

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)