SQU 450 Contemporary Topics 1: Unit 7 “Video Games”

Instructions

You have 2 minutes to read the questions below. Listen to the lecture and answer the questions carefully.

Questions 1-5: Choose the correct option **(A)**, **(B)**, **(C)** or **(D)** to answer the questions.

1. What does the term "media" encompass in the context of the class?
   A) Only traditional forms of communication
   B) Traditional and new forms of communication
   C) Only new forms of communication
   D) Online newspapers and blogs only

2. Which of the following is NOT mentioned as a type of interactive game?
   A) Video games
   B) Board games
   C) Smartphone games
   D) Computer games

3. What is one cognitive benefit associated with playing action games?
   A) Enhanced spatial ability
   B) Improved vocabulary
   C) Better social skills
   D) Increased memory capacity

4. How did participants perform on the spatial ability test after playing action games for 50 hours?
   A) Their performance remained unchanged
   B) They performed worse than before
   C) They showed significant improvement
   D) They showed slight improvement

5. According to the transcript, how do players typically react to failure in engaging games?
   A) They feel angry and frustrated
   B) They want to quit the game immediately
   C) They experience motivation to continue
   D) They lose interest in playing

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Questions 6-10: Are the following statements True (**T**) or False (**F**)?

6. Teachers can utilize game psychology to keep students engaged in difficult learning tasks.

7. Gaming addiction becomes a problem when it interferes with a person's relationships or other goals.

8. Spending excessive time playing video games instead of socializing with family and friends is a sign of potential gaming addiction.

9. Studies have conclusively proven that playing violent video games directly causes aggressive behavior in real life.

10. Research has shown a direct causal link between playing violent video games and increased aggression among teenagers.

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