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Level 6

Hotel opens in Taiwan just for gamers

23rd September, 2017

<http://www.breakingnewsenglish.com/1709/170923-gamers.html>

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Please try Levels 4 and 5 (they are easier).

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THE ARTICLE

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

A new hotel in Taiwan has opened to cater to the needs of gamers. Those who want to indulge in their favourite games while on business or vacation can now do so at the iHotel, near Taiwan's capital Taipei. Rooms at the hotel are fully equipped with two state-of-the-art gaming computers with 32-inch screens, plush DXRacer gaming chairs, and ambient lighting to create the perfect mood for getting behind the joystick. The gaming computers are side-by-side to ensure gaming with your partner has a more competitive edge. The rooms are also furnished with a 46-inch TV for guests to chill out after a hard session gaming. And if that's not enough, the hotel's lobby features a large gaming arena for larger groups.

Putting gaming consoles in hotel rooms may lead to positive benefits besides relaxing and getting away from it all. One study analysed data from over 12,000 high school students in Australia. Researchers found that students who played online games almost every day scored 15 points above average in maths and reading tests and 17 points above average in science. A Columbia University study indicated that gaming by 6-to-11-year-olds greatly increased their chance of "high intellectual functioning and overall school competence". However, critics of gaming warn of the harmful effects of gaming because of depictions of violence, sexual themes, alcohol, tobacco, drugs and profanity.

Sources: <http://mashable.com/2017/09/20/gaming-hotel-taiwan>
<http://gearsofbiz.com/this-hotel-has-gaming-rigs-inside-rooms/75404>
https://en.wikipedia.org/wiki/Video_game

WARM-UPS

1. GAMERS: Students walk around the class and talk to other students about gamers. Change partners often and share your findings.

2. CHAT: In pairs / groups, talk about these topics or words from the article. What will the article say about them? What can you say about these words and your life?

new hotel / needs / business / vacation / state-of-the-art / ambient / joystick / edge / consoles / relaxing / data / average / science / intellectual / competence / profanity

Have a chat about the topics you liked. Change topics and partners frequently.

3. GAMING: Students A **strongly** believe gaming is a huge waste of time; Students B **strongly** believe it isn't. Change partners again and talk about your conversations.

4. HOTELS: How can they be improved? Complete this table with your partner(s). Change partners often and share what you wrote.

	Improvements?	Why?
Lobby		
Front desk		
Rooms		
Restaurants		
Staff		
Technology		

5. GAME: Spend one minute writing down all of the different words you associate with the word "game". Share your words with your partner(s) and talk about them. Together, put the words into different categories.

6. GAMES: Rank these with your partner. Put the best games at the top. Change partners often and share your rankings.

- video games
- board games
- role play games
- card games
- sports games
- playground games
- party games
- arcade games

BEFORE READING / LISTENING

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

1. TRUE / FALSE: Read the headline. Guess if a-h below are true (T) or false (F).

- a. The new hotel is only for people on business trips. **T / F**
- b. The hotel is in Taiwan's capital city, Taipei. **T / F**
- c. Each room has computers with two 32-inch screens. **T / F**
- d. Each room has a 56-inch screen television. **T / F**
- e. The hotel says it has bookings from 12,000 Australian school students. **T / F**
- f. Australian students did better in 15 exams because of gaming. **T / F**
- g. Children aged 6-11 became less intelligent because of gaming. **T / F**
- h. Critics said there was a lack of profanity in gaming. **T / F**

2. SYNONYM MATCH:

Match the following synonyms. The words in **bold** are from the news article.

