

## Your brain on video games

Daphne Bavelier, *Your brain on video games*, TED talks [online], [dostęp 5 maja 2023 r.], dostępny w Internecie: [https://www.ted.com/talks/daphne\\_bavelier\\_your\\_brain\\_on\\_video\\_games](https://www.ted.com/talks/daphne_bavelier_your_brain_on_video_games)

### I Warm-up activity: talk to each other in pairs.

1. Do you play video/computer games? Did you use to play them as a child?
2. What games do you know?
3. What are the 2 advantages and 2 disadvantages of playing computer games?

### II Match the words with their synonyms/explanations.

1. demographics	a) when an activity is done in an extreme way, especially eating, drinking or watching Netflix
2. pervasive	b) relating to numbers or amount
3. sudoku	c) skilful, clever, quick
4. binge	d) the study of a population, based on factors such as age, race, and sex.
5. quantitative	e) impossible to refuse
6. life expectancy	f) present or noticeable in every part of a thing or place
7. deft	g) the length of time when you are most likely to live
8. irresistible	h) a number game in which you have to write a number between 1 and 9 in each small box of a 9x9 square

### III Match the words with their translation. There is 1 extra word.

- a) sedno    b) dokładność    c) drobny druk    d) wielozadaniowość, podzielna uwaga  
e) wydajny    f) zdolność wywierania nacisku    g) pojęcie, zrozumienie  
h) pojemność, zdolność uczelnia się    i) trudności    j) fatalny, beznadziejny

1. fine print	
2. efficient	
3. leverage	
4. multitasking	
5. capacity	
6. accuracy	
7. abysmal	

8. cognition	
9. crux	

**IV Watch the video** [https://www.ted.com/talks/daphne\\_bavelier\\_your\\_brain\\_on\\_video\\_games](https://www.ted.com/talks/daphne_bavelier_your_brain_on_video_games) **and answer the following questions:**

1. What is the speaker's profession and what is her area of interest?
2. According to the speaker, what is the percentage of children who play video games?
3. What is the average age of a gamer?

**V According to the speaker, are the sentences true or false?:**

1. People who play video games always have worse eyesight.
2. Video games lead to attention problems and greater distractibility.
3. An average action video game player can follow on the screen from six to seven objects.
4. A frontal lobe in people's brains controls how they sustain attention.
5. Playing video games in some aspects can be like drinking wine.
6. In the study people playing 10 hours of video games over 2 weeks did the mental rotation task worse than before.

**VI Discussion in groups.**

1. What is your opinion about the issues discussed in the presentation?
2. Was there anything surprising?
3. Should parents allow their children to play video/computer games? Why yes/no?

**VII Writing (100-120 words) Choose 1 topic.**

1. Describe a video/computer game that you like playing and mention its advantages.
2. Describe an app that you use on your phone and show/mention its advantages.

