

VIOLENCE IN VIDEO GAMES

Read the text and choose the correct word.

Videogames have been (0)_____ for well over thirty years now. They have pretty much become an integral (1)_____ of our lives. Such games (2)_____ us entertained when we have nothing to do, and for some they even (3)_____ into a hobby. So what could possibly go (4)_____?

The problem is that videogames and violence go (5)_____. Many involve shooting, blood and other cruel aspects of gameplay. Some people are (6)_____ this might (7)_____ similar behavior in real life. Worried parents (8)_____ concern for the well-being of their children who might get the wrong message from their favorite gaming titles. Some countries even went so far as to ban certain videogames.