- | | |
|----------------------|-----------------|
| 1. cater | a. atmospheric |
| 2. ensure | b. bad language |
| 3. ambient | c. entrance |
| 4. chill out | d. advantages |
| 5. lobby | e. pointed to |
| 6. benefits | f. provide for |
| 7. data | g. ability |
| 8. indicated | h. information |
| 9. competence | i. make certain |
| 10. profanity | j. relax |

3. PHRASE MATCH: (Sometimes more than one choice is possible.)

- | | |
|--|--------------------------|
| 1. cater to the | a. art gaming computers |
| 2. Those who want to indulge in | b. effects of gaming |
| 3. fully equipped with two state-of-the- | c. lighting |
| 4. ambient | d. of violence |
| 5. chill | e. and profanity |
| 6. One study analysed | f. needs of gamers |
| 7. 17 points above | g. out |
| 8. critics of gaming warn of the harmful | h. data |
| 9. because of depictions | i. their favourite games |
| 10. alcohol, tobacco, drugs | j. average in science |

GAP FILL

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

A new hotel in Taiwan has opened to (1) _____ to the needs of gamers. Those who want to (2) _____ in their favourite games while on business or vacation can now do so at the iHotel, near Taiwan's (3) _____ Taipei. Rooms at the hotel are fully equipped with two state-of-the-(4) _____ gaming computers with 32-inch screens, plush DXRacer gaming chairs, and (5) _____ lighting to create the perfect mood for getting behind the joystick. The gaming computers are side-by-side to (6) _____ gaming with your partner has a more competitive edge. The rooms are also furnished with a 46-inch TV for guests to (7) _____ out after a hard session gaming. And if that's not enough, the hotel's lobby (8) _____ a large gaming arena for larger groups.

art
chill
indulge
ambient
cater
features
ensure
capital

Putting gaming (9) _____ in hotel rooms may lead to positive benefits besides (10) _____ and getting away from it all. One study analysed (11) _____ from over 12,000 high school students in Australia. Researchers found that students who played online games almost every day scored 15 points above (12) _____ in maths and reading tests and 17 points above average in science. A Columbia University study (13) _____ that gaming by 6-to-11-year-olds greatly increased their (14) _____ of "high intellectual functioning and overall school competence". However, critics of gaming warn of the harmful (15) _____ of gaming because of depictions of violence, sexual themes, alcohol, tobacco, drugs and (16) _____.

average
chance
consoles
profanity
data
effects
relaxing
indicated

LISTENING – Guess the answers. Listen to check.

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

- 1) A new hotel in Taiwan has opened to cater to the _____
 - a. needs of games are
 - b. needs of game arts
 - c. needs of gamers
 - d. needs of gam mars
- 2) Those who want to indulge in their favourite games _____
 - a. while on business
 - b. while in business
 - c. while at business
 - d. while oh business
- 3) Rooms at the hotel are fully equipped with two state-of-the- _____
 - a. art gaming computers
 - b. yurt gaming computers
 - c. yacht gaming computers
 - d. tart gaming computers
- 4) ambient lighting to create the perfect mood for getting _____
 - a. behind the Joyce tick
 - b. behind the joys tick
 - c. behind the joyous stick
 - d. behind the joystick
- 5) The rooms are also furnished with a 46-inch TV for guests _____
 - a. to freeze out
 - b. to cold in
 - c. to cool up
 - d. to chill out
- 6) Putting gaming consoles in hotel rooms may lead to _____
 - a. positively benefits
 - b. positive benefit
 - c. positive benefits
 - d. positively benefit
- 7) students who played online games almost every day scored 15 points above _____
 - a. average in maths
 - b. average on maths
 - c. averaging maths
 - d. averaging in maths
- 8) greatly increased their chance of "high intellectual functioning and _____ competence"
 - a. over all school
 - b. overalls school
 - c. over awe school
 - d. overall school
- 9) However, critics of gaming warn of the harmful _____
 - a. effects of gaming
 - b. affects of gaming
 - c. reflects of gaming
 - d. infects of gaming
- 10) depictions of violence, sexual themes, alcohol, tobacco, _____
 - a. drugs sand profanity
 - b. drug sand profanity
 - c. drugs sand profanity
 - d. drug and profanely

LISTENING – Listen and fill in the gaps

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

A new hotel in Taiwan has opened (1) _____ the needs of gamers. Those who want (2) _____ their favourite games while on business or vacation can now do so at the iHotel, near Taiwan's capital Taipei. Rooms at the hotel are (3) _____ with two state-of-the-art gaming computers with 32-inch screens, plush DXRacer gaming chairs, and (4) _____ to create the perfect mood for getting behind the joystick. The gaming computers (5) _____ to ensure gaming with your partner has a more competitive edge. The rooms are also furnished with a 46-inch TV for guests (6) _____ after a hard session gaming. And if that's not enough, the hotel's lobby features a large gaming arena for larger groups.

