

Video games as an art form

Read.

1. Read a statement from the article and complete it using your own ideas.

“Once upon a time, video games were considered nothing more than a means of entertainment for children. That is no longer the case, ... ”

2. Choose the incorrect option in each sentence.

- a) It **attempts/suggests/strives/tries** to engage and entertain a person.
- b) It **conveys/expresses/receives/communicates** strong emotions.
- c) It's **incredible/stunning/terrific/terrible** despite being visually unpleasant.
- d) It **features/contains/appears/introduces** fantastic characters.
- e) It might be **profound/shallow/trivial/superficial** but still enjoyable.

3. Answer the questions:

- What is the main idea of the article? Do you agree with it?
- What is the purpose of art? What about video games?
- Do game development companies focus more on creating art or making profit?
- Which aspect of a video game might players find more important: incredible graphics or exciting narrative? Why?
- Can you think of examples of video game titles that are praised for the following aspects?
 - architecture
 - painting
 - music
 - literature