

WORDS

- **according** = as shown by someone or said by someone
- **aim** = target
- **attractive** = here: to have good qualities
- **connect** = meet
- **consequences** = result, outcome
- **content** = here: facts, ideas, opinions
- **creator** = a person who makes something
- **eager** = ready, waiting to do something
- **engaging** = here: to make interesting
- **explore** = to travel around a place and find out things about it
- **involved** = here: to make young people play the game
- **power user** = here: a child who plays a lot with the game
- **publisher** = person who shows the report to the people
- **research** = the study of a subject to find out new facts about it
- **social skills** = things that you will need when you later work with or get into contact with other people
- **survey** = to ask people about what they think
- **theme island** = here: an island with many different topics
- **urge** = tell someone to do something
- **useful** = things that you can use
- **virtual space** = a world that is not real

A **research** report says that virtual worlds can be important places where children practice what they will do in real life. They are also a powerful and **attractive** alternative to more passive adventures like watching TV. The **research** was done with children using the BBC's Adventure Rock virtual world, **aimed** at those aged 6-12. It **surveyed** and interviewed children who were the first to test the game.

The online world is a **theme island** built for the BBC's children channel by Belgian game maker Larian. Children **explore** the world alone but they use **message boards** to **share** what they find and what they do in the different creative studios they find around the virtual space.

At times children were **explorers** and at others they were social climbers **eager** to **connect** with other players. Some were **power users** looking for more information about how the **virtual space** really worked. The children could try all kinds of things without having to be afraid of the **consequences** that would follow if they tried them in the real world. They learned many **useful social skills** and played around with their identity in ways that would be much more difficult in real life.

According to the study what children liked about virtual worlds was the chance to create **content** such as music, cartoons and videos.

The **publishers** of the report say that virtual worlds can be a powerful, **engaging** and real interactive alternative to more passive media. They **urged creators** of virtual spaces for children to get young people **involved** very early on because they really do have good ideas to add and they are very good critical friends.



1. Answer the questions

Which programme was used for the survey? _____

How old were the children? _____

What were the children able to do in the online world? _____

According to the text why is it safe to move through such an online world? _____

What did the children like about online worlds? _____

What do the publishers of the report recommend? _____

2. True or False

	T	F
Online worlds are an attractive alternative to watching TV.		
Teenagers from 12 upwards test the game.		
Children can use message boards to get into contact with others.		
Finding information was what children liked most in the game.		
The publishers of the report recommend game makers to make games for young people.		
The game was made by the BBC.		
Children are afraid to do things that are dangerous in the game.		

Key*True or False*

	T	F
Online worlds are an attractive alternative to watching TV.	✓	
Teenagers from 12 upwards test the game.		✓
Children can use message boards to get into contact with others.	✓	
Finding information was what children liked most in the game.		✓
The publishers of the report recommend game makers to make games for young people.	✓	
The game was made by the BBC.		✓
Children are afraid to do things that are dangerous in the game.		✓