Putting gaming consoles in hotel rooms may (7) _____ benefits besides relaxing and getting away from it all. One study analysed (8) _____ 12,000 high school students in Australia. Researchers found that students who played online games almost every day scored 15 points (9) _____ in maths and reading tests and 17 points (10) _____ science. A Columbia University study indicated that gaming by 6-to-11-year-olds greatly increased their chance of "high (11) _____ and overall school competence". However, critics of gaming warn of the harmful effects of gaming because of depictions of violence, sexual themes, alcohol, tobacco, (12) _____.

COMPREHENSION QUESTIONS

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

1. What is the name of the hotel?
2. What is the name of the nearest city to the hotel?
3. What kind of lighting is in each room of the hotel?
4. Where are the two computer screens in relation to each other?
5. How big is the TV in each room?
6. What kind of benefits might gaming consoles in hotel rooms have?
7. How many students did researchers look at the data of?
8. What was the average point rise of science tests because of gaming?
9. Who increased their chance of increasing overall school competence?
10. Who warned of harmful effects of gaming?

MULTIPLE CHOICE - QUIZ

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

- 1) What is the name of the hotel?
 - a) Game Inn
 - b) iHotel
 - c) iGame Hotel
 - d) Inn Gamer
- 2) What is the name of the nearest city to the hotel?
 - a) Taichung
 - b) Tainan
 - c) Kaohsiung
 - d) Taipei
- 3) What kind of lighting is in each room of the hotel?
 - a) ambient lighting
 - b) bright lighting
 - c) neon lighting
 - d) LED lighting
- 4) Where are the two computer screens in relation to each other?
 - a) opposite each other
 - b) 5 metres apart
 - c) next to each other
 - d) behind each other
- 5) How big is the TV in each room?
 - a) 44 inches
 - b) 46 inches
 - c) 32 inches
 - d) 50 inches
- 6) What kind of benefits might gaming consoles in hotel rooms have?
 - a) unforeseen benefits
 - b) beneficial benefits
 - c) positive benefits
 - d) health benefits
- 7) How many students did researchers look at the data of?
 - a) around 12,000
 - b) exactly 12,000
 - c) fewer than 12,000
 - d) more than 12,000
- 8) What was the average point rise of science tests because of gaming?
 - a) 17
 - b) 15
 - c) 13
 - d) 11
- 9) Who increased their chance of increasing overall school competence?
 - a) 6-11-year-olds
 - b) high-schoolers
 - c) Austrian students
 - d) intellectual students
- 10) Who warned of harmful effects of gaming?
 - a) hotel owners
 - b) critics
 - c) Bill Gates
 - d) school teachers

ROLE PLAY

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

Role A – Video Games

You think video games are the best games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the worst of these (and why): board games, card games or party games.

Role B – Board Games

You think board games are the best games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the worst of these (and why): video games, card games or party games.

Role C – Card Games

You think card games are the best games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the worst of these (and why): board games, video games or party games.

Role D – Party Games

You think party games are the best games. Tell the others three reasons why. Tell them what is wrong with their games. Also, tell the others which is the worst of these (and why): board games, card games or video games.

AFTER READING / LISTENING

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

1. WORD SEARCH: Look in your dictionary / computer to find collocates, other meanings, information, synonyms ... for the words 'gaming' and 'hotel'.

gaming	hotel
---------------	--------------

- Share your findings with your partners.
- Make questions using the words you found.
- Ask your partner / group your questions.

2. ARTICLE QUESTIONS: Look back at the article and write down some questions you would like to ask the class about the text.

