

GAMING CAN MAKE A BETTER WORLD

Jane McGonigal – TED.com

I VOCABULARY

Match words and expressions from the 2 columns.

- | | |
|------------------------|---|
| 1. entail | A. impressive, formidable, |
| 2. the crinkle | B. petty details |
| 3. sink in | C. complete or conclude |
| 4. overwhelmed | D. result |
| 5. wringing your hands | E. a gesture of great distress |
| 6. virtuoso | F. be fully understood |
| 7. weave | G. a violent disturbance of the
peace by a crowd |
| 8. fabric | H. extremely happy; full of joy |
| 9. bonds | I. highly skilled |
| 10. blissful | J. involve |
| 11. awe-inspiring | K. have a strong emotional effect
on |
| 12. trivia | L. relationships |
| 13. outcome | M. the essential structure of
anything |
| 14. riot | |
| 15. to wrap up | |

II COMPREHENSION

1. What is her main idea to save the world?
2. What picture does she show first? What's her point?
3. What about challenges asked to World of Warcraft gamers?
4. What does the 5.93 million refer to? What does she think about it?
5. Why is the 10 000 figure interesting for her? (Three examples)
6. Name the different fields gamers are supposedly good at.
7. According to you, what is the objective of the ancient civilisation metaphor?

1 spend more time playing video games

2 epic wind boy, to say this is the look she wants on people's face to solve problems.

3 possible to achieve.

4 number of years collectively spent solving virtual problems of Azeroth in World of Warcraft). Not bad she says

5 By 21 average person playing online game will spend 10 000, same as time spent at school between year 5 and graduation and theory that 10 000 hours spent on 1 activity before age 21 makes you a virtuoso.

blissful productivity, ability to weave a tight social network, urgent optimism and desire for epic meaning.