

Test_Unit_2

Student name _____

Group/Class _____

Date _____ Score _____

GRAMMAR

1 Match the sentence halves.

*Were more people to do the
bulk of their reading on e-books,*

*Should video streaming become
popular with retirees,*

*Were the number of women playing
mobile games to rise dramatically,*

*Should you wish to remove
advertising on music apps,*

*Were your peers to spend prolonged
periods of time playing online games,*

*Were we to control our addiction
to technology,*

*there will be a need for new
marketing strategies.*

*would this be more
environmentally friendly than
buying paper books?*

*more female characters would
be included in games.*

*would you embrace the world of
gaming and join them online?*

*we would certainly have more
time for each other.*

*you will need to subscribe to a
premium service.*

Score: / 5

2 Check (✓) the correct sentences and rewrite the incorrect sentences.

- 1 Should mobile streaming continue to dominate the music industry, physical music may well become obsolete. ☐

- 2 Should children to play video games for more than two hours a day, their levels of aggression are likely to increase. ☐

- 3 Were international sales stagnate, the overwhelming majority of companies would incur significant losses. ☐

- 4 Should consumer demand exceed expectations, production should to be doubled. ☐

- 5 Were parents to embrace the world of gaming, they would have a better understanding of its appeal to their children. ☐

Score: / 5

3 Order the words to make inverted conditional questions. Add a comma where necessary.

- 1 be affected / to spend even more time / young people / were / would / interacting online / their social skills / ?

- 2 social media / have more time / were / to embrace / for them / might / more politicians / adolescents / ?

- 3 become / on-demand TV series / more people / will / obsolete / should / traditionally
broadcasted TV / subscribe to / ?
-
-
- 4 might / should / you / with your peers / isolate / play online games / not wish to / this /
you / ?
-
-
- 5 improve / were / in the classroom / more teachers / their students' performance / to
incorporate technology / would / ?
-
-

Score: / 5

VOCABULARY

4 Choose the correct word to complete each sentence.

- 1 A(n) _____ number of parents attribute the rise in their children's aggression to
online gaming.
- A intrinsic B majority C staggering
- 2 Should the gaming industry continue to _____ the needs and interests of its target
audience or explore other niche markets?
- A embrace B constitute C dominate
- 3 Admittedly, _____ exposure to violent video games can have a negative impact on
gamers' sleep patterns.
- A sizable B prolonged C staggering
- 4 A greater awareness of the energy _____ of the average games console may
result in manufacturers prioritizing the energy efficiency of these common household
devices.
- A interaction B even though C consumption
- 5 How _____ do you think it is that gaming contributes to an improvement in
players' social interactions in the real world?
- A feasible B sizable C negligibly

Score: / 5

5 Complete the words in the sentences. The first letter is given, and there is one space for each letter.

- 1 Video game employment has v _____ outpaced that of other industries and is expected to continue to grow.
- 2 Although women only a _____ for one third of mobile Internet users in Asia, they do spend considerably more time playing mobile games than men.
- 3 According to a new report, revenue from mobile games now e _____ revenue from PC and console games.
- 4 Despite the fact that over 50% of gamers are female, the o _____ m _____ of characters in games are male.
- 5 Some people attribute the fact that sales of console games have f _____ o _____ to games failing to excite players.

Score: / 5

6 Choose the correct words to complete the sentences.

Is social media to blame for our lack of privacy?

There is no doubt whatsoever that social media has become a(n) (1) _____ part of our everyday lives. Now more than ever before, we're conducting the (2) _____ of our communication on social networking sites, and our idea of what (3) _____ privacy is being challenged. Many of us are quick to (4) _____ the growing invasion of our privacy to these sites, but surely they are not (5) _____ to blame?

- | | | | |
|---|--------------|-------------|---------------|
| 1 | A analytical | B sizable | C intrinsic |
| 2 | A bulk | B format | C norm |
| 3 | A exceeds | B embraces | C constitutes |
| 4 | A constitute | B attribute | C account for |
| 5 | A vastly | B solely | C negligibly |

Score: / 5

READING

Read the article about the dramatic rise in the number of people playing board games.

Would you like to play a game?

An interesting reaction to the rise of online gaming has been the dramatic increase in recent years of the number of people meeting up to play games with each other face to face. More and more venues now advertise games nights where friends can play together or individuals can meet like-minded strangers with similar interests.

Board game cafés are opening all over the world to cater to hungry gamers. Many have a team of experienced, knowledgeable, and friendly staff to help customers select interesting games, and explain the rules. Cafés may host tournaments or themed evenings, and seek to be an active part of the community, spreading the joy of board gaming to everyone. Some specialize in traditional board games, such as *Cluedo* or *Monopoly*, that require both skill and luck. Some promote more strategic games, such as *Backgammon* or *Go*. Still others focus more on physical games, such as table soccer or Ping-Pong.

Previously, the overwhelming majority of players in the few clubs that existed were serious, grumpy guys hunched over complex boards in dark rooms for hours on end. Now games clubs and cafés attract a diverse range of people. As many games are timeless, it's not unusual to see a grandparent playing with grandchildren or friends of all ages having fun together.

Were they to be asked, most social gamers would probably emphasize the fun, social aspect of the games as their main attraction. For others, it is the nostalgic element—a return to a simpler life without dependence on technology. Playing games can be a welcome break for people using a computer at work all day. Gamers like the tactile element and the simplicity of touching and moving physical pieces as well as face-to-face interactions. Board games usually allow multiple players at once and can be easily adapted to be played in teams, should the need arise. Interactions are varied, as players whisper tactics to teammates and shout at opponents. Some people use games clubs to try out new games before buying them to play at home; others just want to do something different.

While Internet gaming can, of course, be interactive these days, playing board games in person seems to be a more social activity. Board games by their nature are less aggressive than their online counterparts and require a higher degree of collaboration than those in the online world.

If a friend were to ask you out to play board games this evening, what would you say?

7 Choose T (True) or F (False).

- 1 You need to go to a games club with friends or family. T / F
- 2 Were you to see game players years ago, they most likely would have been men. T / F
- 3 Game players explicitly said that they like the social element most. T / F
- 4 Many people play games because it reminds them of their past. T / F
- 5 Some people go to clubs because they have to pay to play at home. T / F

Score: / 5

8 Choose the correct alternatives to complete the sentences.

- 1 At games venues, staff often _____.
A serve food B tell people how to play various games
C choose which games people will play
- 2 Families play games together because _____.
A old games are still popular B games have no time limit
C they don't have much time
- 3 Most board games can be played with _____.
A two or four players B a fixed number of players C any number of players
- 4 Some people play games _____.
A in their work breaks B as a contrast to their work life
C because they like the technology
- 5 At venues where people meet to play games, people speak _____.
A quietly B loudly C quietly or loudly, depending on who they are talking to

Score: / 5