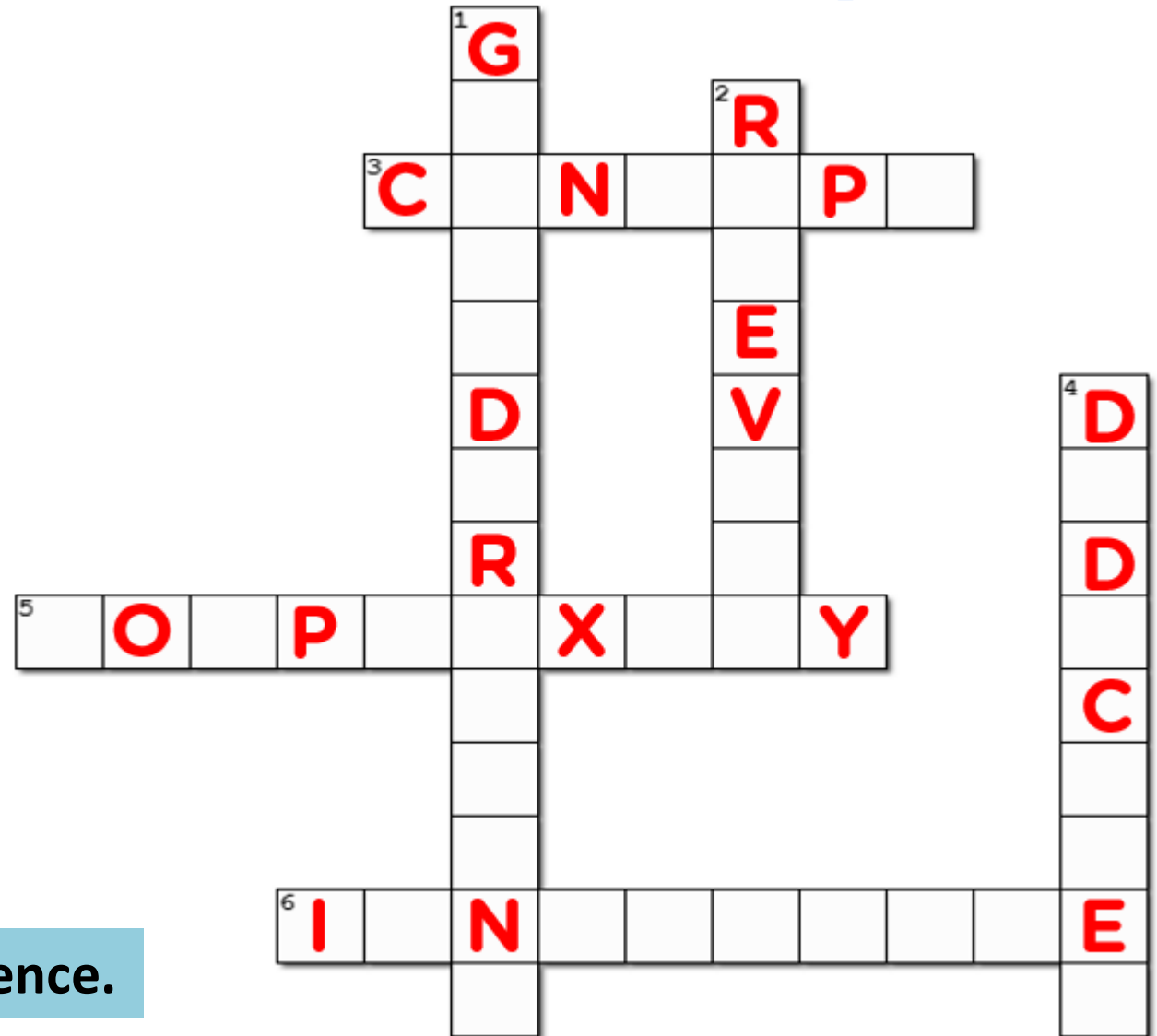
- 3. something conceived in the mind : thought, notion
- 5. the features of something that make it difficult to understand or find an answer to
- 6. (of a product, idea, etc.) featuring new methods; advanced and original.