- Share your questions with other classmates / groups.
- Ask your partner / group your questions.

3. GAP FILL: In pairs / groups, compare your answers to this exercise. Check your answers. Talk about the words from the activity. Were they new, interesting, worth learning...?

4. VOCABULARY: Circle any words you do not understand. In groups, pool unknown words and use dictionaries to find their meanings.

5. TEST EACH OTHER: Look at the words below. With your partner, try to recall how they were used in the text:

<ul style="list-style-type: none">• cater• near• two• side• 46• enough	<ul style="list-style-type: none">• may• data• almost• 17• greatly• harmful
---	--

GAMING SURVEY

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

Write five GOOD questions about gaming in the table. Do this in pairs. Each student must write the questions on his / her own paper. When you have finished, interview other students. Write down their answers.

	STUDENT 1 _____	STUDENT 2 _____	STUDENT 3 _____
Q.1.			
Q.2.			
Q.3.			
Q.4.			
Q.5.			

- Now return to your original partner and share and talk about what you found out. Change partners often.
- Make mini-presentations to other groups on your findings.

GAMING DISCUSSION

STUDENT A's QUESTIONS (Do not show these to student B)

1. What did you think when you read the headline?
2. What images are in your mind when you hear the word 'gaming'?
3. What do you think of gaming?
4. Would you like to stay in a gaming hotel?
5. What kind of hotels do you like?
6. What do you need in a hotel room?
7. What do you do to chill out?
8. Do you prefer gaming or watching movies?
9. Why is gaming so popular?
10. What other themed hotels should there be?

Hotel opens in Taiwan just for gamers – 23rd September, 2017
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GAMING DISCUSSION

STUDENT B's QUESTIONS (Do not show these to student A)

11. Did you like reading this article? Why/not?
12. What do you think of when you hear the word 'hotel'?
13. What do you think about what you read?
14. What's your favourite game?
15. What are the benefits of gaming?
16. How might gaming lead to better scores at school?
17. How often should children play online games?
18. What are the dangers of online games?
19. Is there too much violence and bad language in games?
20. What questions would you like to ask the hotel guests?

DISCUSSION (Write your own questions)

STUDENT A's QUESTIONS (Do not show these to student B)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

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DISCUSSION (Write your own questions)

STUDENT B's QUESTIONS (Do not show these to student A)

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

LANGUAGE - CLOZE

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

A new hotel in Taiwan has opened to (1) _____ to the needs of gamers. Those who want to indulge (2) _____ their favourite games while on business or vacation can now do so at the iHotel, near Taiwan's capital Taipei. Rooms at the hotel are fully (3) _____ with two state-of-the-art gaming computers with 32-inch screens, plush DXRacer gaming chairs, and ambient lighting to create the perfect (4) _____ for getting behind the joystick. The gaming computers are side-by-side to (5) _____ gaming with your partner has a more competitive edge. The rooms are also furnished with a 46-inch TV for guests to chill (6) _____ after a hard session gaming. And if that's not enough, the hotel's lobby features a large gaming arena for larger groups.

Putting gaming consoles in hotel rooms may lead to positive benefits (7) _____ relaxing and getting away from it (8) _____. One study analysed data from over 12,000 high school students in Australia. Researchers found that students who played online games almost every day scored 15 points (9) _____ average in maths and reading tests and 17 points above average in science. A Columbia University study indicated that gaming by 6-to-11-year-olds (10) _____ increased their chance of "high intellectual functioning and overall school competence". However, critics of gaming warn of the harmful (11) _____ of gaming because of depictions of violence, sexual themes, alcohol, tobacco, drugs and (12) _____.

Put the correct words from the table below in the above article.

