LNSK 332 Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Date: \_\_\_\_\_\_\_\_

**Sentence Meaning Quiz**

**Read the sentences below. Figure out how the ideas in each sentence are related to each other. Label the relationship found in each sentence, using one of the following: CE for cause-effect, TO for time order, C for comparison, G for generalization or EX for examples. Circle any key words you find in each sentence.**

1. \_\_\_\_\_ When we play games, we’re immediately and constantly focused on a goal such as solving a puzzle, finding hidden objects, reaching a finish line, or scoring more points than other players.
2. \_\_\_\_\_The goal focuses our attention and causes a sense of motivation and determination.
3. \_\_\_\_\_All video games—not just “educational” games—are designed to be learning experiences.
4. \_\_\_\_\_Level 1 of any game is easy, because players are usually not very good at a new game the first time they try it.
5. \_\_\_\_\_Immediately, the learning process kicks in, as students figure out the rules, test different strategies, and improve their skills.
6. \_\_\_\_\_To nonplayers, this tendency of game players to keep trying again and again to finish a game level can seem obsessive and irrational.
7. \_\_\_\_\_The reward pathways and the hippocampus are two regions of the brain that get [chronically understimulated](http://www.ncbi.nlm.nih.gov/pubmed/11383978), and that even [shrink over time](http://www.theguardian.com/society/2015/jun/30/chronic-depression-shrinks-brains-memories-and-emotions), when people are depressed.
8. \_\_\_\_\_Some people play games with an “escapist” mindset in order to ignore their problems, block unpleasant emotions, or avoid confronting stressful situations.
9. \_\_\_\_\_ [Some of the negative effects](http://pediatrics.aappublications.org/content/127/2/e319.full) that many studies have found associated with playing video games include anxiety, depression, or social isolation.
10. \_\_\_\_\_41 percent of frequent game players say they “[play video games to escape daily life](http://www.researchgate.net/publication/244788717_Excessive_use_of_Massively_MultiPlayer_Online_Role-Playing_Games_A_Pilot_Study/file/9c96051f253a595a0a.pdf) compared to other casual game players.
11. \_\_\_\_\_Playing to get better at something helps you become less depressed, better connected, and more resilient in real life.