



# WORLD OF WARCRAFT SHUTS DOWN IN CHINA



Scan to review worksheet

Expemo code:  
19S3-C629-CBS3

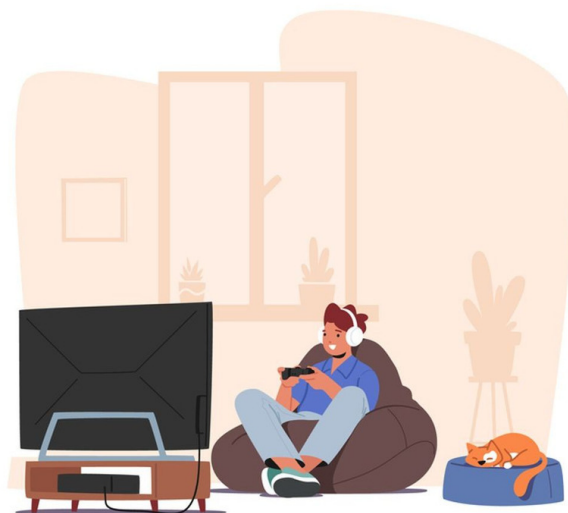


## 1

### Warm up

Discuss the questions in pairs or small groups.

1. Have you ever played any online video games? If so, which ones?
2. Do you play *World of Warcraft*? If not, do you know anyone who does?
3. Why do you think online games are so popular?
4. Can you think of any positive things about playing online games?
5. What kinds of problems could online gaming cause?





## 2

**Pre-listening task: vocabulary focus**

**Part A: Match words with the correct definitions.**

- |                             |   |
|-----------------------------|---|
| 1. vast (adj.)              | a. a computer or computer program that controls or supplies information to several computers connected in a network |
| 2. <u>reportedly</u> (adv.) | b. the point when somebody/something is best, most successful, strongest etc.                                       |
| 3. <u>server</u> (n)        | c. extremely large in area, size, amount, etc.  |
| 4. <u>character</u> (n)     | d. according to what some people say  |
| 5. <u>community</u> (n)     | e. the person or animal a player controls in a computer game  |
| 6. <u>shutdown</u> (n)      | f. the act of closing a factory, business or online service, either temporarily or permanently                      |
| 7. <u>extension</u> (n)     | g. an extra period of time allowed for something  |
| 8. peak (n)                 | h. a group of people with the same interests, nationality, job, etc.  |

**Part B: Complete the sentences with the missing words from Part A. You may need to change the form of the word.**

1. My boss gave me an \_\_\_\_\_ so I could finish my work on time.
2. She's very well-known within the chess \_\_\_\_\_.
3. In terms of physical strength, many men reach their \_\_\_\_\_ in their early twenties.
4. The sea is \_\_\_\_\_ and mostly unexplored.
5. The \_\_\_\_\_ is going to last for at least six months, so I suppose I'll find another game to play.
6. I find it very annoying when my \_\_\_\_\_ keeps dying in video games.
7. The Prince has, \_\_\_\_\_, decided to start a new business.
8. Our \_\_\_\_\_ stopped working last night, so I've been dealing with angry customers all day.



## 3

## Listening for specific information



Listen to the report. Write down the items mentioned next to the things they relate to.

## Glossary:

**subscriber** - a person who pays money, usually monthly or yearly, for an online service, newspaper or magazine

video



- a. \_\_\_\_\_ →the number of months that were suggested as an extension to the service
- b. \_\_\_\_\_ →the number of years that *World of Warcraft* had been available for in China
- c. \_\_\_\_\_ →when *World of Warcraft* was first released
- d. \_\_\_\_\_ →the total number of subscribers that played *World of Warcraft* at its peak
- e. \_\_\_\_\_ →when *World of Warcraft* reached its peak, in terms of total subscriber numbers

## 4

## Listening for comprehension

Listen to the report again. Answer the questions true (T), false (F) or not given (NG).

- 1. World of Warcraft shut down on Tuesday because of a dispute between two companies. \_\_\_\_\_
- 2. According to American law, the game had to be released in China by a separate, local company. \_\_\_\_\_
- 3. The company that managed the game in China was making a large profit. \_\_\_\_\_
- 4. The game was also shut down once before in China, during 2009. \_\_\_\_\_
- 5. No other games were affected by the dispute. \_\_\_\_\_
- 6. Although popular with millions of gamers, the game has developed a reputation for being addictive. \_\_\_\_\_
- 7. According to Blizzard China, players will be able to download their character data. \_\_\_\_\_



## 5

## Reading: general vocabulary

Part A: Match the words in bold with the correct definitions.

