

# Unit 4 Computer games

Grammar  
The future tense / present continuous;  
*the more ... the more*



## Discuss

1 Answer these questions about computer games.

Do you play computer games?

If your answer is Yes ...	If your answer is No ...
1 How old were you when you played your first computer game?	1 Why haven't you played any computer games?
2 How often do you play computer games?	2 Why do you think computer games are so popular?

Compare your answers with a partner.

2 Discuss how you think computer games will change in the future.

## Read

3 You are going to read an article about future computer games. Before you read, match words **a–f** with their meanings **1–6**. You may use the dictionary or the glossary at the end of the book.

- |                 |   |   |
|-----------------|---|---|
| a predict       | 5 | 1 artist who creates computer images              |
| b enable        | 4 | 2 growth / expansion                              |
| c complex       | 6 | 3 living thing / animal                           |
| d animator      | 1 | 4 to make something possible                      |
| e creature      | 3 | 5 to say what you think will happen in the future |
| f increase (n.) | 2 | 6 too difficult / complicated                     |

4 Read the article on page 35 quickly and note how future computer games will be different from the games we play now. ... more demanding; more realistic: players will spend more time playing them; better graphics; game characters will be more intelligent; more multi-player games, such as on mobile phone networks; more expensive (pay as you play).

### Fast forward to the future of games

Technology experts are predicting that the computer games of the future will be a lot more demanding both for games producers and for players. In particular, they say, games will look much more realistic and computer-controlled characters will be more naturalistic. This means that computer games players will undoubtedly spend  
 5 more time playing games than they do at the moment. Advancements in technology will enable companies to create more convoluted games. The graphics of computer games will definitely improve, but this may cause problems. Firstly, game studios will have to employ hundreds of animators to simulate enough creatures to fill huge computer worlds. Secondly, designers may spend too much time on visual effects and forget  
 10 about the quality of the games themselves.

One computer wizard said: 'When you move away from combat-based games, character discourse will become much more important. We will have to develop Artificial Intelligence, or AI, to make our game characters more intelligent; in the end they will be able to perform tasks such as visual perception, speech recognition and  
 15 decision-making.'

Another change that seems probable is the increase in people gaming using mobile phone networks. Many of these games are free at the moment, so companies don't earn much money from them. Some people are predicting that, in the future, as multi-player games become more and more popular, players will have to pay for every episode.

20 These constant changes make game technology a rapidly developing business. Rival companies are just as competitive as their consumers. This competitive atmosphere will always produce exciting new ways to play, and ensures future consoles won't fall behind the times. Sony's latest hand-held console, the PSP, has recently been updated with an anti-reflective screen, as well as a built-in microphone for headset-free use.  
 25 And game designers will be working hard to compete with the success of the Nintendo Wii, which has been flying off the shelves since its release. This is largely due to the Wii's simple design and 'wand'; a wireless controller that uses motion sensors to imitate the movement of the player.

#### Check your understanding

5 Read the article again and answer these questions.

- a What will computer games be like in the future?

Computer games will be more difficult, realistic and naturalistic in the future.

- b Why do game characters have to become more intelligent?

Because character discourse is becoming more important than combat-based games.

- c Why will game designers be working hard in the future?

They will be competing with the success of the Nintendo Wii.

#### Vocabulary

6 Find the hyphenated words that mean the following:

- a a computer game designed for or involving several players multi-player.....  
 b designed to be held in the hand hand-held.....  
 c minimising the reflection of light anti-reflective.....

#### Think and speak (stating advantages and disadvantages; expressing opinions)

7 What effects can playing computer games have on young people? Discuss good and bad effects.

#### Words to remember

anti-reflective, Artificial Intelligence (AI), compete, competitive, console, convoluted, discourse, employ, naturalistic, perception, rival, sensor, simulate, speech recognition, visual effects, wizard

**Grammar**

● **The future tense / present continuous** Grammar reference pages 127-128

1 All these sentences are about actions or events in the future. Circle all the future verb forms in the paragraph.

I'm buying a new computer game at the weekend. It's a new game, but it has already had some great reviews. I can even play with a wireless keypad. We're finishing our old game tomorrow after school. I wasn't the champion last time we played, but I'm going to win next time. I'm going to beat the highest score. It's a driving game and the virtual effects are brilliant – the cars look really realistic. I prefer to play games with characters and storylines, though. I'm sure that soon computer characters will even simulate conversations with each other. However, advances in technology mean new games probably won't be as cheap as they are now. I'm going to stop spending so much money on snacks so I can save money. I like to keep up-to-date with the latest consoles and share them with my friends, so we can all have a good time together.

2 Write predictions about how everyday objects will change and develop in the future.

I expect laptop computers will get smaller and become more powerful. Laptop computers will definitely get cheaper. Everyone will have one.

- › Start sentences with one of these expressions:  
 I expect...  
 I think...  
 I predict that...
- › Use these words after **will** to show how certain you are about your predictions: **definitely / probably / possibly**.



3 Think about your future plans and arrangements.

- a Write three answers for each question.
- 1 What are your plans and arrangements for next weekend?  
.....
  - 2 What are your plans and arrangements for your next holiday?  
.....
  - 3 What do you intend to do when you leave school?  
.....

- › Write about a plan / intention like this:  
I'm going to play football on Saturday.
- › Write about an arrangement like this:  
I'm playing football on Saturday.

- b Now find other students who have the same plans or intentions as you.  
 Ask: *What are you going to do at the weekend?*  
 When you find someone who is doing the same as you, write sentences like this:  
 Hussein and I are both going to play football in Kuwait City at the weekend.

● **the more... the more...** Grammar reference page 128

4 Complete the sentences using *the more ... the more*.

- a The more realistic games become, the more .....
- b I think that the more games I play, the more .....
- c I predict that the more ....., the more .....

