

An end to loneliness could be just one video game away

Read On • May 2022 • page 3

Page 1 of 6

Listening comprehension

1. Listen to the first part of the text. This version contains 12 mistakes. Underline each wrong word and write your corrections in the right column. You will hear the text twice.

According to a recent survey from OnePoll and the online video game World	(01)	
of Warcraft, video games are helping Americans make new friends. The poll of	(02)	
2,000 adult Americans found that the average person polled had made five	(03)	
cool online gaming friends since the beginning of the Covid-19 pandemic in	(04)	
2020. What's more: the average American was so connected to their new	(05)	
friends that they would invite more of them to their own real-life wedding.	(06)	
In popular culture, the "gamer" has had a bad rap for years. When a gamer	(07)	
shows up in a film or a television show, they are often pale and nerdy. They	(08)	
have few social skills, no friends, and they live in their mothers' basements.	(09)	
The gamer, we're told, is "forever alone." The reality looks a bit different:	(10)	
60 more percent say gaming makes them feel less lonely, and 43 percent of	(11)	
gamers have even dated somebody they met through a video game, according	(12)	
to OnePoll. Gamers probably weren't surprised by the survey's results,	(13)	
published just this last February – they've been making online friends for	(14)	
years. Rebecca Adams, a professor at the University of North Carolina who	(15)	
studied the science of friendship, told The Washington Post in 2018 that "in	(16)	
some ways, video games could even be more natural places" to form	(17)	
friendships than real-life places like coffee shops. "When you'd been through	(18)	
something together," she told the newspaper, "it bonds you," making it more	(19)	
likely that you'll start talking to each other.	(20)	

2. Listen to the second part of the text (paras. 5–8), and tick (✓) the right answers.

a) Video games help players ...

- ... find real friends. ()
- ... adopt new pets. ()
- ... keep in touch with family members. ()

b) Game developer Blizzard has concentrated ...

- ... on the idea of virtual reality. ()
- ... on the idea of communication. ()
- ... on a new sound design. ()

c) Blizzard even created a tool for players ...

- ... to find different solutions. ()
- ... to bring in their own ideas. ()
- ... to talk after the match. ()

d) Since the pandemic started, the number of people playing video games ...

- ... has decreased. ()
- ... has increased. ()
- ... has not changed. ()

Reading comprehension

1. Read the first part of the text (paras. 1–5), and decide whether the following statements are true (T), false (F), or not mentioned (N). Check the correct box.

Statement	T	F	N
a) World of Warships is one of the best video games to make new friends.			
b) The image of the so-called "gamer" is often rather negative.			
c) In fact, many marriages are based on gaming connections.			
d) Gamers didn't expect the positive results of the survey from OnePoll.			
e) Rebecca Adams even thinks that shared gaming experiences are a very good basis for relationships.			
f) Many games haven't yet realized the potential of having players communicate.			

2. Lies den zweiten Teil des Textes (6–8) und beantworte die folgenden Fragen (stichpunktartig) auf Deutsch.

- a) Inwiefern berücksichtigt das Spiel „Overwatch“ den Kommunikationsgedanken?

Nenne drei Aspekte.

- b) Wie wirkte sich die Pandemie in den USA auf die Welt der Computerspiele aus?

Vocabulary

1. Find a word or expression that means the same as each of the words (a–k) below. The paragraphs where you can find the words in the article are indicated in brackets.

a) to aid (para. 1)	
b) to discover (para. 1)	
c) to appear (para. 2)	
d) to reside (para. 2)	
e) to connect (para. 4)	
f) to build (para. 5)	
g) to remain (para. 5)	
h) to ensure (para. 6)	
i) to defeat (para. 6)	
j) to tack on (para. 6)	
k) to search (para. 8)	

2. Look at the text again. Match the following words (a–h) with their definitions (A–J). There are two definitions that you will not need.

Word	Definition
a) survey (para. 1)	A the ability to do something well
b) bad rap (para. 2)	B somebody who imagines how something could be made
c) skill (para. 2)	C a rise in the size or degree of something
d) result (para. 4)	D somebody who creates new products
e) designer (para. 5)	E a person who plays video games
f) developer (para. 5)	F a poll of people's opinions
g) combination (para. 6)	G a joining or mixing of different parts or qualities
h) increase (para. 7)	H a consequence or outcome
	I an undeserved or negative reputation
	J somebody who appears in a novel, play, game or film

a)	b)	c)	d)	e)	f)	g)	h)

Grammar

Complete the second sentence so that it has a similar meaning to the first one. Use the KEY WORD in brackets and do not change it. You must use between two and seven words.

- 1** According to a recent survey, online video games are seen as much more important for real-life relationships than in previous years. **(STATED)**

_____ a recent survey, online video games are seen as much more important for real-life relationships.

- 2** Today, there is a lot of enthusiasm among many game designers concerning the creation of communicative elements. **(KEEN)**

Today, many game designers _____ communicative elements.

- 3** Since the pandemic, the percentage of male and female gamers has been almost the same. **(DIFFERENCE)**

Since the pandemic, there has been almost _____ of male and female gamers.

- 4** To stay successful, game companies must design games where players have to talk to each other. **(WANT)**

_____, game companies must design games where players have to talk to each other.

- 5** Today, many games are created in a special way so that users must communicate and work together. **(ORDER)**

Today, many games are created in a special way _____ sure that users communicate and work together.

Answer key

Listening comprehension

1. **(2)** Warcraft → Warships • **(4)** cool → new • **(5)** was → felt • **(6)** more → four • **(7)** mad → bad • **(8)** pale → male • **(11)** 60 more → 64 • **(12)** somebody → someone • **(14)** last → past • **(16)** studied → studies • **(17)** could → might • **(18)** you'd → you've
2. **a)** find real friends (para. 5) • **b)** on the idea of communication (para. 6) • **c)** to talk after the match (para. 6) • **d)** has increased (para. 7)

Reading comprehension

1. **a)** N (-) • **b)** T (para. 2) • **c)** N (-) • **d)** F (para. 4) • **e)** T (para. 4) • **f)** F (para. 5)
2. **a)** Ein Team von sechs Spielern muss zusammenarbeiten, um ein anderes Team mit sechs Spielern zu schlagen; einige Spielercharaktere funktionieren am besten, wenn sie mit anderen zusammen kämpfen; einige Charaktere haben spezielle Fähigkeiten, die nur in Kombination mit anderen Charakteren genutzt werden können. (6)
b) Die Anzahl der Spieler stieg ständig und stetig: von 164 Millionen im Jahr 2019 auf 227 Millionen im Jahr 2021. (7)

Vocabulary

1. **a)** help(ing) • **b)** found • **c)** show(s) up • **d)** live • **e)** bond(s) • **f)** form(ing) • **g)** stay • **h)** make (made) sure • **i)** beat • **j)** add • **k)** look(ing) for
2. **a)** F • **b)** I • **c)** A • **d)** H • **e)** B • **f)** D • **g)** G • **h)** C

Grammar

- (1)** As stated by ... • **(2)** ... are keen on creating ... • **(3)** ... no difference between the percentage ... • **(4)** If they want to stay successful ... • **(5)** ... in order to make ...

Die perfekte Abivorbereitung!

PODCAST

ABITUR-WORTSCHATZ FRANZÖSISCH

ABITUR-WORTSCHATZ ENGLISCH

ABITUR-WORTSCHATZ SPANISCH

• DIE SPRACHZEITUNG •

www.sprachzeitungen.de

Hinweis: Die Zugangsdaten zu Ihrem persönlichen Abo dürfen Sie nicht an Dritte weitergeben.