12 Match the words with the definitions. Write the letters.

___	**1** arcade	**a**	to try to win at something
___	**2** compete	**b**	pictures or images
___	**3** graphics	**c**	the number of points a player gets in a game
___	**4** score	**d**	a flat surface that contains the controls for a machine
___	**5** industry	**e**	a small machine or tool used for a specific purpose
___	**6** device	**f**	all the businesses that work in a particular type of trade or service
___	**7** console	**g**	a special room or building where people go to play video games

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13 Listen and read. Why are today's video games better?

Video Games: The Year 2000 and Now

Have you ever asked your parents which computer and video games they played when they were younger? Perhaps they played Pac-Man® or Donkey Kong®? Maybe they had a Game Boy® at home and enjoyed playing Tetris® on it? The changes to the computer and video games industry since your parents were young have been incredible. Even since the year 2000, new technology has changed how, where, and what people play, as well as who they play with. We have many more choices now than we used to.

How People Play and Who They Play With

In the year 2000, people played on game consoles, desktop computers, or in arcades. When they wanted to play with others, they invited them over to their houses, or they played alone. Some online games were available at the end of the 1990s, but they were expensive and not as many people had access to the Internet. Today, people can play games anywhere they want on portable gaming devices, phones, or tablets. They can play online with friends or even with other players from around the world.

What People Play

Games today have graphics that are sharper and more lifelike than they used to be, and new technology has made games more challenging, with more variety. Since 2000, Massively Multi-player Online games (MMOs) have become popular. People like to compete against each other for higher scores. They love virtual worlds that offer experiences they could never have in real life. Dancing and exercise games, as well as sports and adventure games, have also become popular.

This trend towards more choices and deeper involvement in virtual worlds will continue to change video games well into the future. Who knows what video games will be available when you are an adult! The children of the future will probably think that the games you play today are very old-fashioned!

LIVEWORKSHEETS

14 **Read 13 again and answer the questions.**

1 How has new technology changed video games since the year 2000?

_____

2 Why did few people play online games before the year 2000?

_____

3 How are today's games different from those in the past?

_____

4 Why do people like MMO games?

_____

15 **Complete the sentences using the words from 12.**

1 My brother loves to _____ against others in different sports.

2 Our father has a very useful _____ for lighting fires when we are camping.

3 I really like the _____ in that game, because they seem so real!

4 Uncle Zac said that he used to spend a lot of time playing video games at an _____ when he was young.

5 The computer games _____ has developed a great deal in the past 15 years.

6 Each time they play, they try to improve their _____ and win the game.

7 The first video game _____ was a large box with two attached controllers.

LIVEWORKSHEETS