Unit 1

GAMES

Features in This Unit

Types of Reading: Online News; Lifestyle Article
Reading Skills: Skimming for the Main Idea;
Scanning for Key Words
Vocabulary: The Prefix *un-*; The Suffixes *-less* and *-ful*
21ˢᵗ Century Skills: Collaboration and Communication

Lesson 1

Let's Get Started

A. Before You Read

1. Choose a game or pastime that people enjoyed in the past and compare it to modern electronic games. List the advantages and disadvantages and discuss with a partner.
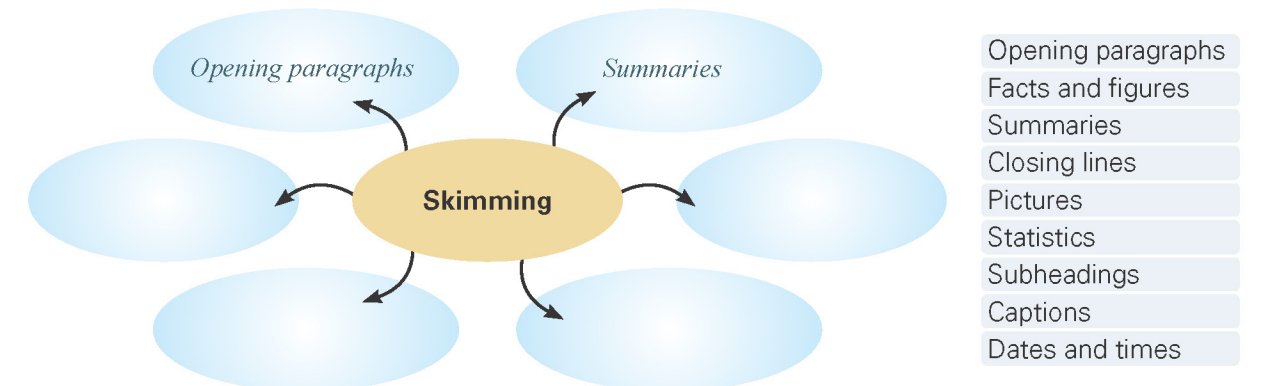
Game/Pastime	Advantages	Disadvantages
• Frisbee	• Outdoor activity; very healthy	• Needs a lot of space

2. Do you play computer, video, or smartphone games? Why or why not?

B. Reading Skill: *Skimming for the Main Idea*

Skimming is used to get the main idea or gist, which can often be found in the opening paragraph of a text or section. Concluding lines can also be useful. Let your eyes run over the text, skipping details to get a general idea of the topic. Headlines, titles, and section headings can often help, as can images.

Task 1: Which parts of a text might help you to skim for the gist? Choose the words from the box to complete the spidergram. The first two have been done for you.

Opening paragraphs   Summaries

Skimming

Opening paragraphs
Facts and figures
Summaries
Closing lines
Pictures
Statistics
Subheadings
Captions
Dates and times

Task 2: Look at the opening paragraph of Reading 1 and answer the question.

What do you think the main idea of this news will be?

a. Smartphone games are the most fun to play.
b. Smartphones are the most popular product at markets these days.
c. Traditional video game companies cannot stop the rise of smartphone games.
d. Traditional companies have now moved into the smartphone industry.

Smartphone Gaming:
From *Angry Birds* to *Pokémon Go* ②))

For over 40 years, people have played computer and video games. Some gamers use computers for online multiplayer games, such as *League of Legends*, while others get their fix from consoles. However, smartphones are now taking over the gaming market, and traditional giants like Nintendo,
5 Sega, and Sony are powerless to stop this trend.

A 2016 survey by Facebook showed that while many people play games using a variety of **hardware**[1], 71 percent of gamers use smartphones, 64 percent use computers, and only 26 percent use consoles. Although the console industry still **generates**[2] the most money, analysts predict
10 smartphone games will soon become the most profitable market.

The main reason for the success of smartphone games is their broad appeal. Unlike consoles, they attract both men and women, young and old.
15 Women and older users **tend to**[3] go for puzzles, whereas men and **youngsters**[4] prefer action and sports games. Smartphone games are also convenient. They can be played
20 almost anywhere—on the **commute**[5] to work or, in the case of *Pokémon Go*, in public places. Finally, there's no need to buy a separate piece of hardware to play the games.