1. The **temptation** was too much – I ate the entire cake by myself! (n)
  2. We haven't really **socialised** since before the pandemic. (v)
  3. My dad thinks that young people are too **passive** these days. (adj.)
  4. In my **spare** time, I enjoy reading and listening to rock music. (adj.)
  5. It's important to look after your **mental health** as well as your body. (n)
  6. Kim is **particularly** good at football for her age. (adv.)
  7. Our boss **persuaded** us to stay later after work so that we could finish the project. (v)
  8. I think I've become **addicted** to chocolate. Since Christmas, I just can't stop eating it! (adj.)
- a. the desire to do or have something that you know is bad, unhealthy or wrong
  - b. especially; more than usual or more than others
  - c. available to do what you want rather than work
  - d. accepting what happens or what people do without trying to change anything or oppose them
  - e. meet and spend time with people in a friendly way, in order to enjoy yourself
  - f. make somebody do something by giving them good reasons for doing it
  - g. the condition of someone's mind
  - h. unable to stop using or doing something as a habit, especially something harmful





**Part B: Complete the dialogue below with the words and phrases from the above exercise. You may need to change the tense of the word or phrase. After completing the dialogue, read it out with a partner, focusing on pronouncing the key vocabulary correctly.**

- Jen:** I'm a bit worried about my son. He spends all of his \_\_\_\_\_<sup>1</sup> time playing video games and doesn't really \_\_\_\_\_<sup>2</sup> with his friends anymore.
- Travis:** I had the same problem with my daughter. She used to be completely \_\_\_\_\_<sup>3</sup> to online games! I could suggest a few ways to help if you'd like.
- Jen:** That would be great! I'm just concerned about his \_\_\_\_\_<sup>4</sup> more than anything. I want him to be happy.
- Travis:** Well, my wife and I realised we were being too \_\_\_\_\_<sup>5</sup>. We just let Maisy do whatever she wanted, as long as she wasn't getting into trouble. We decided to make some changes.
- Jen:** What did you do?
- Travis:** We managed to \_\_\_\_\_<sup>6</sup> Maisy to only play games for two hours each evening, which was a big improvement! We bought her a guitar and found a lovely woman who offered music lessons. Maisy is \_\_\_\_\_<sup>7</sup> good at learning new things, and within a month she was able to play a few songs.
- Jen:** How did she handle the \_\_\_\_\_<sup>8</sup> of going back to her old gaming habits?
- Travis:** In the end, she just stopped being so interested in video games. She's already made friends through her new hobby – she even started a band!

**Part C: Discuss these questions in pairs.**

1. Have you ever **persuaded** a friend to do something they didn't really want to do? Did you feel bad about it afterwards?
2. If you were **addicted** to something, what would be the best way to avoid the **temptation** to continue doing/using it?
3. Do you know anybody whose **mentalhealth** has been affected by the pandemic?
4. What do you usually do in your **spare** time?
5. Is there anything that you are **particularly** good at?
6. Why do you think that some people are more **passive** than others?
7. Do you prefer to spend your weekends **socialising** or relaxing by yourself?



## 6

**Pre-reading task: reading for general understanding**

You are going to read a text about people's opinions on the *World of Warcraft* shutting down in China. Scan the text quickly and match the profession with the correct speaker. One speaker doesn't mention a profession, and should be marked 'Not given'.

Lia

Mae

Wen

Zhao

1. Shoemaker \_\_\_\_\_
2. Remote worker \_\_\_\_\_
3. University researcher \_\_\_\_\_
4. Not given \_\_\_\_\_





# The World of Warcraft shutdown

## Four people share their opinions

### A. Lia, 29

I met my husband in *World of Warcraft*. That might sound strange, but I'm quite shy in real life and found it difficult to find the right person. I didn't like going to bars, and I've never had many friends. I've always worked from home, so I don't have any colleagues to socialise with. My husband and I met while doing quests together in one of the beginner areas. We chatted most days in the game, and then, after a few weeks, he asked for my number. We met in person three months later, and he decided to wear an outfit just like the one his character was wearing in the game when we first met! Even after we got married, we still played together every day. The game has become an important part of our lives, and we have made many friends there. We'll miss it a lot.

