

Name: _____ Group: _____
Teacher: _____ Date: _____ / _____ / _____**EM3**
Test**READING****The Psychology of Computer Games**

These days, everyone is playing computer games: whether on their PC, games console, or smartphone. How did computer games take over the world? It's a question of psychology.

In the busy modern world, we rarely have total control of our lives. (1) _____ Some computer games provide an antidote to this because they let players create and control the whole world. One example is *Civilization*, where players build a modern society from nothing. In earlier versions of the game, creator Sid Meier introduced a crisis. Some games included a moment where the player's civilization collapses. The players then had to overcome these new difficulties to rebuild their civilization again from the beginning. In reality, the majority of players simply ignored the collapse. Most people just returned to an older version of the game. They had saved it for this purpose. People like computer games because it gives them total control.

In most computer games, you only learn one skill at a time. (2) _____ Once you have mastered this skill, you progress to the next level. Unlike real life, computer games give you plenty of time to learn. You aren't immediately asked to do something too difficult. Users have control of the situation and that is very motivating.

This learning needs to work for everyone. In the game *World of Warcraft*, a player operates an avatar of himself or herself in an online fantasy world. The beginning of the game is easy, and by getting over the first challenges quickly, this gives players a feeling of achievement. However, the game is enormous. People who persevere with difficult tasks will learn a lot of new skills and explore areas that are inaccessible to beginners. Both beginners and experts can become immersed in a huge artificial world.

Most games are repetitive, and game designers need to find ways to stop people from becoming distracted and giving up. There are two ways of doing this. The first is the random reward where players win a surprise prize. (3) _____

In the real world, most people don't notice when we do good things, but games are different.

Furthermore, games use clever AI (artificial intelligence). If you are inexperienced and play a soccer computer game against the computer, the computer could always win. Using AI, the computer adjusts its level of ability to equal the player. This means the human opponent always has a chance to win, and it keeps players interested in the game.

Winning isn't everything, however. In computer games, failure is fun if the final screen shows an entertaining end for the character. Some players lose a game just to see what happens. (4) _____ The virtual world is both more entertaining and less stressful than reality.

Many criticize computer games as just a waste of time. In fact, computer games are one of the greatest learning tools ever invented. Look at their uses in other fields. Flight simulators teach pilots how to cope with many difficult situations, which would be impossible any other way. A flight simulator is just a more sophisticated form of a computer game.

1 The spaces in the article can be filled with the following sentences. Choose the correct sequence.

- () For example, in an adventure game, it might be how to climb or to operate a vehicle.
- () In any case, the players usually get over the defeat in seconds.
- () For example, in Nintendo's *Wii Sports*, you get a star if you hit a particularly good golf shot.
- () Bosses, teachers, parents, and the government tell us how to behave.

- A** 4, 3, 2, 1
- B** 2, 4, 3, 1
- C** 4, 2, 1, 3
- D** 3, 1, 4, 2
- E** 2, 1, 3, 4

2 From the way the article is written, we can infer that the author ...

- A** does not like computer games.
- B** opposes violent computer games.
- C** plays online games more than other games.
- D** thinks computer games are educational.
- E** wants people to spend less time on the computer.

3 All of the statements about *World of Warcraft* are true except ...

- A** it takes a long time to become very good at the game.
- B** most people don't enjoy the start of the game.
- C** people play as one character.
- D** people play the game over the internet.
- E** the game is set in a world that is very different to real life.

4 According to the article, losing a computer game ...

- A** can make people smile.
- B** helps people face up to real-life problems.
- C** is the worst part of the game.
- D** is very frustrating for younger gamers.
- E** should happen as often as possible.

5 Which words below could be used to replace "cope with" without changing the meaning of the sentence?

- A** back away
- B** count on
- C** deal with
- D** forget about
- E** rack up

Mental strength

6 Match the verbs below with the definitions.

adjust distract endure overcome persevere resist

refuse to accept something and try to stop it happening resist _____

1 experience and deal with something that is painful or unpleasant _____

2 succeed in dealing with a difficult situation or problem _____

3 take someone's attention away from what they are trying to do _____

4 continue trying to do or achieve something despite difficulties _____

5 change something slightly to make it more suitable or to make it work better _____

7 Complete the sentences with the correct form of the verbs below.

adjust behave cope distract immerse persevere

When I'm traveling to a new country, I like to immerse myself in the local culture.

1 What are those monkeys doing? They are _____ very strangely.

2 I felt like giving up, but fortunately my teacher encouraged me to _____.

3 She had to _____ with several frightening situations.

4 My brother grew up in the country, and it took him a long time to _____ to living in the city.

5 Can you turn your music down? I'm trying to study, and it's really _____ me.

Focus on phrasal verbs

8 Complete the sentences with the correct form of the phrasal verbs below.

back away face up to focus on get over

1 Has your sister _____ her flu yet?

2 You'll have to _____ the fact that he doesn't love you anymore.

3 Please don't distract me. I have to _____ my exams right now.

4 If you meet a bear in the wild, you should _____ from it slowly.

Quantifiers

9 Circle the correct alternatives.

We've tried **all** / **every** / **most** doctor in this town.

1 We don't have **many** / **much** / **all** time to answer this question!

2 I ate a **little** / **any** / **several** oysters and they made me ill.

3 There are **little** / **few** / **a little** people here today.

4 You should examine **any** / **most** / **each** patient carefully.

5 I don't have **enough** / **several** / **some** money to pay for all this.

6 There are **fewer** / **lesser** / **any** buses on Sundays.

7 The patient chose to try out **both** / **much** / **any** types of therapy.

8 **Too much** / **Many** / **Several** people have allergies these days.

10 Complete the sentences with **some** or **any**.

I have some free time after school.

1 I don't have _____ money for the bus.

2 Are there _____ stores near here?

3 You need to have _____ extra sessions with your physical therapist.

4 Do we have _____ food at home?

5 Why don't you stay and have _____ more coffee?

6 There isn't _____ milk left in the refrigerator. Can you get _____?

11 Choose the correct answers.

- 1 There weren't ___ places left on the bus.
A any **B** no **C** much
- 2 ___ the patients had severe symptoms.
A Most **B** Most of **C** Many
- 3 ___ the students arrived late to the exam.
A All of **B** All **C** None
- 4 Before I came here, I had ___ experience of treating phobias.
A some of **B** few **C** little
- 5 ___ my midterm papers got great grades!
A Few **B** A few **C** A few of
- 6 ___ new student was given a folder.
A All **B** Each **C** Each of
- 7 ___ us enjoyed the movie.
A Most of **B** Most **C** Many
- 8 If ___ us complain, they'll have to listen.
A enough **B** enough of **C** some
- 9 There wasn't ___ time to get to the airport.
A much of **B** much **C** some