- | | | | | |
|-----|--------------|--------------|---------------|---------------|
| 1. | (a) cater | (b) carter | (c) crater | (d) culture |
| 2. | (a) on | (b) up | (c) in | (d) of |
| 3. | (a) equip | (b) equipped | (c) equipped | (d) equips |
| 4. | (a) mode | (b) good | (c) dude | (d) mood |
| 5. | (a) insure | (b) sure | (c) ensure | (d) assure |
| 6. | (a) to | (b) out | (c) at | (d) in |
| 7. | (a) insides | (b) besides | (c) resides | (d) sides |
| 8. | (a) entire | (b) all | (c) whole | (d) every |
| 9. | (a) higher | (b) more | (c) above | (d) upper |
| 10. | (a) greatest | (b) greater | (c) greatness | (d) greatly |
| 11. | (a) affects | (b) reflects | (c) infects | (d) effects |
| 12. | (a) propane | (b) profane | (c) profanely | (d) profanity |

SPELLING

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

Paragraph 1

1. aterc to the needs of gamers
2. neiludg in their favourite games
3. Rooms at the hotel are fully pdeuqipe
4. taeimnb lighting
5. nieduhrfs with a 46-inch TV
6. after a hard osnesis gaming

Paragraph 2

7. Putting gaming sncslooe in hotel rooms
8. One study aldnesay data
9. 15 points above vegraae in maths
10. overall school cteeeconpm
11. because of itpiondces of violence
12. tobacco, drugs and pafyrotni

PUT THE TEXT BACK TOGETHER

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

Number these lines in the correct order.

- () by-side to ensure gaming with your partner has a more competitive edge. The rooms are also furnished
- () to-11-year-olds greatly increased their chance of "high intellectual functioning and overall
- (**1**) A new hotel in Taiwan has opened to cater to the needs of gamers. Those who want to indulge in their favourite
- () enough, the hotel's lobby features a large gaming arena for larger groups.
- () with a 46-inch TV for guests to chill out after a hard session gaming. And if that's not
- () school competence". However, critics of gaming warn of the harmful effects of gaming because
- () Putting gaming consoles in hotel rooms may lead to positive benefits besides relaxing and getting
- () fully equipped with two state-of-the-art gaming computers with 32-inch screens, plush DXRacer gaming
- () away from it all. One study analysed data from over 12,000 high school students in Australia. Researchers found
- () of depictions of violence, sexual themes, alcohol, tobacco, drugs and profanity.
- () tests and 17 points above average in science. A Columbia University study indicated that gaming by 6-
- () games while on business or vacation can now do so at the iHotel, near Taiwan's capital Taipei. Rooms at the hotel are
- () chairs, and ambient lighting to create the perfect mood for getting behind the joystick. The gaming computers are side-
- () that students who played online games almost every day scored 15 points above average in maths and reading

PUT THE WORDS IN THE RIGHT ORDER

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

1. in who their want favourite to games indulge Those .
2. of- state- two with Equipped computers gaming art the- .
3. lighting the Gaming ambient create mood and to perfect chairs .
4. Ensure has gaming a with competitive your edge partner .
5. gaming large a features lobby hotel's The arena .
6. benefits may Consoles lead in to hotel positive rooms .
7. analysed over data study from 12,000 students school One .
8. who day Students almost games online played every .
9. high of chance their increased Greatly functioning intellectual .
10. of of of effects Critics warn harmful gaming gaming the .

CIRCLE THE CORRECT WORD (20 PAIRS)

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

A new hotel in Taiwan has opened to *crater / cater* to the needs of gamers. Those who want to *indulge / bulge* in their favourite games while on business or vacation can now do so at the iHotel, *near / nearly* Taiwan's capital Taipei. Rooms at the hotel are fully *equipment / equipped* with two state-of-the-art gaming computers with 32-inch screens, *push / plush* DXRacer gaming chairs, and ambient lighting to create the *perfect / prefect* mood for getting behind the joystick. The gaming computers are side-by-side to *insure / ensure* gaming with your partner has a more competitive *hedge / edge*. The rooms are also furnished with a 46-inch TV for guests to chill out after a *hard / hardly* session gaming. And if that's not enough, the hotel's lobby *features / futures* a large gaming arena for larger groups.

