

# GAMES IN SPACE

Read the text and use the word in capitals to form a word that fits in each space.

For astronauts on long missions into space, (1)\_\_\_\_\_ can be a real problem. In order to help the astronauts, (2)\_\_\_\_\_ and doctors need to find out what this feels like. As part of the (3)\_\_\_\_\_ program, six volunteers will be locked away for 520 days to see what effect this has on their mind and body. During their time in (4)\_\_\_\_\_, the volunteers will be able to communicate with their controllers, but only in a way that replicates the astronauts' experience. For example, the further away from "Earth" they get, the longer the delay in the signal, so they will be (5)\_\_\_\_\_ to have a conversation in real time.

BORE  
SCIENCE  
SEARCH  
  
ISOLATE

As part of the experiment, the volunteers will be allowed to play computer games. There will be a (6)\_\_\_\_\_ of solo games and competitive games available. Afterwards, they will be asked to give (7)\_\_\_\_\_ on how hard they found the games to play and what their (8)\_\_\_\_\_ state was at the time. As a result of the (9)\_\_\_\_\_ gathered, it may be possible to create special software for crews on future missions.

ABLE  
MIX  
  
FEED  
EMOTION  
INFORM

