**Unit N° 2 - Gaming**

**SPEAKING**. The following pictures were extracted from different popular video games of all times. In pairs or small groups, decide which names they belong to. Then, guess their years of release.

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Discuss with your partners:

* Have you ever played any of the games above? If so, which ones? If not, which ones would you like to try?
* Which one do you think is the best? Why?

**READING COMPREHENSION**. a) Read the following article about game genres. Which genres do the games from the previous ex. belong to?

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| ***Game Genres***  With the rapid evolution of the gaming industry, genres have been expanding and blending, making it increasingly difficult to classify every game into a single category. In this article, we'll explore the major genres that define today's gaming landscape.  **First-person shooters** (**FPS**) and **Action games** have been dominating the market. Iconic franchises like *Call of Duty* and *Battlefield* remain strong, while newer hits like *Apex Legends* and *Valoran*t have been redefining competitive FPS gameplay. In the Action genre, open-world experiences such as the *Grand Theft Auto series*, *Red Dead Redemption 2*, and the highly anticipated *GTA VI* have been pushing boundaries in storytelling and realism.  **Role-playing games** (**RPGs**) have remained a cornerstone of both console and PC gaming. Titles like *Elden Ring, Cyberpunk 2077*, and *Baldur’s Gate 3* have set new standards for immersive storytelling and player choice. The rise of live-service RPGs, such as *Genshin Impact*, has revolutionized the genre, offering expansive worlds and frequent content updates. **Massively multiplayer online RPGs** (**MMORPGs**) have been continuing to thrive, with games like *Final Fantasy XIV* and *World of Warcraft* maintaining dedicated player bases.  **Adventure** and **Puzzle games** have been experiencing a resurgence, thanks to indie developers and innovative mechanics. Story-driven experiences like *The Legend of Zelda: Tears of the Kingdom* and puzzle-based narratives like *The Witness and Portal* have been captivating players. The party game genre has also been evolving, with titles like *Among Us* and *Fall Guys* introducing new social and competitive elements.  **Sports games** remain a significant part of the industry, with franchises like *FIFA* (now EA Sports FC), *NBA 2K*, and *Madden NFL* leading the way. Meanwhile, racing games such as *Forza Horizon* and *Gran Turismo* have been pushing the limits of realism and gameplay depth.  The **Simulation** genre has been expanding beyond traditional life simulators. While *The Sims 4* remains a dominant force, newer titles like *Stardew Valley* and *Animal Crossing: New Horizons* have been offering fresh takes on virtual life. Flight simulators and city-building games, like *Microsoft Flight Simulator and Cities: Skylines*, have also been surging in popularity.  **Strategy games**, once primarily a PC domain, have been gaining traction on consoles thanks to improved controls and cross-platform play. Games like *Civilization VI, XCOM 2,* and *Total War: Warhammer III* have been attracting tactical minds, while real-time strategy (RTS) games like *Age of Empires IV* have been maintaining the genre’s legacy.  **Fighting games** have entered a new era with advanced mechanics and competitive esports scenes. Titles like *Street Fighter 6, Tekken 8*, and *Super Smash Bros*. *Ultimate* have been pushing the genre forward, incorporating refined gameplay and online matchmaking for global tournaments.  As gaming technology advances, the landscape of genres will continue to evolve. By 2035, developers will have fully integrated artificial intelligence, virtual reality, and cloud-based gaming into mainstream titles. We will have witnessed the rise of entirely AI-generated open-world games, where player choices shape narratives in unprecedented ways. Furthermore, the boundaries between genres will have blurred even more, creating experiences that defy traditional classification, ensuring that gaming remains one of the most dynamic forms of entertainment. |

b) These statements about games are all mistaken. Correct them.

1. Roleplay games are currently the most popular ones.

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1. Adventure and Puzzle games have always remained as the dominant choice.

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1. Forza Horizon is a Strategy game.

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1. The Sims Series is the least popular in the Simulation category.

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1. Strategy games can only be played using a PC.

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1. Street Fighter 6 is not a fighting game.

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**GRAMMAR.** Present Perfect Continuous

***Reflect upon grammar***. Read the text above again and find examples of sentences which contain Present Perfect Simple tense.

* Do you remember its structure?
* When do you use Present Perfect Simple?
* Can you identify any other similar structure in the text? How are they different in terms of meaning?

FORM. Complete the chart with examples from the text.

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| Affirmative | Negative | Interrogative | Short answers |
| Adventure and Puzzle games(1) \_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_a resurgence, thanks to indie developers and innovative mechanics.  (I/we/you/they) | First-person shooters (FPS) and Action games **have not (haven’t)** **been** dominat**ing** the market. | **Have** FPS and Action games **been** dominat**ing** the market? | Yes, they **have**.  No, they **haven’t**. |
| The Simulation genre (2) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ beyond traditional life simulators.  (he/she/it) | The party game genre **has not (hasn’t) been** evolv**ing**. | **Has** it **been** evolv**ing**? | Yes, they **has**.  No, they **hasn’t**. |

FUNCTION. Choose the rules that apply to Present Perfect Continuous tense.

