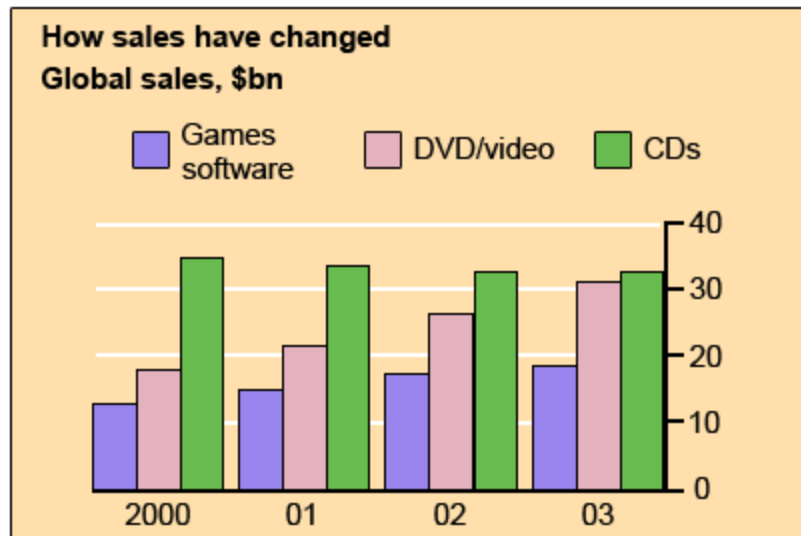


The chart gives information about global sales of games software, CDs and DVD or video.

Write a report for a university lecturer describing the information.



## Suggested Structure

### Introduction

1a. Change the words of the original question

**The chart gives information about global sales of games software, CDs and DVD or video.**

1b. Give a brief summary

Sales of videos / DVDs and games software increase

Sales of CDs decrease

### Body Par 1

Sales of videos/dvds

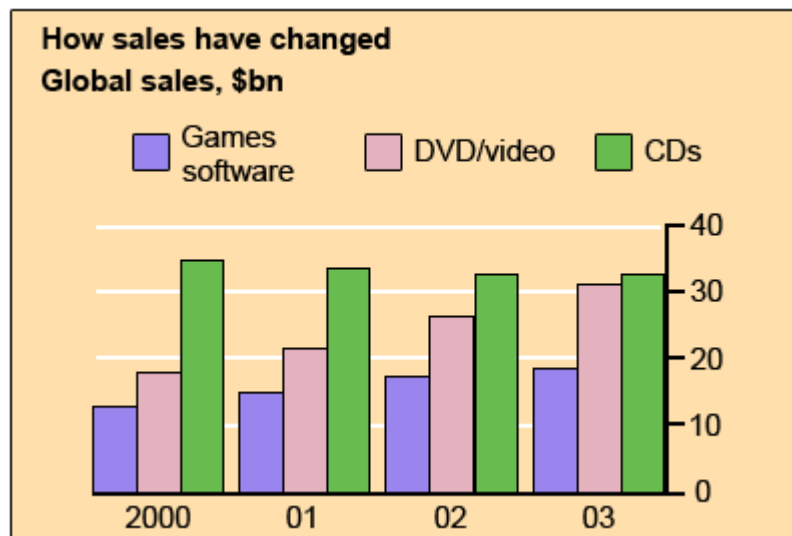
Sales of Games Software

### Body Par 2

Sales of CDs

The chart below gives information about global sales of games software, CDs and DVD or video. Write a report for a university lecturer describing the information.

### SAMPLE ANSWER



The chart shows the changes in the sales of video material / DVDs, games software and CDs around the world in billions of dollars over a four-year period. Overall, It can be seen that the sales of videos / DVDs and games software have increased, while the sales of CDs have gone down slightly.

Between 2000 and 2003, the sale of videos and DVDs rose by approximately 13 billion dollars. In 2000, just under 20 billion dollars worth of these items were sold, but in 2003, this figure had risen to a little over 30 billion dollars. The sales of games software also climbed during this period, but less sharply. Sales increased from about 13 billion dollars in 2000 to just under 20 billion dollars four years later.

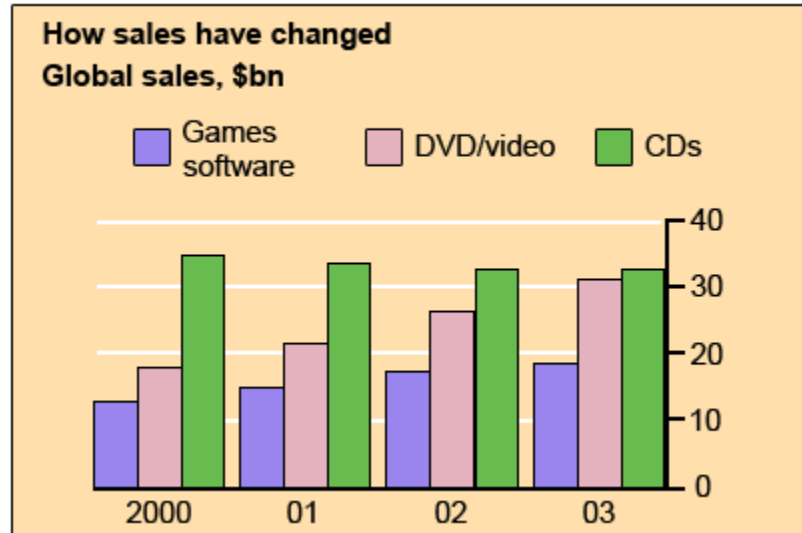
By contrast, during the same time period, the sale of CDs fell from 35 billion dollars in 2000 to about 32.5 billion dollars in 2003, while still remaining with higher overall sales than the other three products / than its counterparts.

(152 words)

### CLASS ANSWER

The chart gives information about global sales of games software, CDs and DVD or video.

Write a report for a university lecturer describing the information.



The graph illustrates the global sales of three main categories, games software, cds, and dvds over a four year period. As is observed, games software and DVD both rose throughout the entire period, whereas the sales of Cds experienced a gradual fall.

In 2000, the games software and the DVD both commenced with small sales between 10 billion dollars and 20 billion dollars. During the period of 2000 to 2003, the DVD sales **rose** rapidly and **reached** just slightly more than 30 billion dollars by the end of the time surveyed. However, games software just witnessed some small growth and just finished at approximately 18 billion dollars.

By contrast, the global sales of CDs experienced a downward trend over these 4 years. It started with 35\$bn in 2000 which was the highest among all three categories. However it witnessed a decline by the end of the time frame to 32\$bn.