

Written Comprehension

Read the following text about video games and answer the questions below.

The Evolution of Video Games

Video games have come a long way since their inception in the early 1970s. The first video games, such as "Pong" and "Space Invaders," were simple in design and gameplay. These games were played on arcade machines, which were popular in public places like malls and arcades.

As technology advanced, so did video games. In the 1980s and 1990s, home consoles like the Nintendo Entertainment System (NES) and the Sega Genesis brought video games into people's homes. Iconic games such as "Super Mario Bros." and "Sonic the Hedgehog" became household names. These games introduced more complex gameplay, better graphics, and captivating storylines.

The 21st century has seen even greater advancements in video game technology. Modern consoles like the PlayStation 5 and Xbox Series X offer stunning graphics, realistic physics, and immersive experiences. Additionally, the rise of online gaming has allowed players to connect and compete with others from around the world.

Video games are not just for entertainment anymore. They are used in education, training, and even therapy. Educational games help students learn subjects like math and science in an engaging way. Simulation games train professionals like pilots and doctors. Therapeutic games assist in the treatment of mental health conditions by providing a safe and controlled environment for patients.

Despite these benefits, video games have faced criticism. Some people believe that violent video games can lead to aggressive behavior in players. Others argue that excessive gaming can result in addiction and social isolation. It is important for players to balance gaming with other activities and for parents to monitor their children's gaming habits.

In conclusion, video games have evolved significantly over the past few decades. They have become an integral part of modern culture and continue to impact various aspects of our lives.

Questions:

1. When did video games first become popular?
Video games became popular in 1980.
2. Name two iconic games from the 1980s and 1990s mentioned in the text.
Iconic games from the 1980s and 1990s are "Super Mario Bros." and "Sonic the Hedgehog".

3. What advancements have modern consoles like the PlayStation 5 and Xbox Series X brought to video games?

PlayStation 5 and Xbox Series X brought some advancements like stunning graphics, realistic physics, and immersive experiences in video games.

4. List two non-entertainment uses of video games mentioned in the text.

Two non-entertainment uses of video games are in education and therapy.

5. What are some criticisms of video games according to the text?

The criticisms of video games are “violence of video games”, “addiction to it and social isolation”.

6. How can players ensure they maintain a healthy balance while gaming?

Players can ensure they maintain a healthy balance by doing other activities.