

### 39.

*Listen to the following talk about the effect of video games, then fill the gaps in the summary below.*

Video games are arguably the best technologically-based teaching \_\_\_\_\_. When playing a video game, you are an active player who drives the \_\_\_\_\_ and makes decisions that change the \_\_\_\_\_ of what is going on. Psychologists would say that you are learning behavioural \_\_\_\_\_.

Video games are \_\_\_\_\_ driven. The medium itself is \_\_\_\_\_; we give the valence of good or bad or \_\_\_\_\_ to it. Unfortunately, the most popular video games are the ones that reward you for doing \_\_\_\_\_ against others.