



CHINA GAMES CRACKDOWN



Scan to review worksheet

Expemo code:
1642-T7TB-HCCH



1

Warm up

Answer these questions in pairs or small groups.

1. Do you play games on the computer or on your phone?
2. What type of games do you play?
3. How often do you play and how long for?
4. Do you have any rules with your family or for yourself about gaming?

2

Vocabulary

You are going to hear a news report describing a recent rule about playing computer games in China. Before you listen to the report, match the words with their meanings. How do you think these words will be used in the report?

- | | |
|-----------------------|---|
| 1. <u>addiction</u> | a. a government or company's plan about what to do in a certain situation |
| 2. <u>ban</u> | b. an answer or reaction to something that has happened |
| 3. <u>concerns</u> | c. an official rule that means people cannot do something |
| 4. <u>identities</u> | d. control something so that it is not more than a certain amount or number |
| 5. <u>limit</u> | e. not being able to stop doing something that will hurt you, for example, taking drugs |
| 6. <u>policy</u> | f. seeing and understanding who or what something is |
| 7. <u>recognition</u> | g. things that people are worried about |
| 8. <u>response</u> | h. who people are, their names, dates of birth and other information about them |



3 Listening

Listen to the news report and answer the questions.



Who is this rule for?

1. _____

When can they play and how long for?

2. _____

Who has made the rule and why?

3. _____

How is this rule different from an earlier rule?

4. _____

What technology did one games company use to make sure people followed the rule?

5. _____

What do game companies have to do in the future?

6. _____

Discuss these questions in pairs or small groups.

- What do you think about this rule?
- Do you think the government is right to be concerned about gaming addiction?
- Think of three positive and three negative effects this rule might have. Consider young people, families, games companies and the government.



4

Reading

Read the article and choose one word from the box to complete the sentences. These are the words you studied in the Vocabulary exercise earlier.

addiction / ban / concerns / identities / limit / policy / recognition / response

The thinking behind China's new gaming rules

What's next for China's young gamers?

1. The new rules that China has introduced about online gaming reflect growing worries about the physical and mental effects of technology on young people. People have long recognised that screen time is linked to poor eyesight and lack of exercise, but it is the area of gaming (A) _____ that gets the most attention. How worried should we be?
2. The World Health Organisation (WHO) defines addictive gaming as an attitude, rather than linking it to a certain number of hours spent playing. Someone is addicted if they cannot (B) _____ their gaming, if they allow gaming to become more important than other activities and if they continue to game even when there are negative effects on relationships, school or work, and health. The American Psychological Association estimates that less than 1% of the population is affected by gaming addictions, and a 2020 study shows no harmful effect for 90% of young people's gaming activities. However, experts have said that more long-term research is needed and that it's possible that levels of addiction are rising.
3. To offer a sensible (C) _____ to this situation, we should also recognise the positives of gaming. One study showed that people who gamed regularly as children are better at memory tasks as adults, even when they haven't played in years. And for those who believe that violent video games encourage violent behaviour - this just doesn't seem to be true. One study suggests that violent games may even help young people cope with anxiety or depression.
4. The main benefit of online gaming, and the reason that many young people enjoy playing, is the sense of community it offers. For many teens, online gaming is a social activity, similar to going to the park or shopping mall with friends. Some kids say that they mainly chat to friends on the platform, rather than actually playing the game. A (D) _____ on gaming will have a negative effect on young people's social lives.
5. There will be some interesting results following on from the new rules. First of all, games company shares have fallen in value. There are also (E) _____ that computer servers will not be able to cope with high levels of demand during the official gaming hours, with a resulting loss of service. Games may have to be adapted for shorter completion times to make play more enjoyable under the new rules. Finally, there may be long term changes to how online games are delivered - games could move onto foreign platforms or virtual private networks (VPNs).
6. In the short term, there could be lots of ways to get around the new rules. Young people may share or rent accounts or (F) _____ from adults. Parents who disagree with the rules may even help their children get access to games at other times. One unusual suggestion is that young players could wear masks to trick face (G) _____ software into thinking they're adults.
7. The Chinese government's new rules about gaming relate to wider worries about young people's use of technology and the Internet - they have also expressed concerns about celebrity fan culture and private tutoring websites. While no one can disagree with a government (H) _____ that is trying to protect young people, it's not clear whether this is the best way to do it.

