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1.Jane Mc Gonigal suggested to \_\_\_Spennd\_\_\_\_\_\_\_\_more time playing bigger and better games

2. According to her research at the \_\_\_\_\_ Institute for The Future \_\_\_\_\_\_\_\_ 3 billion hours a week is not nearly enough.

3. If we want to solve problems like \_\_\_\_\_Hunger\_\_\_\_\_, \_Poverty\_\_\_\_\_\_\_\_\_\_\_, Climate Change\_\_\_\_, \_\_\_\_\_\_\_Global Conflict\_\_\_\_, \_\_\_\_\_\_obesity\_\_\_\_, she believes that we need to play games.

4. If you are a gamer you will notice a few \_\_\_\_nuances\_\_\_\_\_ such as the crinkle of the eyes up and around the mouths and the eyebrows that shows a surprise

5. An \_\_\_\_ epic win\_\_\_\_ is an outcome that is so extraordinarily positive, you had no idea it was even possible until you achieved it.

6. There is no \_\_\_\_\_ unemployed\_\_\_\_\_\_ in World of Warcraft; no sitting around, wringing your hands since there are always something specific and important to be done.

7. . There are also of tons of \_\_ collaborators\_\_\_\_\_\_\_\_ who are ready to work with you to achieve your epic mission.

8. In games, they get that kind of constant \_\_\_ feedback\_\_\_\_\_\_\_\_ such as +1 strength, +1 intelligence, things they do not get in the real life

9. The cognitive-science research says that if we can master 10,000 hours of study at anything, we will be \_\_\_\_\_ virtuoso \_\_\_\_ at it.

10. Heredotus says that \_\_\_ dice game\_\_\_\_\_\_\_ was invented in the kingdom of Lydia, during a time of famine

**Qustions 6**

6. Why and how do many students find it hard to stop playing games? What do you think they should do to reduce the time for gaming? Explain.

**Answer :**

Because they feel that in the real world they are unable to achieve anything, but in the game they can do everything things and when it fails, they can repeat it again and again until it works. And also They have more free time than time for school so they can spend a lot of time playing games.

**Solution:**

The solution is that time at school must be extended so that it can pressure students not to spend time to play the game. For parents should have a big responsibility in supervising children, so their children can be monitored when playing games