**Part A Group Discussion**

(Preparation:10 minutes; discussion: 8 minutes per group of four candidates)

The article below appeared in last Friday’s newspaper:

**The Growing Concern of Mobile Phone Gaming Addiction**

Mobile phone gaming has surged in popularity, captivating millions worldwide. However, this rise has sparked worries about addiction and its consequences, affecting various age groups. This addiction can harm mental health, leading to increased stress and anxiety. Prolonged screen time contributes to physical health issues like eye strain and disrupted sleep patterns. Relationships can suffer as individuals immersed in virtual worlds struggle to connect on a personal level, leading to isolation. Addressing mobile phone gaming addiction requires education, awareness, and responsible gaming features implemented by developers. As technology advances, finding a balance between the benefits and risks of mobile gaming becomes crucial for individuals and society.

Chris Wong

Your group aims to compose a letter to the newspaper editor addressing the arguments presented by Chris Wong. Engage in a discussion with your group about the content to incorporate in your letter regarding this article. You may want to talk about:

* The seriousness of mobile gaming as an issue in Hong Kong
* Reasons behind the popularity of mobile gaming
* Appropriate reactions from schools and parents to mobile phone gaming
* Anything else you think is important

**Part B Individual Response**

(one minute per candidate)

1. (Strong Candidate) Why is mobile gaming a concern for educators?
2. (Week Candidate) Can mobile gaming be beneficial to students?

**Responses:**

**Part A**

**(Strong Candidate)**

Today, we are here as a group to brainstorm points that could be used for the response to Chris Wong's article on mobile gaming. We could start our discussion on whether mobile phone gaming is a serious issue locally in Hong Kong. In my opinion, it is definitely an alarming problem. When you walk on the street or travel on public transit, you can easily observe that nearly all youngsters are swiping on their phones. Government statistics also show that 80% of students spend over 1 hour every day on mobile gaming. Do you think so?

**(Weak Candidate)**

We need to write a letter to the editor to respond to Chris Wong's opinion on mobile phone gaming. We may talk about the seriousness of it in Hong Kong first. I think it is a serious issue because most of my friends spend a lot of time playing mobile phone games. What do you think?