

Vocabulary: gaming 词汇: 玩电子游戏

There are many ways we can enjoy sport – watching it on TV or a smartphone, attending an event at a stadium or even playing the game. But for those who enjoy getting **competitive** with their computer gaming, there are realistic-looking games with **lifelike graphics** to be played without leaving home. It's this type of sport – if that's what we can call it – that has become big business. And interest in it has gone to a new level.

Initially, grabbing a **joystick** or **controller** and playing a game was a **solitary** activity. But around 20 years ago computers became cheaper and the internet became faster, which made it much easier for more people to get involved with computer gaming. This led to **gamers** connecting with each other around the world, so they could go **head-to-head** online. It also became a **spectator sport**, with people watching others play. The whole experience has been given the name '**esports**' – electronic sports.

Now, huge esports **tournaments** take place all over the world in big arenas with large crowds. **Die-hard** enthusiasts, who have become **first-rate players**, are now well-known - some play together in teams. Its top stars can earn millions of dollars a year, without even breaking into a sweat! And fans from around the world tune in to watch the action online. The global audience is now estimated at more than 200 million and growing. Annual **revenues** from esports, currently around 650 million dollars for events, continue to rise with billions more generated through video games sales.

Famous football clubs are now trying to **get in on the action**. England's Football Association for example launched its first esports team this year, known as the eLions. It recruited *Fifa 19* players to represent them at the **inaugural** Fifa eNations Cup. Mark Bullingham, the FA's chief commercial and football development officer, said "The FA prides itself on being a modern, **innovative** organisation that strives to engage and **inspire** all generations of football fans."

But while this **virtual** version of football might give aspiring footballers a chance to get closer to the real game, some might argue the lack of **physical activity** means it shouldn't be called a sport – and the biggest winners are the companies who promote and sell esports.

## 词汇表

<b>competitive</b>	好胜的
<b>lifelike graphics</b>	栩栩如生的图像
<b>joystick</b>	(电子游戏) 操纵杆
<b>controller</b>	手柄
<b>solitary</b>	一个人的
<b>gamer</b>	电游玩家
<b>head-to-head</b>	正面交锋的, 短兵相接的
<b>spectator sport</b>	观赏性运动
<b>esports</b>	电子竞技
<b>tournament</b>	锦标赛
<b>die-hard</b>	狂热的, “铁杆”的
<b>first-rate player</b>	一流玩家
<b>revenue</b>	收入
<b>get in on the action</b>	(为获利) 加入这一行列
<b>inaugural</b>	首届的
<b>innovative</b>	创新的
<b>inspire</b>	激励、启迪
<b>virtual</b>	虚拟的
<b>physical activity</b>	身体活动

## 测验与练习

### 1. 阅读课文并回答问题。

1. What is it about modern computer games that make them look so lifelike?
2. How did faster internet connections help develop the growth in esports?
3. In which ways, mentioned in the article, is money made from esports?
4. True or false? *England's FA has recruited Fifa 19 players for its football team.*
5. Why might some people not call this type of gaming a sport?

### 2. 请在不参考课文的情况下完成下列练习。选择一个意思合适的单词填入句子的空格处。

1. My son is very \_\_\_\_\_, he always plays cricket to win, not just for the fun of the game!

competition	competing	competitive	competing
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2. We hope you can make the \_\_\_\_\_ meeting of our book club – we hope it will become a regular event.

inaugural	innovative	solitary	gamers
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3. It's very exciting – my football team are going \_\_\_\_\_ with the current champions. Let's hope we beat them!

head-on-head	heading	head-to-head	heads-to-heads
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4. I am a \_\_\_\_\_ fan of the TV series Friends. I have all the DVDs and binge-watch them from time to time.

solitary	virtual	die-hard	spectator
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5. I started a band with my friends but now my girlfriend wants to \_\_\_\_\_ and be the lead singer!

get acting	get off on the action	go in on the action	get in on the action
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## 答案

### 1. 阅读课文并回答问题。

1. What is it about modern computer games that make them look so lifelike?

**The lifelike graphics make many modern computer games look realistic.**

2. How did faster internet connections help develop the growth in esports?

**Faster internet connections meant gamers could connect with each other around the world, so they could go head-to-head online.**

3. In which ways, mentioned in the article, is money made from esports?

**Revenue (money) is made from hosting esports events and from selling video games.**

4. True or false? *England's FA has recruited Fifa 19 players for its football team.*

**False. England's Football Association recruited Fifa 19 players to represent them at the inaugural Fifa eNations Cup – not a real football tournament!**

5. Why might some people not call this type of gaming a sport?

**Some might argue the lack of physical activity means it's shouldn't be called a sport.**

### 2. 请在不参考课文的情况下完成下列练习。选择一个意思合适的单词填入句子的空格处。

1. My son is very **competitive**, he always plays cricket to win, not just for the fun of the game!

2. We hope you can make the **inaugural** meeting of our book club – we hope it will become a regular event.

3. It's very exciting – my football team are going **head-to-head** with the current champions. Let's hope we beat them!

4. I am a **die-hard** fan of the TV series Friends. I have all the DVDs and binge-watch them from time to time.

5. I started a band with my friends but now my girlfriend wants to **get in on the action** and be the lead singer!