Down:

- 1. showing a new way of doing or thinking about things
- 2. closely connected or appropriate to what is being done or considered.
- 4. (of a thing) exclusively allocated to or intended for a particular service or purpose.



Use the words in your own sentence.



Mr. Nintendo

Satoru Iwata is not a **household name**, but he should be. Most people, however, would recognize his **brain children**, the Nintendo DS and the Wii. These two game systems **completely** changed the world of gaming. It's hard to imagine gaming without them, but **amazingly**, the DS and Wii almost didn't happen! It is only thanks to **innovative** ideas of Iwata that we have these systems today. Satoru Iwata was made the CEO of Nintendo in 2002 . At the time, the video game market was suffering and Nintendo was having trouble with its sales. Iwata thought that a **change in strategy was due**. **Previously**, the strategy in the game industry was to keep making the same kinds of games and **consoles** but just improve their power and **complexity**. However, Iwata didn't just want to attract **dedicated** gamers. He wanted to **bring in** new kinds of players to video gaming. How was he going to do that? He decided to change the **very concept** of video games.

Iwata wanted to make video games easier to **pick up** and more **relevant** to people's lives. Out of this idea came the Nintendo DS. People interacted more directly with the game by using a touch screen instead of just a set of buttons. **Iwata took this idea to the extreme** with the **motion-based** Wii. Now, just by using natural body movements, players can enjoy playing all sorts of games. The kinds of games produced changed as well. Along with the regular role-playing game (RPG), action, and sport games, new kinds of "games" were designed. Some these new games, like Brain Age, improved thinking abilities. Others, like Wii Fit, improved fitness. This has brought in a **new age** of gaming. Everyone from grandparents to their grandchildren seems to be playing Nintendo products. With all that we have seen so far; we can only wonder what is next for Iwata. **Surely** it will be something **groundbreaking!**



■ Choose the correct answer.

1. What is the main idea of the passage?

- A. Satoru Iwata is a man with amazing ideas.
- B. Gaming is not just for dedicated gamers anymore.
- C. Satoru Iwata is an important man for dedicated gamers.
- D. The gaming industry is making educational games now.

2. What first motivated Iwata to change the strategy of Nintendo?

- A. He wanted to make useful consoles.
- B. He wanted to lower sales.
- C. He wanted to attract more players.
- D. He wanted a new concept for gaming.

3. What did Iwata change about the world of gaming?

- A. More games for children and girls.
- B. More dedicated gamers.
- C. Created a new style of gaming.
- D. Less expensive game systems.

4. What does the phrase “brain children” mean as seen in the reading?

- A. Products thought of and created
- B. The brains of gamers
- C. The world of gaming.
- D. Children who are geniuses.

5. What does the author think about Iwata’s future products?

- A. There will be no future products.
- B. They will probably not change the world of gaming.
- C. They will probably be very innovative.
- D. They will be very similar to products now.



Choose the correct word for each definition.

1. To acquire knowledge or habits through practice or experience.
2. It is time for something to change.
3. To develop something to the highest degree.
4. Start to involve someone in a particular activity.
5. very famous

Complete each sentence with the best word.

1. We _____ the cookie recipe _____ by adding even more chocolate chips.
2. Students easily _____ today's lesson.
3. _____ in the weather _____. I hear it's finally going to stop raining tonight.
4. President Obama is _____.
5. The absence of ads on the game _____ more players.

a household name
bring in
pick up
a change (in something) is due
take (something) to the extreme

a household name
bring in
pick up
a change (in something) is due
take (something) to the extreme

Sentence Adverbs

an adverb that limits or describes the meaning of an entire statement rather than just a single word or phrase. It expresses a writer's or speaker's attitude to the content of the sentence in which it occurs, or places the sentence in a particular context.

A partial list of sentence adverbs:

Clearly, there have been unacceptable delays.