Putting gaming consoles in hotel rooms may lead to *positively / positive* benefits besides relaxing and *gotten / getting* away from it all. One study analysed *data / beta* from over 12,000 high school students in Australia. Researchers found that students who played online games *almost / most* every day scored 15 points above average *on / in* maths and reading tests and 17 points *higher / above* average in science. A Columbia University study *indicated / indication* that gaming by 6-to-11-year-olds greatly increased their chance of "high intellectual functioning and overall school *competence / competent*". However, critics of gaming warn of the harmful *effects / affects* of gaming because of depictions of violence, sexual themes, alcohol, tobacco, drugs and *profane / profanity*.

Talk about the connection between each pair of words in italics, and why the correct word is correct.

INSERT THE VOWELS (a, e, i, o, u)

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

_ n_w h_t_l _n T__w_n h_s _p_n_d t_ c_t_r t_ th_
n__ds _f g_m_rs. Th_s_ wh_ w_nt t_ _nd_lg_ _n th__r
f_v__r_t_ g_m_s wh_l_ _n b_s_n_ss _r v_c_t__n c_n
n_w d_ s_ _t th_ _H_t_l, n__r T__w_n's c_p_t_l
T__p___. R__ms _t th_ h_t_l _r_ f_lly _q__pp_d w_th
tw_ st_t_ -f-th_ -rt g_m_ng c_mp_t_rs w_th 32_nch
scr__ns, pl_sh DXR_c_r g_m_ng ch__rs, _nd _mb__nt
l_gh_t_ng t_ cr__t_ th_ p_rf_ct m__d f_r g_tt_ng
b_h_nd th_ j_yst_ck. Th_ g_m_ng c_mp_t_rs _r_s_d_
by-s_d_ t_ _ns_r_ g_m_ng w_th y__r p_rtn_r h_s _
m_r_c mp_t_t_v_ _dg_. Th_ r__ms_r_ _ls_ f_rn_sh_d
w_th _46_nch TV f_r g__sts t_ ch_ll __t _ft_r _h_rd
s_ss__n g_m_ng. _nd _f th_t's n_t _n__gh, th_ h_t_l's
l_bby f__t_r_s _l_rg_ g_m_ng _r_n_ f_r l_rg_r gr__ps.
P__tt_ng g_m_ng c_nsl_s _n h_t_l r__ms m_y l__d t_
p_s_t_v_ b_n_f_ts b_s_d_s r_l_x_ng _nd g_tt_ng _w_y
fr_m _t_ll. _n_ st_dy _n_lys_d d_t_ fr_m _v_r 12,000
h_gh sch__l st_d_nts _n __str_l___. R_s__rch_rs f__nd
th_t st_d_nts wh_ pl_y_d _nl_n_ g_m_s _lm_st _v_ry
d_y sc_r_d 15 p__nts _b_v_ _v_r_g_ _n m_ths _nd
r__d_ng t_sts _nd 17 p__nts _b_v_ _v_r_g_ _n
sc__nc_. _ C_l_mb__ _n_v_rs_ty st_dy _nd_c_t_d th_t
g_m_ng by 6-t_-11-y__r-lds gr__tly _ncr__s_d th__r
ch_nc_ _f "h_gh _nt_ll_ct__l f_nct__n_ng _nd _v_r_ll
sch__l c_mp_t_nc_". H_w_v_r, cr_t_cs _f g_m_ng w_rn
f th h_rmf_l _ff_cts _f g_m_ng b_c__s_ _f
d_p_ct__ns _f v__l_nc_, s_x__l th_m_s, _lc_h_l,
t_b_cc_, dr_gs _nd pr_f_n_ty.

