



ACTIVITY BOOK



Unit 1: History in Videogames and their Cultural Impact

Lesson 2: Cultural Impact of Videogames

Answer the following inference questions based on "The Impact of Gaming: A Benefit to Society."

Instructions: Read each multiple-choice question and choose the answer you think is correct based on the text "The Impact of Gaming: A Benefit to Society." These questions require you to think about what the text implies or suggests, not just what it directly says.

1. What might be the general public's view on video games, according to the text?
 - a) Video games are widely appreciated for their educational value.
 - b) Video games are often misunderstood and linked to negative behavior.
 - c) Video games are mostly played by young people.
 - d) Video games are not popular anymore.

2. What can be inferred about Qutee's role in the gaming community?
 - a) It's a platform for gamers to discuss new game releases.
 - b) It's primarily for reporting problems in games.
 - c) It gives gamers a chance to share their positive experiences.
 - d) It is a gaming development company.



3. According to the text, how do video games potentially affect mental health?

- a) They have no significant impact on mental health.
- b) They improve emotional well-being for many players.
- c) They cause mental health issues.
- d) They are used by therapists for treatment.

4. Based on the text, what is an effect of gaming on social relationships?

- a) Gamers tend to isolate themselves from society.
- b) Gaming leads to making new friendships.
- c) Gamers prefer online relationships over real-life interactions.
- d) Gaming decreases the ability to form friendships.

5. What future trend does the text suggest about gamers' opinions?

- a) Gamers' opinions will become less important over time.
- b) The gaming industry will ignore the opinions of gamers.
- c) Gamers' voices will play a significant role in shaping gaming culture.
- d) Gamers will prefer not to share their opinions publicly.

6. What can be inferred about the portrayal of gaming in the media?

- a) It is often portrayed as a constructive and educational tool.
- b) It is mostly shown in a positive light.
- c) It is frequently associated with violence and crimes.
- d) It is rarely discussed in the media.



7. What might be a negative aspect of gaming mentioned in the text?

- a) The high cost of video games.
- b) The addictive nature of some games.
- c) The lack of variety in video games.
- d) Difficulty in accessing video games.

Reading comprehension Activity: True or False.

Instruction: Read the statements below and determine whether they are true or false based on the reading passage "The Impact of Gaming: A Benefit to Society." Choose the correct response based on the text.

1. Qutee is an organization that promotes gaming as a form of physical exercise.

- True.
- False.

2. Over 40% of gamers believe that gaming negatively affects emotional wellbeing.

- True.
- False

3. According to the passage, most gamers disagree with the view that playing video games leads to violence and antisocial behavior.

- True.
- False.



4. Most gamers have made more than five friends through gaming.

- True.
- False.

5. The passage suggests that gaming has no flaws and is viewed entirely positively by the gaming community.

- True.
- False