

UNIT 2



TIC



CURRENT TRENDS IN VIDEO GAMES

General objectives



- Comprehend fundamental terms and concepts associated with contemporary trends in the video game industry.
- Interpret articles, blog posts, or summaries, focusing on the latest developments in the industry, such as virtual reality, e-sports, and mobile gaming.
- Analyze texts related to current gaming trends and use their newly acquired vocabulary to create their own sentences, summaries, or basic explanations.

SKILLS TO BE DEVELOPED

- **Linguistic competence:** Recognize and understand basic vocabulary, concepts and phrases related to current trends in the video game industry.
- **Pragmatic competence:** Comprehend basic written descriptions through reading.
- **Sociolinguistic competence:** Contextualize vocabulary within real-world scenarios, enhancing abilities to relate linguistic forms to their practical uses in the field.
- **Topical Competence:** Read and understand texts related to current trends in the video game industry.

