

Name: **1 Choose words from each drop-down menu to make game platforms and game genres.**

- 1 phone
- 2 online games
- 3 video
- 4 device
- 5 3G

2 Look at the customers' questions asked in a computer and electronics shop. Which type of game is each customer asking about? Choose from the drop-down menus.

- 1 **A:** Will this work with Windows XP?

B: It will, but it'll run faster if you have Windows Vista.

- 2 The graphics are incredible, considering how small the screen is. How much is it for the Nintendo version?

- 3 **A:** Is there anything else I need in order to play this game?

B: No, you just use the games controller that came with your machine.

- 4 **A:** And do I need an internet connection to play this?

B: Ideally, yes. The whole point of games like this is to play with people from all over the world.

- 5 **A:** Is this the only game that comes with it?

B: Yes, but you can download other Java-based games for free. Just ask your network about it.

3 Complete this extract from the interview with Matt Robinson (see Infotech Student's Book page 148) by choosing the correct adjective or adverb from the drop-down menus.

Interviewer: So which game genres do you think will be the most popular in the future?

Matt: I think console games will play a (1) part in shaping the future of games, while (2) helping to attract a (3) audience. Games like *Wii Sports* have already proven (4) popular, just by emulating real-world games such as tennis and bowling, and making them as (5) to play as their real-life counterparts. You (6) move the controller around. Of course, the more (7) video game genres, such as *Halo* and *Burnout*, will continue to sell just as (8) as they always have. (9) , there's online gaming. As connection speeds increase, and hardware improves, so does the potential to create (10) living online worlds, much like you see in *Second Life*, for example.



Now listen to the interview extract.