

Name: _____ () Class: _____ Date: _____

You have found a blog entry about gaming addiction. Read the blog entry.

Text 1 Blog entry



Gaming addiction on the rise

❶ As part of my degree's coursework, I am doing a presentation on gaming addiction next month. Check out these chilling stories.



❷ It is estimated that more than three million Americans between the ages of 8 and 18 are addicted to video games.
5 A former gaming addict named Brett was downhearted when his parents cut him off from his favourite game *Counter-Strike*. He recalls having very dark thoughts after that. Luckily, his parents intervened and he was eventually rehabilitated. Elsewhere in the country, another teen
10 named Daniel turned a firearm on his parents because they refused to let him play the violent video game *Halo 3*.

❸ Then there is the tragic story of a three-month old South Korean baby girl who died because her parents were hooked on *PRIUS*, a life simulation video game. Ironically, the
15 couple's digital avatars were also married with a baby—the digital infant was in excellent health. In China, 24-year-old Wu Tai dropped dead after playing *World of Warcraft* for 19 hours without a break.



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④ A survey by the University of Hong Kong has found that nearly one in ten upper primary school students were addicted to gaming or at risk of gaming addiction in Hong Kong. The problem was more prevalent among boys, who spent an average of 11 hours per week on gaming, compared to girls, who spent an average of 5.7 hours per week. Psychologists warned that gaming addiction can lead to problems like obesity and poor eyesight. Gaming addicts might also experience difficulty in social interactions offline.

⑤ Gaming addiction is clearly a problem that needs to be dealt with and I hope my presentation will help students understand how they can combat this epidemic. After my presentation, Ronald Cheung, a recovered addict, is sharing his struggle with gaming addiction. I've listened to his story on several different occasions and I'm sure his story will inspire the audience.

⑥ To further my research, I plan to meet with counsellors from The Cabin Rehabilitation Centre to pick their brains on the challenges of overcoming gaming addiction. Wish me luck!

Chart A

Gaming habits of upper primary school students in Hong Kong

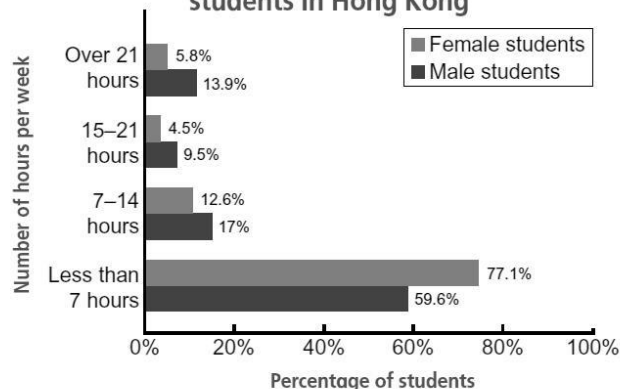
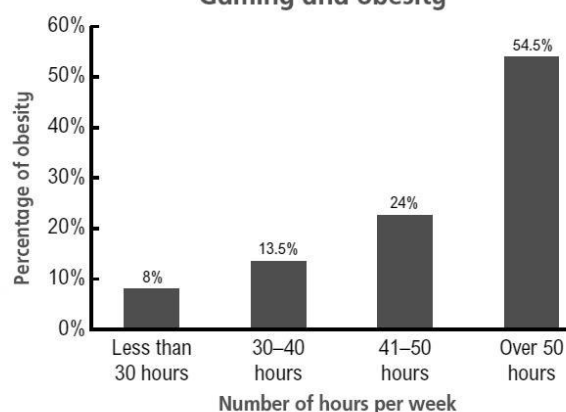


Chart B

Gaming and obesity



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Comprehension 1 Your friend wants to know more about gaming addiction. Answer her questions using information from the blog entry. For multiple-choice questions, choose the best answer and blacken ONE circle only.

1 Why is the blogger going to do a presentation next month?

2 According to paragraph 2, are the following statements **True (T)**, **False (F)** or **Not Given (NG)**?

Statements	T	F	NG
i) Brett's parents knew about his gaming addiction.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
ii) Brett is still addicted to video games.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
iii) Daniel got angry because his parents stopped him from playing a video game.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
iv) Daniel was found guilty of killing his parents.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3 Brett recalled having 'very dark thoughts' (line 7). What do you think he wanted to do?

4 What does 'the country' (line 9) refer to?

5 Find a word in paragraph 3 that means the same as 'very sad'.

6 What most likely caused Wu Tai's death?

- ☐ A cancer
- ☐ B a lack of food
- ☐ C a lack of rest
- ☐ D depression

7 Which of the following is the main idea of paragraph 3?

- ☐ A There are many gaming addicts in Asia.
- ☐ B Parents in Seoul should be banned from playing video games.
- ☐ C Gaming addiction is a life-threatening problem in Asia.
- ☐ D Gaming addiction is on the rise in South Korea.

8 Based on the information in paragraphs 2 and 3, complete the following table.

Who	Country	Game of choice
Married couple	(i)	(ii)
Brett	(iii)	(iv)
(v)	China	(vi)
(vii)	the US	(viii)

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- 9** What evidence can you find from Chart A that shows gaming addiction is 'more prevalent among boys' (lines 24 & 25)?

- 10** According to paragraph 4, what are the negative effects of gaming addiction?

i) _____

ii) _____

iii) _____

- 11** Based on Chart B, describe the relationship between video gaming and obesity.

- 12** Why has the blogger invited Ronald Cheung to share?

- 13** Find words or phrases from Text 1 with these meanings.

i) depressed or sad (paragraph 2)	
ii) restored to a normal or healthy life again after being very ill for a long time (paragraph 2)	
iii) addicted (paragraph 3)	
iv) a sudden, widespread occurrence of an undesirable phenomenon (paragraph 5)	