**Written comprehension 2: “I was a game addict.”**

**Anticipation: image + source+ title**

Look at the source and imagine what it is.

Source: The article is from The Guardian, a British daily quality paper (not a tabloid). It is mostly bought by social liberalist readers, readers from the Labour Party, the political party which is not in power at the moment.

**Because it is a newspaper article, you expect one paragraph to present or focus on one idea, especially at the beginning of the paragraph.**

Tell me who the target is.

The target is mostly/mainly British readers , who like reading about current news stories.

Look at the title and tell me what is specific about it.

It’s someone’s quote: direct speech sentence (inverted commas)

The idea is negative because of the word “addict”, which has negative connotations: obsession

It looks like a current news story.

However the preterit form indicates the problem may be solved, so that is positive (good news)

Scan the text and count the number of paragraphs . Tell me if they are quite short or long.

There are 4 paragraphs. Two of them are quite short, two are longer, which means that the ideas contained in the longer paragraphs are more important.

Read the whole text and identify who “I” is and what his problem is.

I is Tom Meltzer. His problem is that he couldn’t stop playing video games.

Infer the type of literature the use of “I” refers to.

It may be a biography.

Read the first paragraph and justify the statement: “The notion of a video game addiction may seem odd/ strange.”

The notion is strange because when people think about addictions, they don’t think about someone being addicted to video games, they think about other addictions such as addictions to drugs (or alcohol or work).

Read the second paragraph and explain why an addiction to online games may be better than the other addictions.

Because unlike drugs (or alcohol) which have a temporary exciting effect, playing gales online doesn’t seem to have a time limit. The pleasure is long-lasting.

The only time limits are time taken to sleep and eat.

Explain why an addiction to online games can be deadly.

Because in China, a young man died after playing games non-stop for three days.

Read paragraph three and explain Dr. John Charlton’s explanation as to why some people are addicted to games.

Because they have low self-esteem and /or have family problems, so games are a way for them to escape.

Read paragraph four and show the impact of the doctor’s words on Tom

After they met, Tom realized the doctor was right. He had such a low self-esteem that by playing video games, he could become someone he believed he wasn’t in life: a hero, not a lonely and unpopular teenager.

Deduce what happened to Tom after he analyzed the reasons for his addiction.

We understand that after meeting Dr. Charlton, Tom fought his addiction and he is no longer a game addict.

CONCLUSION

Tell me the secret message of the article and if the author’s point of view is biased or not.

He is not really biased because Tom only tells the real/ true story of his painful teenage years **to warn** **people about the issue**. He may hope to help others by telling his story.