


Learning and playing with computers

LANGUAGE SKILLS


- 1 **FIRST**  Listen to a woman who describes how to get started with Edmodo. Complete the summarising sentences with a word or short phrase.

How to get started with Edmodo

The first thing to do is to sign up for an (1) If you miss it you can watch a (2)session.

After creating your free account, you have to do (3) things:

- Create your groups and (4) You can make a separate group for each class and once you create a group you will be given a (5) to share with your students.
- Connect with (6) You can join communities and share ideas.
- Build your (7) You can use Edmodo library and add your materials there.
- Here are some (8) ways on how to use Edmodo:
- There are (9) basic ways to use Edmodo, many others can be shared in the communities.
- The Edmodo (10)-lessons can be used as short activities or morning activators.

- 2 **FIRST**  You will hear a part of a radio interview with a games designer called Peter Jordan, who is talking about his job. For each question, choose the right answer.

1. Peter says that ...
 - a. the games must be accessible and entertaining for the target audience.
 - b. making videogames is always complicated.
 - c. the end result of a game is challenging.
2. According to Peter, videogame design is ...
 - a. the process of deciding on the content and the rules of a game.
 - b. the process of designing the game play, the environment, story line and characters.
 - c. the process of designing the content, the environment, storyline and characters in a game.
3. For Peter, a games designer ...
 - a. has to specialise in one category.
 - b. must engage with level design, writing and balancing difficulty at the same time.
 - c. may do all the job depending on the size and complexity of the project.
4. The components of a videogame are ...
 - a. art, animation, audio and user interface design.
 - b. animation, video and user interface design.
 - c. art, animation, video and user interface design.
5. Peter's role in the company is ...
 - a. Creative Designer
 - b. Creative Director
 - c. Lead Designer
6. According to Peter, the skills needed for his job are ...
 - a. the ability to communicate with the company's shareholders.
 - b. communication and technical skills.
 - c. very similar to those of a film director.