1. To talk about recent activities when the effects can still be seen.
2. To talk about single actions that started and finished in a particular moment in the past.
3. With action verbs to emphasise the completion of an event in the recent past.
4. To emphasise how long an action has been going on or if it has been repeated many times.
5. To suggest that an activity is temporary.
6. To talk about an unfinished period of time up to the present, but not necessarily to suggest that the action will continue for a short period of time.
7. To suggest that an action is not complete while it should have been completed by the time of speaking.

Which of the previous rules could explain Marge’s question?

**LANGUAGE WORK**: the present perfect

1. Choose the correct words in brackets to complete these sentences.

**1** He ('s never liked /'s never been liking) Maths.

**2** They ('ve worked/'ve been working) on the project all day.

**3** John ('s used/'s been using) the computer for hours - he looks really tired.

**4** How many emails (have you written/ have you been writing) today?

**5** She ('s written/'s been writing) this essay since 9 o'clock.

**6** They ('ve interviewed/'ve been interviewing) five candidates today.

1. Make questions using these prompts.

1 ever / live or work in another country?

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2 ever / have a bad job interview?

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3 ever / do a job you hated?

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4 how long / study English?

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5 how long / study programming?

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6 how many emails / receive today?

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7 how many jobs / apply for this year?

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**SPEAKING.** Work with a partner. Ask and answer the questions in ex b

**GRAMMAR.** Future perfect continuous

Look back to the last paragraph of the text “Game genres”. Can you name the advances that will occur in gaming technology?

***Reflect upon grammar.*** Read this sentence extracted from the text and choose the best answer to the following question:

“By 2035, developers will have fully integrated artificial intelligence, virtual reality, and cloud-based gaming into mainstream titles.”

* What will happen first?

1. 2035 arrives
2. developers fully integrate AI, virtual reality and cloud-based gaming into mainstream titles.

FORM.

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| Affirmative | Negative | Interrogative | Short Answers |
| We **will have witnessed** the rise of entirely AI-generated open-world games. | We **will not (won’t) have witnessed** the rise of entirely AI-generated open-world games. | **Will** we **have witnessed** the rise of entirely AI-generated open-world games? | Yes, we **will**.  No, we **won’t**. |

FUNCTION. We use the future perfect form when we look back to the past from a point in the future. We usually use a time phrase, for example:

* ***by*** *tomorrow, 2035, 7 o’clock, this evening…*
* ***before*** *Tuesday, July, 2030…*
* ***this time*** *next week, year, Sunday…*
* ***in*** *ten years (time), two weeks (time)...*

**LANGUAGE WORK.** a) Choose the event which happens first.

1. By the time the new gaming console is released, developers will have created hundreds of new games.

a) The new gaming console is released.

b) Developers create hundreds of new games.

1. By the end of the tournament, the champion will have defeated all opponents.

a) The champion defeats all opponents.

b) The tournament ends.

1. You will have unlocked all the special abilities by the time you reach level 50.

a) You unlock all the special abilities.

b) You reach level 50.

1. By midnight, we will have completed the final mission in the game.

a) We complete the final mission.

b) It is midnight.

b) Complete the sentences using the correct form of the verbs in brackets.

1- By the end of the year, I (save) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ £5oo.

2- By this time next year, my father (spend) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ five years in France.

3- Scientists (possibly/develop) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ a new vaccine for AIDS in twenty years time.

4- By the end of this week, I (not be able) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ to finish the report.

5- When you get to the airport, \_\_\_\_\_\_\_\_\_\_\_\_\_ Paul (already/arrive) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_?

6- I (leave) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ by seven.

**LISTENING.** Call centres: are you talking to an AI?

Have you ever phoned up a company and had your call held in a queue? Could AI make this less painful?

**VOCABULARY.** Match the words (1-6) to its meanings (a-f).

1. yelling
2. pacify (someone)
3. in the near future
4. as a matter of fact
5. empathetic
6. you know

**a)** (filler word) used to give the speaker time to think, or to express uncertainty

**b)** shouting

**c)** used to add emphasis to a statement, to give more detail about what has just been said, or to introduce something that contrasts with it.

**d)** calm down someone who is angry.

**e)** able to put yourself into someone else’s position and share their feelings or experiences.

**f)** very soon, within a short time

Approximately how many people work in call centres globally? Answer the question. Then, listen and check your answers.

**a)** 7 million?

**b)** 17 million? or,

**c)** 27 million?

**LISTENING AND SPEAKING HOMEWORK.** Throughout Inglés I and Inglés II you’ve been learning a lot of vocabulary, grammar and skills in general that can place you between a pre-intermediate and intermediate learner of English. It’s time to enhance your listening and speaking skills in order to become an independent learner. From now on, every class You’ll start teaching the whole class a new expression that is currently being used. Go to <https://www.bbc.co.uk/learningenglish/features/the-english-we-speak_2025> , choose a video, listen to it as many times as you need and the following class you’ll teach your classmates the expression you’ve learnt.

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| **HOW TO SAY IT**  The video I chose was about…  The expression I’ve learnt is…  It means that…  An example of “...” is…  It is similar to…  It is the opposite to… |