Augmented reality is used in *Pokémon Go*.

Teenagers play games on their smartphones.

The smartphone gaming **phenomenon**[6] began with *Angry Birds* in 25 2010, but it was *Pokémon Go* in 2016 that really changed the nature of gaming. When Nintendo realized that it was in danger of being left behind, it jumped on the smartphone bandwagon. The company used augmented reality in *Pokémon Go*, where real-life environments and digital images are combined. The game soon **sparked**[7] a worldwide craze. 30

In December 2016, Nintendo launched *Super Mario Run*. This finally brought Mario, who was voted the greatest video game character, into the smartphone era. Although *Super Mario Run* is a traditional 2D game, there is talk of an augmented reality game in the future. Nintendo's decision to embrace **portable**[8] devices proves the old saying: "If you can't beat them, join 35 them!"

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1 **hardware** *n.* a physical piece of equipment (for a computer), as opposed to the software
2 **generate** *v.* to make or produce
3 **tend to** *v. phr.* to be in the habit of doing something; likely to do something
4 **youngster** *n.* a young person
5 **commute** *n.* the journey to work

6 **phenomenon** *n.* an occurrence that can be observed, particularly an interesting or unusual one
7 **spark** *v.* to set up or cause an activity
8 **portable** *adj.* able to be carried

Multiple Choice: Based on the reading, choose the best answer to each question.

TONE

1. What impression does the news give us of traditional game companies?
   a. They are not very strong.
   b. They need to start making smartphones.
   c. They are behind the times.
   d. They don't make much money.

DETAIL

2. According to the news, where might people play smartphone games?
   a. On the street
   b. On the way to work
   c. a café
   d. All of the above

DETAIL

3. What is NOT a reason for the popularity of smartphone games?
   a. They are convenient.
   b. They don't need extra equipment.
   c. They attract all kinds of people.
   d. They are easy to play.

DETAIL

4. Which of the following games is NOT a smartphone game?
   a. *League of Legends*
   b. *Pokémon Go*
   c. *Angry Birds*
   d. *Super Mario Run*

DETAIL

5. What is one reason that *Pokémon Go* was so successful?
   a. It drove people crazy.
   b. It used popular characters.
   c. It mixed reality with computer images.
   d. It was created by the public.

INFERENCE

6. What does the author mean by "If you can't beat them, join them!" at the end?
   a. Traditional game companies should start making games for smartphones.
   b. Nintendo needs to make more augmented reality games.
   c. Smartphone companies will have to join traditional companies.
   d. Companies producing consoles will soon go out of business.

Think More

1. Will games such as *Pokémon Go* remain popular for a long time? Why or why not?

2. Augmented reality has been a recent trend in gaming. What new kinds of games might become popular in the future?

A. Words in Context

Use the words from the box to complete the following sentences. Change the word form if necessary.

spark	youngster	generate	commute
phenomenon	tend to	hardware	portable

1. Scientists were unsure what caused the strange _____ in the sky.

2. For many people, the daily _____ to the office is a source of stress.

3. I need to get my computer repaired as I think there is something wrong with the _____.

4. These days, more and more _____ prefer playing online games to outdoor activities.

5. Websites use many different ways to _____ hits from Internet users.

6. Howard is a great salesman, but he _____ be quite direct when dealing with customers.

7. It is becoming less common to see people reading newspapers on the subway, as most of us prefer to read the news on _____ electronic devices.

8. The government's decision to sign the agreement _____ protests from the public.

B. Vocabulary Builder: *The Prefix un-*

Recognizing prefixes can help you guess the meanings of words. For example, the negative prefix *un-* is added to a word to give it an opposite meaning. In Reading 1, for instance, the preposition *unlike* is used to suggest something is *not like* something else. Similarly, the adjective *unsure* in the Words in Context exercise is used to tell us scientists are *not sure* about something.

Task 1: Which of the following words can take the prefix un-? Write the prefix in the space before the correct words or an "X" in front of the words that don't begin with this prefix.

1. _____moral
2. _____important
3. _____convenient
4. _____fair
5. _____able
6. _____efficient
7. _____possible
8. _____believably

Task 2: Now use the words from Task 1 that take the prefix un- to complete the following sentences.

