



BBC WORLD SERVICE LEARNING ENGLISH

Technology: Video Games in 2009
科技：2009年的电子游戏走向

Technology: Video Games in 2009 2009年的电子游戏走向



bbcchina.com.cn

What's the Next Big Thing? 09年哪个游戏会大红大紫?

Read the text below and do the activity that follows.

阅读下面的短文，然后完成练习：

2008 was a **bumper year** for videogame sales in the UK, with British consumers **forking out** more than £4bn (40bn RMB) on games and **consoles**.

Nintendo dominated the UK market, **outstripping** their competitors by creating a new market for their family-based gaming systems. Existing **game franchises** also performed well with titles such as GTA IV and Halo 3 smashing **sales records** on the days of their release.

So what does 2009 hold for the games industry?

Some of the most **influential** people in videogame production spoke to the BBC to give their **predictions** of where gaming might be heading over the next twelve months.

Will Wright, the creator of The Sims and Spore, predicts a **merging** of game worlds with reality. He can **foresee** a "**mobile game** that interacts with a **GPS** (global positioning system) so that where you **physically** play the game in the real world will have a direct effect on the game you are playing".

Paul Barnett, the **creative director** on Warhammer Online, said the industry would struggle to find a **coherent identity**, predicting "a continuing fight between games defining themselves as 'art', 'design' and 'entertainment'".

Some commentators believe that games played communally **online** by large numbers of people will become more like **social-networking** than game-playing.

Peter Ryan, the creator of the website which supports the Guitar Hero series of games, says, in the future, the online "community will be as **critical** to the **overall experience** of a game as the game itself".

So what do you think? What are your predictions for the future of videogames this year? If you would like to share your ideas with us, email us at chinaelt@bbc.co.uk. The best ideas could be **published** on the bbcchina.com website.

Glossary 词汇表

bumper year – 丰收年	forking out – 支付
consoles – 操纵器	outstripping – 超过, 胜过
game franchises – 游戏的多个版本	sales records – 销售记录
influential – 有影响力的	predictions – 预测
merging – 合并	foresee - 预见, 预知
mobile game – 手机游戏	GPS – 全球定位系统
physically – 身体上的	creative director – 创意总监
coherent identity – 一致的身份	online – 线上
social-networking – 社交	critical – 决定性的
overall experience – 总的体验	published – 发表

1. Reading Quiz 阅读测验

Are these sentences true or false? Circle the correct answer.

以下句子哪句是真?哪句是假? 请圈出正确答案。

1. True / False
2. True / False
3. True / False
4. True / False
5. True / False

2. Another activity

Instructions, instructions, instructions, instructions, instructions,

3. Another activity

Instructions, instructions, instructions, instructions, instructions,

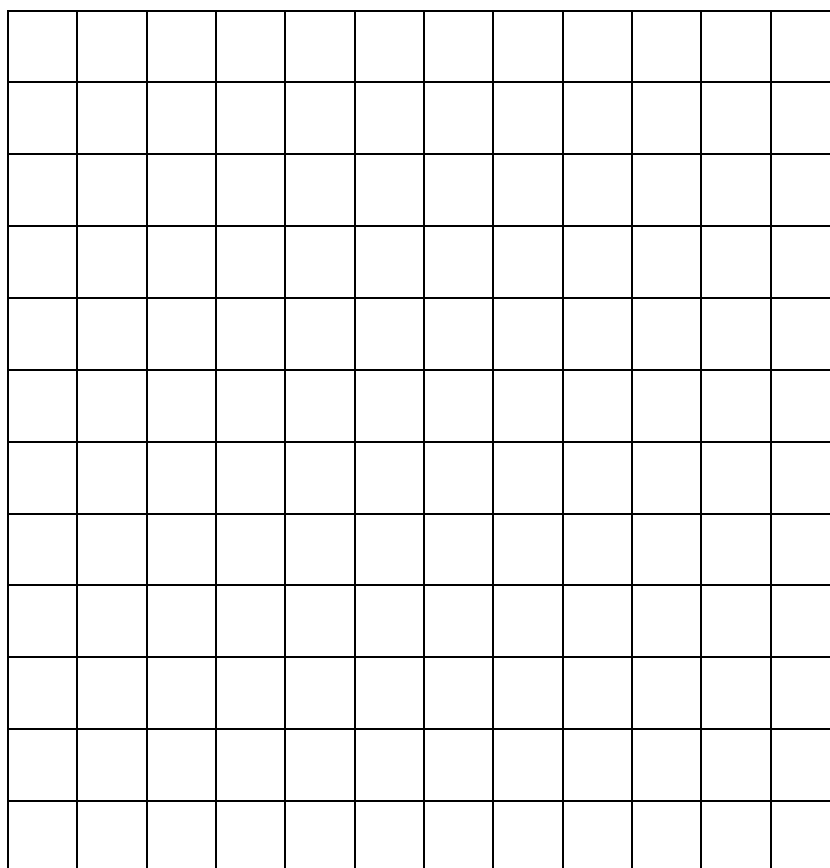
4. Wordsearch 单词搜索

Try to find the words associated with **WHATEVER** in the puzzle below.

There are ten words to find. Words can be written horizontally (→), vertically (↓) or diagonally (↘)

请在下面的字谜游戏中，找出与**XXXXX**有关的英语单词来。

共有**10**个单词，其组成方式可能以水平的 (→) 垂直的 (↓) 或对角的 (↘) 形式出现。



words words words words

Answers 答案

1. Reading Quiz 阅读测验

2. Another activity

3. Another activity

4. Wordsearch 单词搜索