

**ENGLISH**

Plataforma spark

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**Listening exam**

**1.Vocabulary**

household

Name

Most

Two

Games

Consoles

Improved

Power

However

Wants

Gamers

Change

Concept

System

People

Movements

Action

Some

Natural

Body

Players

Can

Enjoy

This

Everyone

**2.Ideas or expressions**

-Mr. Nintendo. Satoru Iwata is not a household name, but he should be.

-Satoru Iwata was made the CEO of Nintendo in 2002.

-It is only thanks to the innovative ideas of Iwata that we have these systems today.

-Iwata thought that a change in strategy was due.

-Iwata didn't just want to attract dedicated gamers, he wanted to bring in new kinds of players to video gaming.

-Iwata wanted to make video games easier to pick up and more relevant to people's lives.

-People interacted more directly with the game by using a touch screen instead of just a set of buttons.

-Iwata took this idea to the extreme with the motion-based Wii.

-Now, just by using natural body movements,players can enjoy playing all sorts of games.

-The kinds of games produced changed as well.

-Everyone, from grandparents to their grandchildren, seems to be playing Nintendo products.