Sadly, the forests are now under threat.

Curiously, he never visited America.

Regrettably, I wasn't able to see Mr. Nintendo at the fan-meet event.

admittedly	mercifully	briefly	linguistically
apparently	naturally	basically	medically
certainly	obviously	evidently	philosophically
confidentially	oddly	ideally	psychologically
consequently	personally	ironically	scientifically
curiously	presumably	predictably	technically
fortunately	regrettably	strangely	therapeutically
frankly	sadly	ultimately	paradoxically
happily	surprisingly	generally	hypothetically
honestly	thankfully	historically	
hopefully	truthfully		
incidentally	unfortunately		
ironically	unhappily		
luckily	wisely		

- **Identify the adverb in each sentence and tell whether it is a sentence adverb or a typical adverb.**
 1. Unsurprisingly, Esports have exploded in recent years, but the extent of their popularity might surprise you.
 2. The Atari ET video game is widely regarded as the worst video game ever created.
 3. Undoubtedly, the demand and variety of options for playing will grow.
 4. Nintendo has continually innovated in the video game space and revolutionized an industry.
 5. It is obvious that it is increasingly harder for traditional children's games to compete against the ever-growing invasion of screens around the house that grab the attention of the youngest members of the house.
 6. The main attraction of classic children's games is that generally, you will not need any equipment.
 7. Also, they are safe (apart from the occasional small fall or bump) and will not normally require adult supervision.
 8. This helps children to interact more naturally and more fluidly.
 9. Quite simply, traditional children's games stimulate their growth, physically as well as intellectually.
 10. This is not necessarily something negative, but sometimes we will find that children completely abandon traditional children's games that have so much to offer.



SIMULATION

EXPERIENCE AND IMMERSION = LEARNING



ADVENTURE

EXPLORATION & PROBLEM-SOLVING = LEARNING



ROLE-PLAY

ACTING = LEARNING



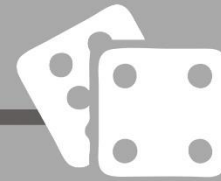
QUIZ

TESTING = LEARNING



STRATEGY

OUTMANEUVER = LEARNING



5 TYPES OF GAMES

— FOR SKILLS DEVELOPMENT —



Open the article and discuss with your teacher. Answer the following questions:

1. How do the types of games listed help develop one's skills?
2. What kind of skills are developed for each?
3. Give examples of the games stated.
4. Which of these have you tried playing? How's the experience?

Use sentence adverbs in your answers if possible.

Source: [5 Types of Games for Skills Development - Game2Change](#)

Do-It-Yourself

- Based on what was previously discussed, now it's time to create a game of your choice.

Use the simple future tense in answering the questions.

Will + base form of the verb



What format will your game be in?

What genre will your game be?

What will be the theme of your game?

What will your game look like?

What will be the name of your game?

How will people play your game? What are the rules?

How many people can play it?

What equipment will be needed? **

What kind of music/sound effects will it have? **

How will the controls work? **



**** = means optional**

■ Express Yourself

1. What is your favorite ...
 - computer / video game
 - traditional game
 - board game
2. What are the game mechanics?
3. Why do you like it?
4. What kinds of game systems have you used before?
5. What kinds of games are popular now?
6. Are game systems more addictive? Why?
7. How can you prevent being addicted to video games?
8. Are video games good for hand-coordination? Why or why not?
9. Are games only for kids? Why or why not?
10. These days, some gamers make a living from playing video games. Do you think professional gamers are similar to the athletes in other sports? Why or why not?
11. What will games be like in the future?

■ Similar Sentences

Read the sentences and the teacher will tell you which sentence you read.
Can you properly read each of them?



1A. May the force be with you.
1B. May the fourth be with you.



3A. It's a good bet when it's light.
3B. It's a good vet when it's right.



2A. It's time to collect your vote.
2B. It's time to correct your boat.



4A. When pigs fly, they turn on the van.
4B. When pigs fly, they turn on the fan.

The End