1. I'm sorry, but I am _____ to answer your question as I do not have enough information.

2. Learning another language is _____ to me right now because I have to work on other subjects first.

3. Teenagers often think their parents' decisions are _____.

4. It's usually cool here on the island, but this year it was _____ hot.

Review 1 (Units 1-2)

I. Sentence Completion

1. The company is known for its use of _____ technology in its products.
   a. neat   b. innovative   c. fearless   d. elegant

2. Media in the country is _____ about how long the financial crisis will last.
   a. propelling   b. sparking   c. combining   d. speculating

3. I prefer to play games on my game _____ than on my computer.
   a. youngster   b. craze   c. giant   d. console

4. The _____ produces electronic devices and was founded by three young university students.
   a. hardware   b. start-up   c. vacancy   d. simulation

5. Smartphones with GPS allow us to _____ unfamiliar locations.
   a. assign   b. navigate   c. generate   d. speculate

6. Most scientists say that the _____ of global warming is a scientific fact.
   a. phenomenon   b. headset   c. craze   d. console

7. The police did not believe the man's explanation because it did not seem _____.
   a. profitable   b. portable   c. plausible   d. powerful

8. You don't need to complete this section of the form as it is _____.
   a. unable   b. unimportant   c. unfair   d. unbelievably

9. Molly is very creative and always _____ great ideas for our business.
   a. gets her fix   b. takes off   c. comes up with   d. narrows down

10. We were _____ to stop the takeover of our company by the other firm.
    a. powerless   b. powerful   c. plausible   d. portable

II. Cloze Test 🔊 8

    For this year's event, the Global Travel Technology Convention gathers together professionals from industries as diverse as transportation, marketing, and IT. Whether you are a(n) __1__ of your particular field or a brand-new start-up, you will not want to miss this opportunity to __2__ of the latest innovations. There will be software and __3__ related to a wide variety of areas. __4__ advancements in booking and reservation systems and e-commerce and online payment systems will also feature. As you are well aware, the speed of developments is constantly __5__ these days, so we advise you to attend this year's event to ensure you don't get left behind!

1. a. veteran   b. predecessor   c. youngster   d. elderly
2. a. take your time   b. narrow down   c. get your fix   d. try your best
3. a. kitchenware   b. hardware   c. furniture   d. surface
4. a. Supposed   b. Notable   c. Vague   d. Monotonous
5. a. improving   b. illustrating   c. demolishing   d. accelerating

III. Reading Comprehension 🔊 9

    In this era of modern technology and innovation, there is more variety than at any point in the past. Virtual and augmented reality allow us to become part of the games, transporting us to another world. However, you may be surprised to learn that in recent years, board games have also increased in popularity.

    In fact, sales of board games have increased every year for the past decade. This trend probably won't stop anytime soon. Meanwhile, cafés and bars have started offering board game fans the chance to play over a cup of coffee or a glass of beer. But what has led to these desires to get back to the board?

    One of the main factors behind this growing popularity of traditional games is the social element. Simply put, there's something comforting and enjoyable about sitting around a table with friends and physically moving the pieces along the board. Furthermore, board games are no longer just for **geeks**. Rather than just being for people who are obsessed with one hobby and don't get out of the house, board games are now considered cool. A further reason might be the use of "gateway games," simple games that designers bring to gaming exhibitions to get players hooked. Once the customer gets the hang of that easy game, the salesperson can try to introduce more complex products.

    No matter how good the technology for computer and video games becomes, it seems that board games will remain popular. A good game is a good game, regardless of whether it is played on a computer or a board.

1. What does the author say about games these days?
   a. They are better than in the past.
   b. They are more difficult than before.
   c. There are new types involving transportation.
   d. There are more options than previously.

2. Based on the article, what will happen to board games?
   a. Sales of them will increase.   b. Manufacturers will stop making them.
   c. Technology will replace them.   d. Trends will make them less popular.

3. What does the word "geek" in the third paragraph probably mean?
   a. Someone who loves board games   b. Someone who loves computer technology
   c. Someone who has a single obsession   d. Someone who plays gateway games

4. What is NOT listed as a reason for the increase in the popularity of board games?
   a. They offer more interaction.
   b. They attract a broader group of people.
   c. They attract people through the use of easier games.
   d. They offer more physical exercise.

5. What best sums up the main idea of the article?
   a. Different people like different games.
   b. Good games will always be popular.
   c. New games will keep appearing.
   d. Technology is not the answer to everything.