Name:                                    Online Gaming
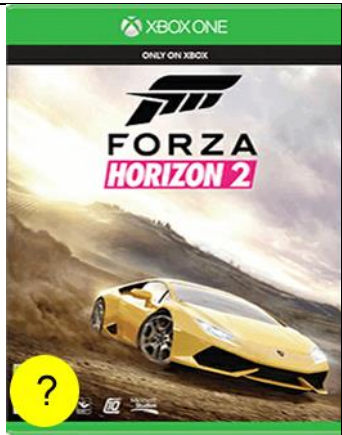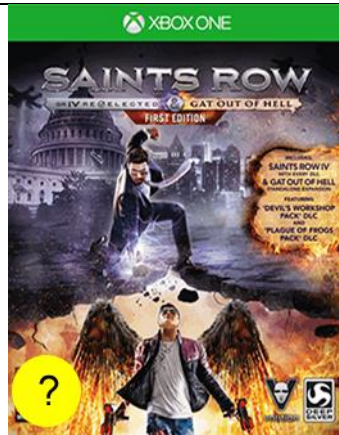
# **Starter**

Task 1 – What is a PEGI rating? Go to the following website and write a definition explaining what it is. (http://www.pegi.info/en/index/)

Pegi rating means…..

Task 2- Try to guess which PEGI rating goes with each computer game.

| | | | |
|---|---|---|---|
| Pegi Rating - | Pegi Rating - | Pegi Rating - | Pegi Rating - |

| | | | |
|---|---|---|---|
| Pegi Rating - | Pegi Rating - | Pegi Rating - | Pegi Rating - |

Task 3 – Do you own any games that have a PEGI rating older than you are? Do you think it's ok to play games that adults don't think are suitable for you?

# Main 1

## Task 1

Answer the following questions:

1.  Do you think computer games should have ratings in line with film ratings?

2.  Do you think adults are stricter with monitoring the age ratings of films or games?  Explain your answer.

3.  Do you think adults or children take more notice of age ratings on films than games?  Explain your answer.

4.  If you had children, would you let them play games and watch films if they were younger than the given rating? Explain your answer.

5.  Do you play games online?

6.  Do you know everyone on your online friends list?

7.  Do you play games with anyone online who is older than you?

8.  Do you hear bad language when you play games online with other people?

## Task 2

Complete the table below stating the pros and cons of playing computer and online games:

| Pros (GOOD) | Cons (BAD) |
|---|---|
| Meet new people online that are similar ages to you. | Could get addicted and not socialise with anyone. |
| | |
| | |
| | |
| | |
| | |
| | |

## Task 3

Using GAMES website make a list of computer games that are suitable for your age group and those that are not suitable. They can be on any platform you like. Copy and paste the box covers into the boxes below:

http://www.graingergames.co.uk

| Suitable Games | Unsuitable Games |
|---|---|
| | |
| | |
| | |
| | |
| | |
| | |
| | |

Name:                                     Online Gaming

## Plenary

Look at the articles below from the BBC. Beneath each article, give your opinion on the story and explain why you feel that way.

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31 January 2013 Last updated at 14:12      Share

# EA boss denies video games encourage violent attacks

**By Leo Kelion**
Technology reporter

**The boss of Electronic Arts (EA) has denied there is any link between video game content and "actual violence".**

John Riccitiello spoke out on the subject during a conference call with bank analysts following his firm's latest earnings forecast.

But he acknowledged that his industry did face a "perception issue".

The topic has become the focus of political debate in the US following shootings in a Connecticut school and a Colorado cinema.

EA's Battlefield 3 video game carries warnings it involves "intense violence"

After the incidents, the National Rifle Association (NRA) - which itself had been accused of culpability - said the video game industry sowed "violence against its own people".

Republican congresswoman Diane Franklin subsequently proposed a sales tax on violent titles, saying the money should be used to "finance mental health programs and law enforcement measures to prevent mass shootings".

Former Green Party presidential candidate Ralph Nader went further, accusing games publishers of being "electronic child molesters" and demanded regulation.

**Related Stories**

Obama unveils gun control plan

Gun lobby releases shooting game

EA forced to remove gun shop links

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My view:

Name:                                    Online Gaming

6 February 2014 Last updated at 02:10

4.4K    Share

# Violent video games leave teens 'morally immature'

By Sean Coughlan
BBC News education correspondent



More than half of teenagers in the study played a computer game every day

**Playing violent video games for long periods of time can hold back the "moral maturity" of teenagers, according to a study in Canada.**

In-depth research into the behaviour of about 100 13- and 14-year-olds found over-exposure to violent games weakened empathy for others.

More than half were found to play video games every single day, with violent games the most common.

Researchers warned of adolescents losing a sense of "right and wrong".

My view:

Name:                                       Online Gaming

19 October 2010 Last updated at 01:10         **< Share** f y ✉ 🖶

# Violent images 'boost teenage aggression'

**Repeated viewing of violent scenes in films, television or video games could make teenagers behave more aggressively, US research suggests.**

The National Institutes of Health study of 22 boys aged 14 to 17 found that showing dozens of violent clips appeared to blunt brain responses.

Dr Jordan Grafman said it might make aggression feel more "acceptable".

The longer the boys watched the videos, the less they responded to the violence within them

However, a UK expert said the reasons behind violence were too complex to be explained by laboratory research.

The effect of violent imagery on young people has been debated from the early days of television, and, more recently, that debate has expanded to include video games.

Various studies have suggested that exposure appears to have an effect on the way that the brain processes emotional responses, yet it is unclear whether this can have a direct impact on behaviour.

The US study, published in the journal **Social Cognitive & Affective Neuroscience,** involved 60 violent scenes from videos being collated, mostly involving street brawling and fist fights.

**Related Stories**

Call for child screen-time limit

Games 'don't lead to violence'

My view: