

Listening

A. You will listen to an interview with a video game designer. Which of the following do you think he will mention? Listen and check your answers.

- | | | | |
|-------------------------------------|--------------------------|---|--------------------------|
| <input type="radio"/> ? 1. actors | <input type="checkbox"/> | <input type="radio"/> ? 6. game testers | <input type="checkbox"/> |
| <input type="radio"/> ? 2. writers | <input type="checkbox"/> | <input type="radio"/> ? 7. game controllers | <input type="checkbox"/> |
| <input type="radio"/> ? 3. avatars | <input type="checkbox"/> | <input type="radio"/> ? 8. artists | <input type="checkbox"/> |
| <input type="radio"/> ? 4. sound | <input type="checkbox"/> | <input type="radio"/> ? 9. game types | <input type="checkbox"/> |
| <input type="radio"/> ? 5. drawings | <input type="checkbox"/> | <input type="radio"/> ? 10. movies | <input type="checkbox"/> |

B. Listen again and complete the sentences.

- ? 1. First of all, you need a _____ to make a game.
- ? 2. Writers and artists make _____ together.
- ? 3. Game designers study real people to make sure their characters are _____.
- ? 4. High-quality _____ and _____ are important for the success of a game.
- ? 5. Computer programmers and _____ work hard to make the game work.