

Тексты на английском в 10 классе, подготовка к ЕГЭ, уровень В2

The Pros and Cons of Online Competitive Gaming



Online competitive gaming, also known as e-sports, has become increasingly popular in recent years. With its growing fan base and lucrative prize pools, it's no wonder that many people are drawn to this form of entertainment. However, like any other activity, online competitive gaming has its pros and cons.

One of the main advantages of online competitive gaming is its accessibility. Unlike traditional sports, which often require physical strength and coordination, e-sports can be enjoyed by virtually anyone with an internet connection and a computer or gaming console. This inclusivity has allowed people from all walks of life to participate and compete at a high level, regardless of their age or gender.

Furthermore, online competitive gaming provides a platform for individuals to showcase their skills and talents. Many professional gamers have risen to fame through platforms such as Twitch and YouTube, where they stream their game-play and interact with their fans. This not only allows them to earn a living doing what they love but also inspires others to pursue their passion for gaming.

Another benefit of online competitive gaming is the sense of community it fosters. Players often join teams and form close-knit communities, where they can socialise, strategise, and support one another. This camaraderie can help combat feelings of loneliness and isolation, particularly for those who may have difficulty forming connections in the offline world.

However, there are also some drawbacks to online competitive gaming. One of the most significant concerns is the potential for addiction. Like any other form of entertainment, online gaming can be highly addictive, and excessive play can negatively impact gamers' physical and mental well-being. It's crucial for players to set boundaries and prioritise their health and responsibilities outside of the game.

Additionally, the competitive nature of online gaming can sometimes lead to toxic behavior. Trash-talking, violence, and cheating are unfortunately prevalent in certain gaming communities, which can create a hostile environment for players. Developers and organisations must take steps to address these issues and promote inclusivity and sportsmanship within the community.

In conclusion, online competitive gaming offers numerous benefits, such as accessibility, opportunities for self-expression, and a sense of belonging. However, it's essential for players to be mindful of their gaming habits and to prioritise their well-being. Developers and organisations also have a responsibility to foster a positive and inclusive environment for all players.

Плюсы и минусы соревновательных онлайн-игр

Соревновательные онлайн-игры, также известные как киберспорт, в последние годы становятся все более популярными. Неудивительно, что с растущей базой фанатов и прибыльными призовыми фондами этот вид

развлечений привлекает многих людей. Однако, как и любой другой вид деятельности, соревновательные онлайн-игры имеют свои плюсы и минусы.

Одним из главных преимуществ соревновательных онлайн-игр является их доступность. В отличие от традиционных видов спорта, которые часто требуют физической силы и координации, киберспортом может заниматься практически каждый, у кого есть подключение к Интернету и компьютер или игровая консоль. Такая инклюзивность позволила людям всех слоев общества участвовать и соревноваться на высоком уровне, независимо от их возраста и пола.

Кроме того, соревновательные онлайн-игры предоставляют людям платформу для демонстрации своих навыков и талантов. Многие профессиональные геймеры прославились благодаря таким платформам, как Twitch и YouTube, где они транслируют свои игры и общаются со своими фанатами. Это не только позволяет им зарабатывать на жизнь тем, что они любят, но и вдохновляет других продолжать свою страсть к играм.

Еще одним преимуществом соревновательных онлайн-игр является чувство общности, которое они порождают. Игроки часто объединяются в команды и образуют сплоченные сообщества, где они могут общаться, разрабатывать стратегии и поддерживать друг друга. Этот дух товарищества может помочь бороться с чувством одиночества и изоляции, особенно тем, у кого могут возникнуть трудности с установлением связей в офлайн-мире.

Однако у соревновательных онлайн-игр есть и некоторые недостатки. Одной из наиболее серьезных проблем является возможность возникновения зависимости. Как и любой другой вид развлечения, онлайн-игры могут вызывать сильную зависимость, а чрезмерная игра может негативно повлиять на физическое и психическое благополучие геймеров. Для игроков крайне важно установить границы и расставить приоритеты в отношении своего здоровья и обязанностей вне игры.

Кроме того, конкурентный характер онлайн-игр иногда может приводить к токсичному поведению. К сожалению, в некоторых игровых сообществах широко распространены ругательства, насилие и мошенничество, что может создать враждебную среду для игроков. Разработчики и организации должны предпринять шаги для решения этих проблем и способствовать инклюзивности и спортивному мастерству внутри сообщества.

В заключение, соревновательные онлайн-игры предлагают множество преимуществ, таких как доступность, возможности для самовыражения и чувство принадлежности. Тем не менее, игрокам важно помнить о своих игровых привычках и уделять первоочередное внимание своему благополучию. Разработчики и организации также несут ответственность за создание позитивной и инклюзивной среды для всех игроков.

Ссылка на аудио озвучку текстов на сайте:



Верны ли утверждения?

1. E-sports have been popular for decades.
2. Online competitive gaming is only accessible to a select few.
3. Professional gamers have gained fame by streaming their gameplay on platforms like Twitch and YouTube.
4. In the future, players will no longer form teams in online competitive gaming.
5. Addiction is not a concern in online competitive gaming.
6. Developers and organisations need to address issues and encourage inclusivity and sportsmanship in the gaming community.
7. Online competitive gaming has more pros than cons.
8. Gaming communities are always friendly and welcoming.
9. Players need to be aware of their gaming habits and focus on their well-being.
10. In the future, developers and organisations will neglect the well-being of players.

