

## **GAMING ADDICTION**

**LEVEL: UPPER INTERMEDIATE / ADVANCED**

**CLIL : possible to be used in English, Civics, Social Science**

**Aid: Internet**

**1) WATCH A VIDEO** <https://forms.gle/MupE8HMbEfSZPBx9A>

**2) Discussion about the video**

**Try an on line quiz** [Video Game Addiction Test \(VAT\): The Study-Validated Self Assessment – Voltcave](#)

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## Introduction:

# Gaming addiction

There is increasing evidence that people of all ages, especially children, teens and young adults, are facing very real and sometimes severe consequences associated with compulsive use of video and computer games.

Video games are becoming increasingly complex, detailed, and compelling to a growing international audience of players. With better graphics, more realistic characters, and greater strategic challenges, it's not surprising that a number of young people would rather play the latest video game than hang out with friends, play sports or even watch television.

Of course, not all gamers are addicts; many digital natives can play video games a few hours a week, successfully balancing school activities, grades, friends, and family obligations. But for some of them, gaming has become an uncontrollable compulsion. Just like gambling and other compulsive behavior, young people can become so enthralled in the fantasy world of gaming that they neglect their family, friends, work, and school.