



Video Games

Summary Writing

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Student

Two types of lesson

Lesson#1: [Easy] ***** [B2/C1]

1. Try to predict the content of text / write down key terms / ideas.
2. Read text – check words and meanings with a dictionary
3. Fill in the outline to identify key points and support
4. Write the summary – only one paragraph (200-250 words)
5. Check key points & model answer (try to achieve 4 key points and 4 support points)
6. Answer critical thinking questions & check answers

Lesson #2: [Hard] ***** [C1]

1. Read text – no dictionary
2. Fill in outline to identify key points and support / or take notes from text
3. Write the summary – only one paragraph (200-250 words)
4. Check key points & model answer (try to achieve 4 key points and 4 support points)
5. Answer critical thinking questions & check answers

Teacher

Two types of lesson

Lesson#1: [easy] ***** [B2/C1]

1. Give out text a week /day before the test – students read, check vocabulary and meaning.
2. Test day – give out a new copy of text and summary question
3. Set 1 hour to read text, take notes and write the summary
4. The summary – only one paragraph (200-250 words)
5. Feedback¹: take in and mark [use correction code*]
6. Feedback²: give out key points & model answer
7. Summary Marking: Should contain at least 4 main ideas with support – see Summary Key Points pg.21
8. Extra: Answer critical thinking questions / group discussion (30 minutes)

Lesson #2: [hard] ***** [C1]

1. Set 1 hour to read text and write the summary
2. The summary – only one paragraph (200-250 words)
3. Feedback¹: take in and mark [use correction code*]
4. Feedback²: give out key points & model answer
5. Summary Marking: Should contain at least 4 main ideas with support – see Summary Key Points p.21
6. Extra: Answer critical thinking questions / group discussion (30 minutes)

Correction code*: www.academic-englishuk/error-correction

The Impact of Video Games on Health

By J. Smith (2020)

1. A video game is defined as any game played using specialised electronic gaming devices, computers or mobile technology with a means to control graphic images.

significantly since the 1970s when it was worth \$40 million to \$152 billion in 2019. In fact, just in two years from 2019 to 2017 it increased by \$44 bn. It is expected to hit over

has the biggest growth with 45% market share, followed by consoles at 32% and PCs representing 23%. This article will focus on the controversy that surrounds whether playing video games has positive or negative health effects on gamers.

2. With the rise in the popularity of video games there is also a significant rise in online gaming addiction. WHO (2018) have recently addressed the public health concern of excessive

by impaired control over gaming, increased priority given to gaming over other activities and the continuation of gaming despite the occurrence of negative consequences. Deleuze et al (2015) argues that behavioural addiction and

is those who are spending more than five hours a day / twenty-five hours a week gaming are at possible risk of demonstrating addictive behavioural patterns. Overall,

3. It has been estimated by WHO (2018) that 97% of young adolescents play video games

. Engelhardt et al (2017) claims that by the age of 18, it is estimated that American Children have seen over 10,000 murders and 200,000 acts of violence through video games. In their research they found a causal link between violent game exposure and an increase in the brain's response to

, is associated with desensitisation to violence and increases in aggressive behaviour. Thus, it seems to suggest that subjection to daily violence reduces emotional and physical responses in both the short and long term.

4. There has been a considerable amount of research on video games and cognitive skills. A recent study on the plasticity of the hippocampus by West et al (2017) found that first shooter action video games such

shrinkage in brain area called the hippocampus. This part of the brain is critical to healthy cognition and is

associated with spatial navigation, stress regulation and memory. The research suggests that the more depleted the hippocampus becomes, the more a person is at risk of developing brain illnesses and diseases such as depression,

in the hippocampus indicating that some video games can be beneficial to the hippocampal system.

5. There are many academic studies that argue video games have a positive effect on well-being and cognition. This is). In addition, it improves the cognitive skills of multiple domains, processing speed and response time (RTs), memory, task-switching/multitasking and mental spatial rotation (Eichenbaum et al, 2014). Nevertheless, this article is presenting the key opposing argument that the popularity of , increasing the exposure to violence and escalating the depreciation of important brain cells. Overall, this current situation seems to highlight a future public health concern.