## Vocabulary Computer-friendly

### 1 Work in pairs.

- a Find these console components in the picture:

power / hold button CD / DVD drive USB drive  
control pad volume control



- 1 volume control  
2 CD / DVD drive  
3 power / hold button  
4 control pad  
5 USB drive  
6 screen

- b Complete these sentences with words from the box above.

- To turn on the console, press the power button.
- To play a CD or a DVD, open the CD / DVD drive.
- Push the volume control lightly to adjust the sound level.
- The USB drive can be used to transfer data.
- Control the character on the screen by moving your thumb on the control pad.

### 2 a Complete these sentences with the correct form of one of these verbs:

afford buy cost earn pay (for) save (up) spend (on)

- I like the touchscreen on your new mobile phone. How much did you pay for it?
- How much do you spend a week on mobile phone calls?
- A:** Laptops are quite cheap now. They don't cost as much as they did a few years ago.  
**B:** I know. I bought one for under KWD 270 last week.
- I'm saving up for a wireless controller. I'll have enough money next month.
- I have a part-time job in a shop in Al-Ahmadi, so I don't earn very much.
- My dad got a pay increase last month, so we can afford to replace our analogue TV with a digital one.

**Words to remember**  
analogue,  
computer-friendly, drive,  
hold button, touchscreen,  
wireless

- b Discuss these questions in pairs or small groups. **Students' own answers**

- How much does your mobile phone cost you every week?
- How much do you spend on beverages and snacks every week?
- Do you save up to buy things? What's the longest time you have saved for?

## Pronunciation

### 3 (4.1) Listen and repeat these words. Where is the stress?

- a computer                      c kilometre                      e animator  
b thermometer                      d designer                      f director

### 4 (4.2) Now listen and repeat the words in sentences.

## Speaking Giving advice

- 1** (4.3) You are going to hear three callers phoning a computer helpline. Listen and note down what the three problems are.

**Caller 1: spilt lemonade over his keyboard**.....

**Caller 2: has installed a new game and now nothing works**.....

**Caller 3: the mouse has almost stopped working - it moves very slowly or not at all**



## **2** Work in pairs.

- a** Discuss what advice you think the helpline assistant will give to caller 1.  
**b** (4.4) Listen to find out if the helpline assistant gave any of the same advice as you.  
**c** Now roleplay the second problem situation.

**A** You are the helpline assistant. Start by giving the caller some advice. Use advice expressions from the *Useful Language* box.  
**B** You are the caller with the problem. If you don't understand the advice you are given, ask extra questions.

- d** Change roles and roleplay the third problem situation.

- e** (4.5) Listen to the second and third complete phone conversations. Do you think the helpline assistant's advice is helpful or not?

## **3** Work in small groups.

- a** Tell each other about any computer or computer game problems you are having at the moment. (If you have to, make up a common problem, or pretend past problems are still worrying you.)  
**b** Give each other advice, using expressions from the *Useful Language* box below.

### USEFUL LANGUAGE

#### Identifying a problem

Hi. I'm calling about ...  
Hello. I hope you can help me.  
I was ... (ing) when ...

#### Asking for advice

What do you think I should do?  
What would you do if you were me?  
What would you do in my position?

#### Giving advice and suggesting solutions

(I think) you should ...  
Why don't you ...?  
If I were you, I'd ...  
If I were in your position, I'd ...  
Have you tried ...?  
What about ...?

**Quote** "Computers are magnificent tools for the realisation of our dreams, but no machine can replace the human spark of spirit, compassion, love and understanding."

Louis Gerstner

## Writing

### Game instructions

بداية

You are going to write a list of instructions for playing a game.

1 As you read the instructions, answer these questions.

- What is the object of the game? To navigate the marble to the end of the maze.
- How can the game be controlled? By a built-in motion sensor.
- When does the game end in each mode? When the player has completed all the levels.

## Welcome to Marble Madness 3D!

### Instructions

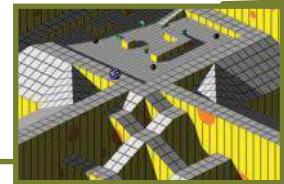
- Your mission is to navigate the marble to the end of the maze.
- Hurry up! You only have a limited amount of time.
- Beware of edges and holes. Falling into space will cost you valuable seconds.
- Control the marble with the built-in motion sensor to obtain the classic 'marble madness' feeling. Alternatively you can use the joystick or keypad.

### Ways of playing

- Marble Madness 3D can be played in 'challenge' or 'arcade' mode.
- In challenge mode, you can play one level after another and receive a high score for each level. After succeeding at all levels, you will earn a special bonus reward.
- In arcade mode, your task is to play all levels in one breathtaking rush. Collect bonus time in each level to save time for the following levels.

### Extras

Complete the game to earn the right to play an exclusive bonus level!



2 Work in pairs. Look at the game instructions again. What can you say about these parts of the instructions?

- Appearance: headings, numbers, bullet points, etc. **Students' own answers**
- What kinds of verbs are used for the various types of instructions? Find the:
 

Imperative verbs	hurry up beware, control, collect, complete
Infinitive verbs	to navigate to obtain, to play, to save, to earn
Future verbs	will cost will earn
- Vocabulary: Find the examples of game vocabulary.

### Words to remember

arcade, bonus, breathtaking, built-in, caller, exclusive, helpline, joystick, keypad, mode

### Make a plan

3 Discuss and make notes in pairs.

- Decide on a simple game to write instructions for.
- Plan what the headings of each section will be.

### Write and check

4 Write your instructions on a piece of paper.

- Use your plan to write your instructions. Make sure they are clear.
- Check your spelling, grammar and punctuation.
- Exchange instructions with a partner. Ask questions if necessary.