

You are going to read an article about video games. Six sentences have been removed from the article. Choose from the sentences **A** to **H** the one which fits each gap (27 to 32). There are two extra sentences which you do not need to use.

Write your answers in the space given.

Video Games

Children today spend hours in front of the television playing video games. Video games were first introduced in the 1970s, but it wasn't until the 1980s that they became very popular. 27

If we take a look at some of the games available, we will see that many of them have violence as the underlying theme. According to experts, these games allow children to be destructive without fear of being reprimanded. Recent psychological experiments have shown that playing these violent games can stimulate some degree of cruelty in children and adults. It increases aggressive behaviour. Another effect of the violence in these video games is that it can lead children to violence. 28

However, not everyone views video games negatively. Some people believe that it is better for a child to actively play video games rather than to passively watch television. 29 Some video games contain educational values. Some programmes are designed to allow children to explore different places or environments while others are developed to teach and drill specific facts or academic skills.

As a leisure activity, playing such games can be fun, challenging, exciting and it is also a part of a 'kid's world'. When children own a PC or a video game system, it creates opportunities for them to invite their friends to play, therefore enhancing or establishing friendships. 30 Thus, it is important for parents to draw the line. Instead, they should spend more time with their children by playing outdoor games or go for some leisure activities. Besides, parents should set the example of instilling in themselves the habit of reading. This will enable their children to be interested in reading. Moreover, they should not use video games as babysitters. 31 Parents and professionals should also seek creative ways to increase the acceptance, popularity and availability of games that are relatively prosocial, educational and fun.

In recent years, computer games have attracted much attention. 32 Thus, the potential effects should be looked into.

(Adapted from www.englishdaily626.com)

- A** Some professionals claim that by playing video games, certain children can develop a sense of proficiency which they might not otherwise achieve.
- B** They can stay indoors watching television rather than hanging out with their friends outdoors.
- C** There have been questions raised on whether computer games have had negative effects on children or whether society has overreacted.
- D** It can give them the idea that violence is an acceptable way to deal with problems and conflict.
- E** A recent study shows that the two most preferred categories are games that involve martial arts and sports.
- F** While playing video games is fun, it can be addictive.
- G** Children are used to thinking that violence is part of their daily lives.
- H** This is because, as parents are busy these days, they expose their children to such video games to keep their children occupied.