

Reading Part 4: Reading for Viewpoints**Time: 13 minutes****Read the following article from a website.**

Video games get a bad reputation: they're blamed for adolescent obesity and even for promoting violent behavior. But finally some good news comes to the gaming world: the latest research from Nature Neuroscience proves action video games actually improve vision. That's right: researchers at the University of Rochester discovered that shooter games increase contrast sensitivity, the primary factor with which doctors measure eyesight.

Another study conducted by researchers at Michigan State University suggests that playing video games helps the development of visual-spatial skills among school students. The ability to think visually is important in order to do well in fields like engineering and surgery. Video games, by improving visual-spatial skills, can essentially serve as pre-professional training for careers in science, math, technology, and engineering. But the total lack of games produced just for girls could be giving male students an academic advantage over their female counterparts. "Girls are at a disadvantage by not having that three-dimensional experience," according to a statement by Professor Linda Jackson, who led the three-year long study.

"So when they get to medical school and they're doing surgery in the virtual world, they're not used to it." It's hard to argue with Jackson's point. If you had to run out and buy an Xbox game for a 12-year-old girl, what title would you purchase? There are some games, which are supposed to be for both genders, but even these are mostly for boys, and are advertised accordingly.

The gaming industry, however, is well aware of the problem. At this year's Southwest Festival on Technology, a discussion was held entitled "Gaming: Getting Girls Interested in Technology," in which one of the topics discussed was how girls' approach to gaming is quite different from that of boys. Games won't appeal to girls until they facilitate socialization rather than distract from it. Listen in on any conversation between girls and it will be 95% about people, with other subjects coming up only as necessary. Developing a popular video game is hard enough, though, let alone developing a game that is popular, educational, and attractive for both genders. But Jackson hopes that in the future developers will focus on creating games, which will appeal to more female players.

Using the drop-down menu (□), choose the best option according to the information given on the website.

1. According to the first paragraph, games are accused of
(□)
2. According to the text, girls may be at a disadvantage when they study medicine because
(□)
3. It would be difficult to buy a video game for a 12-year-old girl because
(□)
4. When girls are having a conversation they talk
(□)
5. The purpose of this article is
(□)

The following is a comment by a visitor to the website page. Complete the comment by choosing the best option to fill in each black.

What an effective article! Even I feel that playing video games involves skills like 6. _____ and sometimes teamwork. A recent study by researchers at the University of Glasgow, in Scotland, found that playing video games improves your 7. _____ eye-sight and problem-solving skills. Moreover, video games can also help you become 8. _____. On the flip side, playing video games takes time away from more important things. I used to spend a lot of time playing them. Sometimes that kept me from doing things I needed to do, like 9. _____. Plus, gamers might not get enough exercise. Last year, researchers studied kids and teens in Canada who played video games. They found a link between playing video games for hours before going to 10. _____.