

UNIT 2: DIGITAL LIFE 4

1. WRITING: SUMMARY WRITING

Read the article about video gaming and the Olympic Games.

Write a **summary** about the arguments **FOR AND AGAINST** (at least 5 points for each argument) including video gaming in the Olympic Games. Your summary should be **about 100 words long (and no more than 120 words long)**. You should use **your own words** as far as possible.

You will receive up to 8 marks for the **content** of your summary, and up to 8 marks for the style and accuracy of your **language**. **DO NOT** include the INTRODUCTION and CONCLUSION in your summary.

Should video gaming be included in the Olympic Games?

In the last few years, a number of people have spoken out in favour of making competitive video gaming, or e-sports as they are often called, part of the Olympic Games. In response, the International Olympic Committee, which is the governing body that runs the world's greatest sporting event, has discussed the idea with a number of representatives of both traditional sports and e-sports.

What is it about competitive video gaming that might appeal to the Olympic authorities? To start with, e-sports are very popular internationally. Competitive gaming initially became popular in the 1990s, and it has since grown to be a \$1.5 billion industry with approximately 300 million hours of professional e-sports competitions being watched worldwide each year. This means that e-sports would significantly increase the size of audiences for the Olympic Games, something which is very difficult to ignore. At the same time, the fact that so many people follow e-sports suggests that they would be a great potential source of income for the Olympic Games, which could come in the form of more ticket sales, for example.

The first modern Olympic Games in 1896 consisted of 9 sports. This figure rose to 28 by 2016 and is currently at 33. So, there are now almost four times as many sports in the Olympic Games as there were originally. The proposed inclusion of e-sports leads to the argument that the Games are already too big, so if anything, events should be removed rather than added.

Video games are, in historical terms, relatively new. Therefore, gaming fans tend to be young, and the Olympic Games need more young followers. However, the fact that e-sports have only been in existence for a relatively short period of time introduces a problem: they don't have many standard rules and regulations. Contrast this with table tennis, for example, which has one set of rules that is used for all table tennis competitions around the world. Despite video games being relatively new, there are thousands of different ones which suit many different tastes. This creates a difficulty in terms of the Olympic Games, however: reaching agreement about which video games to include in the Olympics seems impossible.

One of the original principles of the Olympic movement was to encourage physical activity. Therefore, the most common objection to the idea of including e-sports in the Olympics is that they simply don't do this. E-sports fans do point out, though, that professional gamers train for as long as professional athletes – which can be for up to 12 hours a day.

If e-sports were introduced into the Olympic Games, motor or electrical power would be required, which would be a completely new element for the Olympics. Opponents of e-sports say that the Olympics should continue to be about humans, not machines.

The debate is clearly far from being resolved. However, experts believe that if the e-sports industry and fans push hard enough, it is inevitable that video gaming will one day become a part of the Olympic Games.

2. READING: Read and answer the questions:

Television

Television viewing continues to grow around the world, even though the internet is now widely used for entertainment. This may be because the number of ways of watching television has increased. High-definition technology, digital television, the use of digital video recorders and now 3D technology all contribute to enjoyable viewing experiences. Research reveals that a typical person views almost 200 minutes of television a day. The chart below shows what the situation is in a variety of regions around the world.

We know that many people watch a lot of television so it is important to ask what effect this may have on children. Research suggests that having the TV on may have a bad effect on young children's language development by reducing the amount of conversation between child and adult. It was found that when the TV was audible, the number of words spoken by either adult or child reduced considerably. Surprisingly, even children who watched programmes that were described as educational and specifically aimed at them learnt fewer new words than children who did not watch the programmes. Unless further research shows that children under two years old might benefit from TV, parents should encourage language activities through imaginative play. While there is some evidence that a little TV may be beneficial for children over two, the evidence for those younger is less certain. It is argued that first words are learnt far more effectively from real people than from voices on the television. In the USA there is a formal recommendation that children under two years should not be exposed to TV or computer screens, and a growing body of evidence is now causing governments and health authorities around the world to consider similar guidelines. However, parents could choose to limit viewing to an hour a day for their three- to five-year-olds.

Childhood is a critical period for brain development and the formation of behaviour patterns. Parents have a responsibility to ensure that the right conditions exist for these developments. It is very helpful if parents can teach their children how to use their leisure time more effectively. They

(a) How have new technologies affected television viewing around the world?

(b) According to the chart, in which two regions do people watch between 200 and 250 minutes of television a day?

(c) How does watching television affect children's language development?

(d) What unexpected effect did educational programmes have on young children's development?

(e) What guidelines are the governments of some countries considering issuing?

can introduce their children to sports, music or other hobbies. An expert in child behaviour said, "Children can easily be influenced by the programmes they watch and this can result in a wide variety of psychological problems. Often parents do not know what their children are watching, and it may be that they are being exposed to programmes which are unsuitable." Research also shows that television viewing leads to a decrease in physical activity and an increase in the consumption of sugary drinks and unhealthy snacks. In particular, children should not have televisions in their bedrooms as this encourages them to be inactive.

Researchers had expected that by the age of seven the influence of early television viewing on children would have disappeared. However, they were shocked to find that the early experience of television viewing continued to have long-term harmful effects on school performance and on health.

(f) Why is it important for parents to know which television programmes their children are watching?

(g) How is television viewing bad for physical health? Give two details.

(h) What did researchers find particularly shocking as a result of their work?

(i) What can parents do to prevent their children from watching too much television? Give four details.
