

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

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.