Reference List

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Outline: summary note-taking – take notes on the key points of the article

1) main idea:

Support:

2) main idea:

Support:

3) main idea:

Support:

4) main idea:

Support:

5) main idea:

Support:

Summary Key Points ANSWERS

A good summary should have 4 main ideas and 2 points of support for each main idea

1) Video Games Market Growth

Support:

- a) Video games market grown significantly since the 1970s \$40 million to 2019 where \$152 billion (Statista.com, 2019).
- b) Market share figures (2018) [REDACTED]
- c) This article = the controversy positive or negative health effects on gamers.

2) Gaming Addiction

- a) Significant rise in online gaming addiction.
- b) WHO (2018) public health concern 'gaming disorder' (a classification of disease).
- c) Deleuze et al (2015): [REDACTED] = similar.
- d) Consensus = > 5 hours a day / 25 hours = addictive behavioural patterns.
- e) Addiction = [REDACTED]

3) Aggression and desensitisation

Support:

- a) WHO (2018) 97% of young adolescents play video games that contain violence.
- b) Young age = long-term [REDACTED].
- c) Engelhardt et al (2017): a causal link between violent game exposure & increase in the brain's response to depictions of real-life violence.
- d) Bartholow, Bushman and Sestir (2006): [REDACTED] violence and increases in aggressive behaviour.
- e) Subjection to violence reduces emotional & physical responses in both the short and long term.

4) Reduction of cognition

- a) West et al (2017): first shooter action video games = a negative effect on the brain by gamers [REDACTED].
- b) Depleted hippocampus = brain illnesses & diseases = depression to schizophrenia, PTSD and Alzheimer's.
- c) Logic or [REDACTED] grey matter in the hippocampus indicating that some video games can be beneficial.

5) Opposing studies

- a) Academic studies = positive effect on well-being and cognition.
- b) [REDACTED] (Pallavicini, Ferrari and Mantovani, 2018).
- c) Improves the cognitive skills (Eichenbaum et al, 2014).
- d) The popularity of video [REDACTED] of addiction, creating brain cell depreciation = public health concern.

Summary Model

Task: Write a 200-250 word summary on the key elements of the video games text by Smith (2020).

Word count: _____

Video Games Model Summary

Task: Write a 200 - 250-word summary on the key features of the text

Video games have become incredibly popular over the last fifty years. At the present moment, [redacted] (Statista.com, 2019). According to Smith (2020), there are three key health issues associated with the rise in video gaming that are possibly a serious public health concern. The first issue [redacted] [redacted] and physical health effects. In fact, the severity of the situation has led WHO (2018) to define excessive video game playing as a disorder under their disease classification system. The second most serious issue is the exposure of violence on [redacted] tendencies in gamers. Smith (2020) provides [redacted] [redacted]. The final issue is the affect that video games have on the part of the brain known as the Hippocampus that is responsible for healthy cognition. West et al's (2017) research highlights that action shooter games cause shrinkage of the grey [redacted] [redacted] be at risk of developing brain related diseases later in life. Smith (2020) acknowledges that there is much evidence that [redacted] [redacted] it improves cognitive skills and wellbeing. However, the author warns that with the rise in popularity of video gaming the three key issues are in urgent need to be addressed.

[245 words]

Critical thinking Questions

i) What's the stance of the author? What is the evidence for this?

[2 points]

ii) Is this a credible article? Yes /no – why?

[2 points]

iii) Highlight four ideas in the text you would use for an essay on 'video gaming is becoming a serious problem'.

[4 points]

iv) Highlight two areas in the text that you question, disagree with or lack evidence

[2 points]

Critical thinking Questions

i) What's the stance of the author? What is the evidence for this?

The author is generally arguing that there are three serious concerns with video gaming. 1) addiction 2) exposure to violence 3) depletion of the hippocampus.

[2 points]

ii) Is this a credible article? Yes /no – why?

Yes, good source choice with eight credible sources used.

[2 points]

iii) Highlight four ideas in the text you would use for an essay on 'video gaming is becoming a serious problem'.

P1: Statista.com (2019), grown significantly since the 1970s \$40 million to 2019 \$152 billion.

P2: Significant rise in online gaming addiction.

P2: WHO (2018) public health concern 'gaming disorder' (a classification of disease).

ALL ANSWERS IN PAID VERSION...

[4 points]

iv) Highlight two areas in the text that you question, disagree with or lack evidence

P1: Video gaming market [what will happen to the PC market?].

P1: Not enough information connected to the controversy [How controversial is it? data?]

P2: Addiction [Is this true? How serious is the problem? Data / stats?]

ALL ANSWERS IN PAID VERSION...

[any 2 of these – obviously subjective: any credible student answer too]

[2 points]