

TimelineFollow the instructions to complete the activity.

IAME		
DATE		
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Match the year to the correct description. Check your answers with page 7 of the book.

1	1994		At age 17, American entrepreneur Palmer Luckey develops the first prototype of the Oculus Rift virtual reality headset in his parents' garage.
		ı	
2	2010		Tetris, a tile-matching puzzle game, is the first video game to be played on a mobile phone.
3	2018		The first networked video game, <i>Maze War</i> , allows players on different computers to interact within the game.
		•	
4	1974		The World Health Organization classifies video game addiction as "gaming disorder," a new mental health condition.
5	2016		Sony releases the PlayStation 2, a home video game console, on March 4. It becomes the best-selling gaming console of all time.
			console of all time.
]	
6	2000		Pokémon Go, a mobile game that combines GPS and augmented reality, is released.



Facing the Issues Follow the instructions to complete the activity.

NAME	
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in the book a	many different opi Ind online, briefly iong Ing video games.			
State which o	opinion you agree	with and why.		



True or FalseFollow the instructions to complete the activity.

NAME	
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Using the information in *Playing Video Games*, verify whether the following information is true or false. Check your answers in the book. List the page number where you found your information beside your answer.

Statement 1	Lemonade Stand was one of the first educational games.	True False	Page Number	
Statement 2	Single-player games help people learn teamwork and can encourage players to socialize with each other in the real world.	True False	Page Number	
Statement 3	An exergame requires players to perform physical actions.	True False	Page Number	
Statement 4	Binge gaming is playing video games nonstop for extended periods.	True False	Page Number	
Statement 5	Games with intense and realistic violence are given a Teen 13+ rating.	True False	Page Number	



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Video Game RatingsFollow the instructions to complete the activity.

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Since 1994, the Entertainment Software Ratings Board has assigned six age-based ratings to video games sold in the United States. In the chart below, come up with your own reasons each rating would be assigned to a game. Consider factors such as the length of each rating's game, what is taught or experienced in a rating's game, and the objective of each rating's game. Be sure to justify your reasons as well.

	Category	Age	Content
	Early Childhood	Young children	
E	Everyone	All ages	
10:=	Everyone 10+	10 and up	
1	Teen	13 and up	
M	Mature	17 and up	
	Adults Only	18 and up	





Playing Video Games by the NumbersFollow the instructions to complete the activity.

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letter in the box beside the statement	an answer from the ri	ght and write the
1. In 2016, this many of the ten best- selling games were rated either T or M.	Α.	82
2. Today, more than this many billion people around the world play video games.	В.	655
3. In the United States, about this percentage of girls between the ages of 13 and 17 say they play video games regularly.	C.	2.2
4. The world's longest video game marathon lasted for this many hours.	D.	50
5. In 2017, the global eSports industry was worth about this many million dollars.	E.	138
6. By 2017, <i>Wii Sports</i> had sold more than this many million copies.	F.	7
7. More than this many professional gamers have become millionaires playing <i>Dota 2</i> , a popular multiplayer online video game.	G.	83



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QuizTest your knowledge by answering these questions.

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What a	are some popular video game genres?
What 6	educational value do video games such as Lemonade Stand have?
What o	does the acronym MMORPG stand for?
 Which	five sports are simulated in the exergame Wii Sports?
 Which	U.S. organization gives video games age and content ratings?
What i	s binge gaming?





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Key Words Match-Up

Write the words from the list below in the box above the correct definition for each word.

NAME		
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KE)	(W	W	Kυ	2

arcade ethical augmented reality genres circuit board replicas compels simulations economics tycoon empathy virtual reality



%

<u> </u>
former company to the compathing
forces someone to do something
involving decisions about what is right or wrong
a businessperson who is wealthy and powerful
a piece of plastic with electric circuits printed on it, often used in computers and other electronic devices
an interactive three-dimensional environment that is generated by a computer
things that are made to look or feel like something else

7.	the study of how money and resour used as well as how goods and serv made, bought, and sold	
8.	types or categories of something	
9.	a place with many machines where can play electronic games after inse or tokens	
10.	copies or models of something, ofte than the original	en smaller
11.	the ability to understand the feeling other people	gs of
12.	a technology that adds a layer of computer-generated images to a us real-world environment	ser's





Quiz Answer KeyCompare your quiz answers with the answer key below.

NAME DATE

1971

- Action, role-playing, sports, adventure, and fighting
- Players learn about economics, math, business, and strategy
- 4 Massively multiplayer online role-playing game
- Baseball, boxing, bowling, tennis, and golf
- 6 Entertainment Software Ratings Board
- Playing video games nonstop for extended periods of time
- 8 Yes

