

**Escaping video game addiction
Cam Adair @ TEDx Boulder**

I VOCABULARY

Match definitions (from a to j) to the following words or expressions (from 1 to 10)

1. to pretend
 2. to sneak in
 3. straight
 4. overwhelming
 5. to scale
 6. to bully
 7. a clean slate
 8. to fix a problem
 9. achievement
 10. to struggle
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- a. a thing done successfully typically by effort, courage, or skill
 - b. an absence of existing restraints or commitments
 - c. climb, ascend, go up
 - d. undeviating, linear
 - e. speak and act so as to make it appear that something is the case when in fact it is not
 - f. strive
 - g. solve
 - h. use superior strength or influence to intimidate
 - i. very great in amount
 - j. move or go in a furtive or stealthy manner

II COMPREHENSION

https://www.youtube.com/watch?v=EHmC2D0_Hdg

1. What was Cam Adair's main issue?
2. How did his problem dramatically influence his teenage years?
3. Under what circumstance did he get his first work?
4. What was his first job? Describe his routine and highlight its unusual aspect.
5. Identify the speaker's nationality.
6. What do the figures of 16 and 5 refer to? Comment.

7. What was his first reaction to try to fight his addiction? Explain why it turned out to fail.
8. What comparison is made between smart phone apps and shoes? Be as accurate as possible.
9. List as many adjectives as you can that are related to the feeling gamers have when unable to stop playing.
10. What are his tips to quit? (Identify the 4 steps)
11. Who is the first 'responsible' of videogames dependence according to the speaker?
12. How do you understand the word 'permission'?

III DISCUSSION

1. Express your view on the speaker's experience.
2. Shall video-games be blamed to account for violent teenagers?
3. Is 'video game culture' partly ignored in our contemporary world?