Верные ответы:

1. Not Given - There is no information in the text to either prove or disprove the duration of e-sports popularity.
2. False - Exaggerates the inclusivity mentioned in the text, misrepresenting the factual data.
3. True
4. Not Given - There is no information in the text to either prove or disprove the future formation of teams in online competitive gaming.
5. False - This statement contradicts the factual information provided in the text - addiction is mentioned as a significant concern.
6. True
7. Not Given - There is no information in the text to either prove or disprove the balance of pros and cons in online competitive gaming.
8. False - This statement implies that gaming communities are always positive, but the text mentions the prevalence of toxic behaviour.
9. True
10. Not Given - There is no information in the text to either prove or disprove the future actions of developers and organisations.

Ответьте на вопросы

1. What are some advantages of online competitive gaming in terms of accessibility?
2. How do professional gamers showcase their skills and talents in the online gaming community?
3. How does online competitive gaming help combat feelings of loneliness and isolation?
4. What is one significant concern related to online competitive gaming mentioned in the text?
5. How can excessive play in online gaming negatively impact gamers' well-being?
6. What are some examples of toxic behaviour that can occur in certain online gaming communities?
7. What responsibilities do developers and organisations have in promoting a positive environment within the online gaming community?

Выберите верный вариант ответа

1. What is one of the main advantages of online competitive gaming?
A. It requires physical strength and coordination.
B. It has a small fan base.
C. It allows people from all walks of life to participate.
D. It has a negative impact on players' well-being.

2. How do professional gamers earn a living?
- A. By streaming their gameplay and interacting with fans.
 - B. By winning lucrative prize pools.
 - C. By developing new gaming consoles.
 - D. By becoming coaches for e-sports teams.
3. What can online competitive gaming help combat?
- A. Feelings of loneliness and isolation.
 - B. Toxic behaviour within the gaming community.
 - C. Potential for addiction.
 - D. Lack of accessibility.
4. What is one of the main concerns regarding online competitive gaming?
- A. The high costs of gaming equipment.
 - B. The gender imbalance in the e-sports community.
 - C. The potential for addiction.
 - D. The lack of a sense of community.
5. What do developers and organisations have a responsibility to do?
- A. Promote inclusivity and sportsmanship.
 - B. Limit the accessibility of online gaming.
 - C. Increase the size of prize pools.
 - D. Discourage self-expression among players.
6. What is one benefit of the sense of community in online competitive gaming?
- A. It can help players earn a living.
 - B. It can lead to toxic behaviour.
 - C. It can negatively impact players' physical and mental well-being.
 - D. It can combat feelings of loneliness and isolation.
7. What is one potential drawback of the competitive nature of online gaming?
- A. It can foster a sense of community.
 - B. It can lead to opportunities for self-expression.
 - C. It can create a hostile environment due to toxic behaviour.
 - D. It can increase the accessibility of the activity.

Верные ответы:

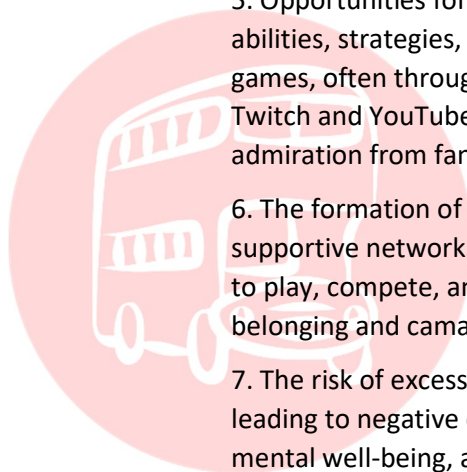
- 1. C
- 2. A
- 3. A
- 4. C
- 5. A
- 6. D
- 7. C

Выберите наиболее подходящий заголовок к тексту

- 1. How Online Competitive Gaming Promotes Toxic Behavior
- 2. Can Online Competitive Gaming Replace Traditional Sports?
- 3. The Pros and Cons of Online Competitive Gaming

Соотнесите слова и определения

- | | |
|----------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| a. Developers and Organizations: | 1. Competitive gaming activities conducted over the internet, involving players from around the world competing against each other in video games for entertainment, recognition, and prizes. |
| b. Accessibility: | 2. Electronic sports, referring to organized competitive gaming events or tournaments involving professional players and teams competing in video games across various genres and platforms. |
| c. Community Building: | 3. The ease with which individuals can participate in online gaming, facilitated by the widespread availability of internet access and gaming devices, allowing people from diverse backgrounds to engage in competitive play. |
| d. E-Sports: | 4. The practice of ensuring that online gaming is open and welcoming to individuals of all ages, genders, skill levels, and backgrounds, fostering a diverse and inclusive gaming community. |
| e. Inclusivity: | 5. Opportunities for gamers to demonstrate their abilities, strategies, and proficiency in playing video games, often through live streaming platforms like Twitch and YouTube, leading to recognition and admiration from fans. |
| f. Online Competitive Gaming: | 6. The formation of social bonds, friendships, and supportive networks among gamers who come together to play, compete, and collaborate, providing a sense of belonging and camaraderie. |
| g. Potential for Addiction: | 7. The risk of excessive and compulsive gaming behavior leading to negative consequences on physical health, mental well-being, and daily functioning, requiring players to establish boundaries and practice moderation. |
| h. Skills and Talents Showcase: | 8. Negative and harmful actions or interactions within gaming communities, such as harassment, bullying, cheating, and aggression, which can create a hostile and unwelcoming environment for players. |
| i. Sportsmanship: | 9. Ethical conduct, fair play, and respectful behavior exhibited by gamers towards opponents and teammates, promoting a positive and supportive gaming culture. |
| j. Toxic Behavior: | 10. Companies, game developers, and governing bodies responsible for creating, maintaining, and regulating online gaming platforms, games, and competitive events, with a role in fostering a healthy gaming environment. |



Верные ответы:

- a. 10
- b. 3
- c. 6
- d. 2
- e. 4
- f. 1
- g. 7
- h. 5
- i. 9
- j. 8