Sources: reutersconnect.com; iflscience.com; bbc.co.uk; theconversation.com



Read the article again and find words with these meanings. The paragraph numbers are given.

1. show or express something (paragraph 1): _____
2. connected with something (paragraph 1): _____
3. experienced a result from another event (paragraph 2): _____
4. causing injury or other negative effect (paragraph 2): _____
5. describing a situation where people are hurt or killed (paragraph 3): _____
6. act successfully in a difficult situation (paragraph 3): _____
7. a feeling of being very worried about something for a long time (paragraph 3): _____
8. a group of people who have the same interests or experiences (paragraph 4): _____
9. parts of a company that people can buy or sell (paragraph 5): _____
10. changed so that something works in a different situation (paragraph 5): _____

5**Comprehension**

Find the answers to these questions in the article. Be ready to explain in your own words.

1. What are two physical problems associated with too much screen time?
2. How confident are experts about how gaming addiction will develop in the next few years?
3. What surprising fact have researchers discovered about violent computer games?
4. How do some young people enjoy using online games?
5. Why will some games need to be changed or new games developed?
6. How and why might some young gamers change their appearance while playing online?

6**Final activity**

Complete one or more of these activities.

Discussion questions

Discuss these questions in pairs or small groups.

1. What do you think about the time limit that the Chinese government has allowed for young people to game? Is it enough?
2. How bad a problem is gaming addiction, in your experience?
3. In your opinion, are there more advantages or more disadvantages to young people gaming?
4. Do you think governments should make rules about how people spend their time? Why/not?
5. Do you think this rule will work?



Role play

Work in pairs. Read the advice for parents and then roleplay a conversation between a parent and a young person about online gaming.

Gaming: advice for parents

- Ask your kids why they like gaming and listen to their answer.
- Work together to make rules about when your kids can play games, how long for and what kind of games they can play.
- Look games up on Youtube to check the content. Play games together with your child and talk about them.
- Create space for kids to do other activities at home, like cooking or art projects.
- Be a good role model. If you're always looking at your screen, you can't really ask your kids not to look at theirs.

Who said it?

Read these sentences and decide if the speaker is for or against the new rule. Identify who is speaking: a young person, their parents, someone who works for a games company or the government.

A healthy mind in a healthy body - that's what we want all our young people to have.

Now we don't have to argue so much about homework.

Are you also going to tell me when to take a shower and what to eat for breakfast?

This is going to cost us a lot of money.

Can you think of other things these people or groups might say?



7

Optional extension

Work in pairs or small groups to review vocabulary from the lesson. Take turns to think of several examples for one of the items below and tell your partner/group. They will guess which item you are thinking of.

Example:

- A: *I would say, "Really? Are you serious?" or "Great, I need extra practice."*
- B: *You're talking about the responses you'd make if your teacher asked you to do more homework.*
- A: *That's right! Your turn!*

1. A time in people's lives when they have to **adapt**.
2. **Addictions** that many people have.
3. Things that **affect** your success in life.
4. Things that often cause **anxiety** in pets.
5. Some things that there is a **ban** on in your school, company or country.
6. **Communities** that you belong to.
7. **Concerns** many people have about the future.
8. **Harmful** things.
9. Questions that the bank asks when they want to check your **identity**.
10. Things that you need to **limit** in order to be healthy.
11. Pairs of things that are **linked**.
12. Some **policies** your school, company or government has.
13. Ways that we can use face **recognition** software.
14. The **responses** you'd make if your teacher asked you to do more homework.
15. **Violent** films or TV shows.