### B. Wen, 38

If I'm being completely honest, I'm glad. I have three children, and my wife doesn't play video games. She thinks they're pointless, and she doesn't like me playing at all. I can't blame her – over the last five years, I've become addicted to *World of Warcraft*. It started off as a bit of fun, a way to escape my boring job – and then, two years in, I escaped my job for good. I got fired because I turned up late too many times. I was playing in the night while my wife and kids slept. My wife, who was very patient with me, persuaded me to start seeing a therapist, and after several months of weekly appointments, I finally quit gaming last year. It took a while, but I got a new job making shoes, which is much more interesting than sitting in an office! I still think about my online life, and sometimes I feel a very strong urge to play. Now, they're finally shutting it down and the temptation will be gone.

### C. Mae, 34

There's a lot of research into the effects of gaming on our social lives and mental health. At my university, we are particularly interested in how online games affect young people, and I've written several papers on the topic. I don't have any children myself, but my brother does, and he only lets them play video games for a few hours on weekends. They're usually too busy with their schoolwork, anyway, but they do play outside from time to time – which I think is healthy. As a child, I spent most of my free time climbing trees or exploring the local countryside on my bike. When I was a teenager, we would hang out in parks or go on little adventures to nearby villages. The world is more interesting when you allow yourself to experience it, instead of hiding in your bedroom playing computer games. That's my opinion, anyway!

### D. Zhao, 22

I think older generations are more passive. They accept the world around them without challenging the way things are. My parents both worked hard for very little money, and when they were finally able to retire, they were too exhausted to enjoy life. I'm grateful to them, but I think that the way that society is set up is completely unfair. That's why so many people play video games. They are unhappy with reality, but they don't have the energy to change things. I have some older friends who work long hours doing boring jobs, and then spend all of their spare time playing online games. I don't think this is helpful – I think that distracting yourself from problems isn't healthy. Instead, we should all refuse to be part of their system, and make our own. That's what the protest group I set up is hoping to achieve, and we have seen a lot of interest in recent months.

Sources: BBC, The Guardian, Gamespot



## 7

**Reading comprehension**

Read the article again. For each question, choose the answer you believe best suits the speaker.

1. How has *World of Warcraft* changed Lia's life for the better?
  - a. She found a new job through *World of Warcraft*.
  - b. She met her husband through *World of Warcraft*.
  - c. Playing *World of Warcraft* helped her to be less shy.
2. Why might Wen be happy that *World of Warcraft* is shutting down?
  - a. He is looking forward to playing other games, as he will have more free time.
  - b. His wife told him that she would leave him if he didn't stop playing the game.
  - c. He became addicted to playing the game and won't be tempted to do so again now the servers have closed.
3. What kinds of things did Mae do during her childhood?
  - a. She used to explore the countryside and climb trees.
  - b. She had to help her parents in the family business.
  - c. She spent her childhood playing video games.
4. Why might Zhao think that online games could be unhealthy?
  - a. He believes that they can encourage people to develop mental health problems.
  - b. He thinks that they distract people from real-life problems.
  - c. He thinks that they stop people from finding well-paid jobs.

## 8

**Talking Point**

In pairs or small groups, discuss the following questions.

1. Have you ever developed a romantic relationship online? Do you think this would be possible for you?
2. Why do you think that some people become addicted to video games?
3. Are young people today less sociable than young people 50 years ago? Why/why not?
4. Why do you think *World of Warcraft* became so popular?
5. In general, do you like fantasy books, films, games etc.?
6. Will people still play online games 100 years from now?
7. Do games distract people from real-world problems, or is it healthy to have a break from reality from time to time?





## 9

**Extended activity/writing homework**

Write an opinion essay on the topic below. Your essay should agree with or disagree with the statement and should be between 240 – 280 words.

Video games are a complete waste of time, and have added nothing to society.

**Alternative extended activity:**

In two groups, debate the question below, with one group arguing **FOR** and the other **AGAINST**. Your group should think of at least **FIVE** points to support your argument, and should also consider responses to the other group's position.

Parents shouldn't allow children to spend more than five hours a week playing video games.