

Document 1 – ASAPScience, January 19th, 2014

CAN VIDEO GAMES BE GOOD FOR YOU ?

5 Video games provide a fun escape from reality. They are often portrayed as violent, lazy and a waste of time, but the debate has raged for years: “Do they have positive effects?”

One of the strongest sides of MMORPGs is their socializing aspect. Gamers play with people from all over the world and they make friends online. Then it is not uncommon for these virtual friends to make arrangements and meet in real life. There are even stories of people who met in a MMORPG and fell in love.

10 Many studies have shown increases in intellectual function after playing video games. One study in particular had participants play Super Mario 64 for 30 minutes a day over two months. Afterwards, the brains of these participants saw an increase in grey matter in areas associated with memory, strategic planning, and fine motor skills of the hand compared to those who had not played.

Video games can also be educational. Many games are used as effective teaching tools for both young and old. They improve attention skills. And they may even help kids who suffer from dyslexia to read more accurately. [...]

15 Surprisingly, action games can also increase the attention to detail in individuals.

Other studies have seen improvements in eyesight. Gamers can see smaller details more clearly, like tiny writing.

Many careers such as being a pilot or a surgeon require learners to learn from video game platform. Students will practise countless times landing a plane virtually or operating a patient before being introduced to the real thing. [...]

20 Of course, all these skills are useful if you use them – which you can't if all you do is play video games. So, enjoy your free time and relax with your games in moderation.

Document 2 – Tom Meltzer, The Guardian, March 11th 2011

“I WAS A GAME ADDICT”

25 The notion of a video game addiction may seem odd. Drugs sure, drink sure, but games? Well, yes. The figures speak for themselves: since 2008, sales of video games in the UK have outstripped¹ sales of films and music. [...]

30 What makes online games so much more appealing than other media is the fact they have no time limit. Once enthralled² by a game we may stay that way for weeks, months, or even years. The only real time limit is the need for the player to eat and sleep, and, even in the most extreme cases, even those are ignored. Last month, a 30-year-old Chinese man collapsed and died after a three-day gaming spree. He had eaten almost nothing, and hadn't slept at all.

I met Dr. John Charlton, a researcher in the psychology of online games addiction at the University of Bolton. “If people have problems with self-esteem or with their relationships with their parents they can use these online games as a form of escape, just as some people use alcohol or drugs,” says Charlton.

35 His words struck a chord with me³. [...] My unhappiness was the product of low self-esteem. Gaming was a place where I could be anyone, do anything – save worlds, win wars, score a goal in the World Cup final; in short, be a hero, instead of a lonely and unpopular teenager. More than that, the world of games was safe – a place where nothing and no one could harm me and I was always able to triumph over my enemies. It was a world I could fully understand and control, in marked contrast to the chaos of being a teenager [...]. Unlike how I felt in life, in the world of games I was a winner.

¹ Exceeded, were more than

² Completely fascinated

³ M'ont touché.

Document 1

- VOCABULARY: Find the equivalent of these French words in the text.
 - Rare, exceptionnel:
 - Etudes:
 - Augmentations:
 - Après cela:
 - Cerveau:
 - Compétences:
 - Outils:
 - Améliore:
 - Avec précision:
 - Minuscule:
 - Chirurgien:
 - Innombrable:
 - Utile:
 - Temps libre:
- Who do the following pronouns refer to?
 - "they" l.4
 - "they" l.7
 - "they" l.13
 - "them" l.19
 - "you" l.19
- Read the introduction and say what video games are appreciated for and what they are reproached with.
- In your own words, explain the experiment with Super Mario.
- In your own words, sum up the main idea of each paragraph in one/two sentence(s). (5 and 6 have to be done together)

Document 2

- VOCABULARY Find the equivalent of these French words in the text.
 - Bizarre:
 - Chiffres:
 - Ventes:
 - Attirant, attrayant:
 - Rester:
 - S'effondra (s'effondrer):
 - Estime de soi:
 - Relation:
 - Tristesse:
 - Solitaire:
 - Impopulaire:
 - Sûr:
 - Blesser:
 - Contrairement à:
- Who do the following pronouns refer to?
 - "themselves" l.26
 - "they" l.27
 - "he" l.30
 - "I" l.31
 - "his" l.34
- Give the reasons why video games can be addictive in paragraphs 2 and 3.
- What is the difference between Tome Meltzer in real life and in games?

Documents 1 and 2

- Compare the two documents: common topic, differences, and sources.

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Document 2

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