

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

<b>1</b>	<b>1994</b>
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At age 17, American entrepreneur Palmer Luckey develops the first prototype of the Oculus Rift virtual reality headset in his parents' garage.

<b>2</b>	<b>2010</b>
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*Tetris*, a tile-matching puzzle game, is the first video game to be played on a mobile phone.

<b>3</b>	<b>2018</b>
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The first networked video game, *Maze War*, allows players on different computers to interact within the game.

<b>4</b>	<b>1974</b>
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The World Health Organization classifies video game addiction as "gaming disorder," a new mental health condition.

<b>5</b>	<b>2016</b>
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Sony releases the PlayStation 2, a home video game console, on March 4. It becomes the best-selling gaming console of all time.

<b>6</b>	<b>2000</b>
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*Pokémon Go*, a mobile game that combines GPS and augmented reality, is released.



## Facing the Issues

Follow the instructions to complete the activity.

NAME

DATE

People have many different opinions about playing video games. Using information found in the book and online, briefly identify and explain the arguments used in favor of and against playing video games.

State which opinion you agree with and why.



## True or False

Follow the instructions to complete the activity.

NAME







DATE

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



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	
	Everyone	All ages	
	Everyone 10+	10 and up	
	Teen	13 and up	
	Mature	17 and up	
	Adults Only	18 and up	



Using the information in *Playing Video Games*, select an answer from the right and write the letter in the box beside the statement.

1. In 2016, this many of the ten best-selling games were rated either T or M.

**A. 82**

2. Today, more than this many billion people around the world play video games.

**B. 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, *Wii Sports* had sold more than this many million copies.

**F. 7**

7. More than this many professional gamers have become millionaires playing *Dota 2*, a popular multiplayer online video game.

**G. 83**



## Quiz

Test your knowledge by answering these questions.

NAME

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**1** In which year was the first arcade video game released?

**2** What are some popular video game genres?

**3** What educational value do video games such as Lemonade Stand have?

**4** What does the acronym MMORPG stand for?

**5** Which five sports are simulated in the exergame Wii Sports?

**6** Which U.S. organization gives video games age and content ratings?

**7** What is binge gaming?

**8** Can playing video games cause physical injuries?



# 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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## KEY WORDS

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



- 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
- the study of how money and resources are used as well as how goods and services are made, bought, and sold
- types or categories of something
- a place with many machines where people can play electronic games after inserting coins or tokens
- copies or models of something, often smaller than the original
- the ability to understand the feelings of other people
- a technology that adds a layer of computer-generated images to a user's real-world environment

