

11A1
UNIT 9: BORN TO BE DIGITAL

NAME: _____

Multiple Choice Questions

1. What is the main topic of the reality TV program mentioned?
 - A) Cooking competitions
 - B) The effects of gaming on families
 - C) Travel adventures
 - D) Family vacations
2. In what year did the World Health Organization recognize gaming disorder?
 - A) 2022
 - B) 2015
 - C) 2018
 - D) 2020
3. How does the article describe gaming disorder?
 - A) A casual hobby
 - B) An obsessive playing of computer games
 - C) A professional career
 - D) A social activity
4. What was the girl's reaction when her parents took her controller?
 - A) Indifference
 - B) Anger
 - C) Happiness
 - D) Tears
5. What is one reason gaming is so popular, according to the article?
 - A) Limited time
 - B) High prices
 - C) Freebies offered
 - D) Complexity of games
6. What futuristic film is referenced in the article?
 - A) Inception
 - B) Tron
 - C) Ready Player One
 - D) The Matrix
7. What does Wade Watts seek in the VR game Oasis?
 - A) Fame
 - B) Adventure
 - C) A sense of belonging
 - D) Money
8. What is a potential negative effect of social isolation mentioned?
 - A) Better grades
 - B) Increased confidence

- C) Enhanced social skills
 - D) Depression
9. What should parents focus on, according to psychologists?
- A) The groups teens are part of
 - B) The graphics of the games
 - C) What games are being played
 - D) The amount of time spent gaming
10. What can online gaming provide for teens, as mentioned in the article?
- A) A way to avoid responsibilities
 - B) Financial benefits
 - C) Community and support
 - D) Isolation
11. How does Tyler interact with his friends regarding gaming?
- A) He avoids them
 - B) He trades gaming items
 - C) He only plays alone
 - D) He ignores gaming news
12. What is one question to evaluate the effects of gaming?
- A) Is it making you more confident?
 - B) Are you playing daily?
 - C) Are you winning games?
 - D) Is it expensive?
13. What is the role of online avatars, according to the article?
- A) They enhance gameplay
 - B) They are real people
 - C) They represent family members
 - D) They can mislead players
14. What do parents often feel about their teens' gaming?
- A) Support
 - B) Indifference
 - C) Concern
 - D) Excitement
15. What is a potential positive effect of gaming mentioned in the article?
- A) Decreased social interactions
 - B) Less time for school
 - C) Independence and confidence
 - D) Increased screen time
16. How do you think gaming can affect family relationships?
- A) Improve communication
 - B) Create conflict
 - C) Strengthen them
 - D) Have no impact
17. In what ways do you think gaming can provide a sense of belonging?
- A) Through shared experiences

- B) By isolating players
 - C) By promoting individualism
 - D) By encouraging competition
18. What strategies could parents use to manage their teens' gaming habits effectively?
- A) Ignoring the issue
 - B) Banning all gaming
 - C) Setting clear limits
 - D) Playing games with them
19. How might the recognition of gaming disorder impact public perception of gaming?
- A) Decrease interest in games
 - B) Increase support for gaming
 - C) Encourage more gaming
 - D) Raise awareness of risks
20. Why do you think some kids prioritize gaming over basic needs like using the bathroom?
- A) They prefer to stay indoors
 - B) They are deeply engaged in gameplay
 - C) They are unaware of their needs
 - D) They are trying to avoid responsibilities
21. Discuss the balance between gaming as a social activity and the risk of addiction.
- A) Gaming has no social aspect
 - B) Gaming is always harmful
 - C) Gaming can be both positive and negative
 - D) Gaming is only social
22. How might a teen's online gaming community influence their real-life friendships?
- A) It will have no effect
 - B) It can replace real friendships
 - C) It may create jealousy
 - D) It can strengthen real-life bonds
23. What can be the consequences of not belonging to a supportive gaming group?
- A) Feelings of isolation
 - B) Greater independence
 - C) Increased happiness
 - D) Enhanced skills
24. How do you interpret the phrase "This isn't just a game" in the context of the article?
- A) Gaming is a waste of time
 - B) Gaming is trivial
 - C) Gaming has real-life implications
 - D) Gaming is purely for fun
25. What measures can be taken to ensure that gaming remains a healthy activity?
- A) Allowing unlimited access
 - B) Banning all video games
 - C) Encouraging only competitive play
 - D) Limiting screen time

True or false questions

26. The article suggests that gaming can lead to positive social interactions. (True/False)
27. Gaming disorder was recognized by the World Health Organization in 2020. (True/False)
28. The article emphasizes that parents should worry only about the games being played.
(True/False)
29. Wade Watts feels understood in the virtual world of Oasis. (True/False)
30. The article states that gaming has no financial impact. (True/False)
31. Tyler prefers to play games alone rather than with friends. (True/False)
32. The article suggests that gaming can help teens become more independent. (True/False)
33. Social isolation is portrayed as a potential consequence of excessive gaming. (True/False)
34. The article mentions that gaming is a multi-billion dollar industry. (True/False)
35. Psychologists recommend that parents should ignore their teens' gaming habits. (True/False)