

Academic Year: 2012 / 2013  
English Mock Exam N°3  
Duration: 2 hours

Level: 2<sup>nd</sup> Year Baccalaureate  
Student's name: .....  
Class: .....

1 In 2004, a Chinese boy jumped from a building after playing Warcraft for 36 hours. His suicide note stated that he jumped to 'join the heroes of the game he worshipped'. Later in 2005, a child died from neglect as her parents were across the street café playing Warcraft for 5 hours. Online game addiction may lead to life-threatening consequences. The world of Internet gaming is so varied and vast. Through an Internet portal, we can explore outer space or an entire score of magical worlds. Anyone can be transported to an alternative reality in a matter of minutes. We can escape not only from our surroundings, but from ourselves, as well.



2 I asked doctor Keith Bakker what can make gaming dangerous. He explained the aspects that really make online gaming so serious. The first factor is the chemical rush from Dopamine, the body's accomplishment chemical. Those little or sometimes huge buzzes we get when we do something well. You can get lots of these particularly in combat games. Whenever we kill an enemy, we get a bigger dopamine rush. Keith pointed out, "What they get hooked on is the Dopamine not the game."

3 The second is the social aspect. With Warcraft, for example, players form clubs with up to 60 players. To beat another club, every member has to be online. Keith explained, "If you're not there, the pressure is enormous from the rest of the club members. We need you, you're one of us." Some of these kids have been playing for 3 to 4 years and they don't have any interpersonal relationships anymore with human beings. They think they are having all sorts of friends, but the friends they have are online. For many of these kids, it's the first time in their life that they are good at something.

4 Moreover, these kids are in terrible physical condition because they haven't got off their chairs for years and they have totally failed at school, because they have been playing games when they should be doing their homework. Online gaming creates a completely new person who can conquer and destroy. And we can communicate with someone we can be certain to share at least one interest with. Computer game addiction can massively affect young people's development with symptoms that range from irritability and sleep deprivation to poor health and violence.

5 In general, there's nothing wrong with gaming on its own. It can be a fun recreational activity for 80% of the population. The problem is that there is a large number of people in the world who have this predisposition for addiction; and whether it's gaming or alcohol, they're going to get hooked on something. My advice to anyone who spends too long playing games is that they must have a life outside the virtual world too. Because they never know when the plug might be pulled out, and they could find themselves quite rudely awakened.







