**READING**

**I. Read the article and answer the following questions:**

1. How did Helen use to feel about computer games?

2. How does she feel now?

**II. For questions 1-8 choose the answer (A, B, C or D) which you think fits best according to the text:**

*1. What's the writer's main point in the first paragraph?*

A. Addiction to gaming is a common problem.

B. The press exaggerates the negative side of gaming.

C. Gaming is as harmful as smoking.

D. Gaming seriously affects students' performance at school.

*2. What does Helen mean by 'geek' in the second paragraph?*

A. someone who is obsessed by technology to an embarrassing degree

B. someone who is not very experienced at using technology

C. someone who is praised and admired for their technological expertise

D. someone who is not interested in technology

*3. When her boyfriend first subscribed to EverQuest, Helen*

A. did not say anything about the game.

B. found playing the game boring.

C. told him that the game was childish.

D. became enthusiastic about the game.

*4. What does 'this' refer to in the underlined line?*

A. damaging the computer

B. allowing Tom to play games

C. feeling upset and annoyed

D. arguing with Tom

**IV. Write a summary of the text in about 50 words:**

*5. What does Helen say she likes about EverQuest now?*

A. It allows her to do whatever she likes.

B. It is full of realistic characters.

C. It is almost as good as real life.

D. It allows everyone to play as equals.

*6. Why does Helen think that people are more critical of gaming than other hobbies?*

A. It doesn't require much intelligence.

B. It is too time-consuming.

C. It is not a traditional hobby.

D. It does not offer many benefits.

*7. The writer thinks some institutions are using computer games at work in order to*

A. employ greater numbers of young people.

B. make employees more intelligent.

C. help employees to solve problems.

D. help employees to feel calmer and more relaxed.

*8. What do we learn about the writer's opinion of computer games from reading this article?*

A. They do not have negative consequences.

B. They have been unfairly criticised.

C. They can be enjoyed by everyone.

D. They can superior to most other hobbies.

**III. Find words or expressions in the text that match 1 - 7:**

1. stop the flow of power to something (par.1)

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2. copying a file from the internet (par.2)

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3. leave a game or website (par.2)

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4. something you use to represent yourself in a computer game or online (par.4)

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5. not real; created by a computer (par.4)

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6. browsing different webpages (par.5)

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7. programs used to operate a computer (par.6)

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