PUNCTUATE THE TEXT AND ADD CAPITALS

From <http://www.BreakingNewsEnglish.com/1709/170923-gamers.html>

a new hotel in taiwan has opened to cater to the needs of gamers those who want to indulge in their favourite games while on business or vacation can now do so at the ihotel near taiwan's capital taipei rooms at the hotel are fully equipped with two state-of-the-art gaming computers with 32-inch screens plush dxracer gaming chairs and ambient lighting to create the perfect mood for getting behind the joystick the gaming computers are side-by-side to ensure gaming with your partner has a more competitive edge the rooms are also furnished with a 46-inch tv for guests to chill out after a hard session gaming and if that's not enough the hotel's lobby features a large gaming arena for larger groups

putting gaming consoles in hotel rooms may lead to positive benefits besides relaxing and getting away from it all one study analysed data from over 12000 high school students in australia researchers found that students who played online games almost every day scored 15 points above average in maths and reading tests and 17 points above average in science a columbia university study indicated that gaming by 6-to-11-year-olds greatly increased their chance of "high intellectual functioning and overall school competence" however critics of gaming warn of the harmful effects of gaming because of depictions of violence sexual themes alcohol tobacco drugs and profanity

PUT A SLASH (/) WHERE THE SPACES ARE

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A new hotel in Taiwan has opened to cater to the needs of gamers. Those who want to indulge in their favourite games while on business or vacation can now do so at the hotel, near Taiwan's capital Taipei. Rooms at the hotel are fully equipped with two state-of-the-art gaming computers with 32-inch screens, plush DXRacer gaming chairs, and ambient lighting to create the perfect mood for getting behind the joystick. The gaming computer is side-by-side to ensure gaming with your partner has a more competitive edge. The rooms are also furnished with a 46-inch TV for guests to chill out after a hard session of gaming. And if that's not enough, the hotel's lobby features a large gaming arena for larger groups. Putting gaming consoles in hotel rooms may lead to positive benefits besides relaxing and getting away from it all. One study analysed data from over 12,000 high school students in Australia. Researchers found that students who played online games almost every day scored 15 points above average in maths and reading tests and 17 points above average in science. A Columbia University study indicated that gaming by 6-to-11-year-olds greatly increased their chance of "high intellectual functioning and overall school competence". However, critics of gaming warn of the harmful effects of gaming because of depictions of violence, sexual themes, alcohol, tobacco, drugs and profanity.

HOMEWORK

1. VOCABULARY EXTENSION: Choose several of the words from the text. Use a dictionary or Google's search field (or another search engine) to build up more associations / collocations of each word.

2. INTERNET: Search the Internet and find out more about this news. Share what you discover with your partner(s) in the next lesson.

3. GAMING: Make a poster about gaming. Show your work to your classmates in the next lesson. Did you all have similar things?

4. HOTELS: Write a magazine article about gaming hotels. Include imaginary interviews with people who are for and against them.

Read what you wrote to your classmates in the next lesson. Write down any new words and expressions you hear from your partner(s).

5. WHAT HAPPENED NEXT? Write a newspaper article about the next stage in this news story. Read what you wrote to your classmates in the next lesson. Give each other feedback on your articles.

6. LETTER: Write a letter to an expert on hotels. Ask him/her three questions about them. Give him/her three of your ideas on how to make hotels better. Read your letter to your partner(s) in your next lesson. Your partner(s) will answer your questions.

ANSWERS

TRUE / FALSE (p.4)

a F b F c T d F e F f F g F h F

SYNONYM MATCH (p.4)

- | | |
|---------------|-----------------|
| 1. cater to | a. provide for |
| 2. ensure | b. make certain |
| 3. ambient | c. atmospheric |
| 4. chill out | d. relax |
| 5. lobby | e. entrance |
| 6. benefits | f. advantages |
| 7. data | g. information |
| 8. indicated | h. pointed to |
| 9. competence | i. ability |
| 10. profanity | j. bad language |

COMPREHENSION QUESTIONS (p.8)

1. iHotel
2. Taipei
3. Ambient lighting
4. Next to each other
5. 46 inches
6. Positive benefits
7. Over 12,000
8. 17
9. 6-to-11-year-olds
10. Critics

MULTIPLE CHOICE - QUIZ (p.9)

1. b 2. d 3. a 4. c 5. b 6. c 7. d 8. a 9. a 10. b

ALL OTHER EXERCISES

Please check for yourself by looking at the Article on page 2.
(It's good for your English ;-)