

CROSSROADS

CROSSROADS Language Studio's Newsletter December, 2018

VIDEO GAMES



Video games (often directly-translated to 'TV games') have been popular around the world since their inception in the early 1980s, when the Atari 2600, Commodore vic-20. (Vic-1001 in Japan) and Sinclair systems brought early, simple games into our homes. Synonymous with Japanese pop culture, the first systems were actually North American, but Japan would come to dominate the games console market through Nintendo, Sega and then Playstation systems. The characters, too, have become household names around the world, and help make billions of dollars for their parent companies: Mario, for example, is estimated to have helped sell over 300 million games!

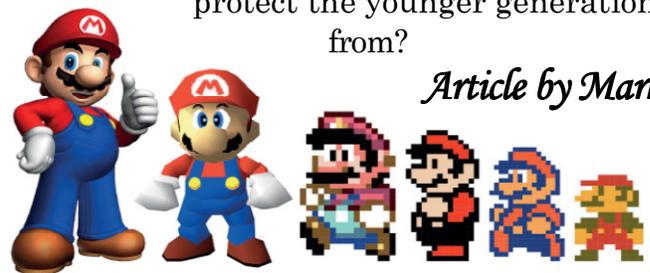
Since the start, parents have been concerned about the seemingly hypnotic influence that means children can be glued for hours to game systems (though this phenomenon has obviously since extended to people with cell phone addiction!), possibly neglecting homework, forfeiting sports and time outside with friends, and causing sleep deprivation.

There has also been concern about children's exposure to violence and other adult-themes, and discussion about computer games desensitizing and normalizing youngsters to violence is an ever-hot topic among parent groups. Does killing in a game, for example, normalize shooting for some troubled young minds? The games themselves can also cause the players to become hyper-competitive too – not just for monetary prizes, but for fame, recognition from peers, and social media 'bragging rights'. In fact, jealousy and frustration grew to such levels in one gamer in Florida, USA, last month, that after losing in a games tournament he shot several people, killing two, before turning the gun on himself.

So why are video games so popular, enthralling – even enraging? In terms of their addictive qualities, some point to the constantly (albeit rapidly) flashing screens and bright colours, but there is also the competitiveness – first against yourself, the computer or in-house opponents, but now also online around the world. Regular users also argue that games may improve their reaction times, logical thinking and skills of deduction or pattern recognition, timing and accuracy, and also provides some social interaction with other gamers in 2nd languages (and learning English in a context you enjoy is obviously great for improvement!). Some industries also actively scout highly-skilled video gamers – including global air forces and militaries, as defense (and offence) uses more and more technology and becomes more removed from physical combat, and more similar to the games that attempt to emulate it – life imitating art, as opposed to art imitating life.

Is the video game just a natural evolution of board games and cards, for example, or is it something more sinister we should protect the younger generation from?

Article by Mark



Net News

NET LESSONS: Too busy to come to CROSSROADS?
.... Try our *lessons on the net!*

Here's a history of computer games for you:
<https://www.dailyinfographic.com/evolution-of-video-games-in-one-epic-timeline>

Some Thoughts for the Month



Joshua Says: Isn't it ironic? When you think about it, the only thing that doesn't change is change! Everything goes through cycles of change, some slow, some fast, but there is always change. "Fittest" in the expression "survival of the fittest" does not refer to the "strongest", but to the organism that best *adapts to change*. Rather than resist change, we should set about promoting it if we wish to keep in tune with nature. There's a word in every language that can help us do this. In English this word is "why." You may not find the answers, but consider all of the changes you create in your search for the answers to why!

Junko Says: Next year's Chinese (Japanese) Zodiac symbols will be Tsuchinoto-I. The celestial sign "Tsuchinoto" has the character of earth, symbolizing a fully grown individual or organization reviewing past principles, regulations or disciplines and preparing for a new phase. "T" is symbolic of a seed of stored energy and internal growth from a new shoot. Next year's growth is said to occur horizontally, and some say the challenge will be related to foreign countries where good possibilities may open up.



Mark Says: My thoughts this month have been of you, my students, and how nice it has been to get to know you and see your English progress. Although new opportunities are calling me away from Matsuyama in December, I have fond memories of all of you, and want to say thank you for the smiles during our time together. The best of luck to you all in 2019 and beyond!

Darrin Says: As another year comes to an end, and I scratch my head in wonder as I ask myself, 'where did it go?', I find myself thankful for all the good things in my life right now. So when I am questioned about what I would like for Christmas, I would ask that you all take a moment to reflect on the good things that you have in yours. Wishing you all a very Merry Christmas and a safe and fulfilling 2019.



Mandcy dit: Ça y est, Noël approche!!! Pour les français, cette période est magique. Les lumières et les couleurs rouges et vertes pavent les rues, on réfléchit aux cadeaux à offrir à ceux qu'on aime et au festin que l'on va manger. Mais Noël, n'est-il pas devenu une fête trop commerciale? Certes, on dépense beaucoup d'argent, mais on aime tellement ça !!!! Joyeux Noël à vous tous. J'espère que le père Noël vous apportera plein de cadeaux. Bisous.

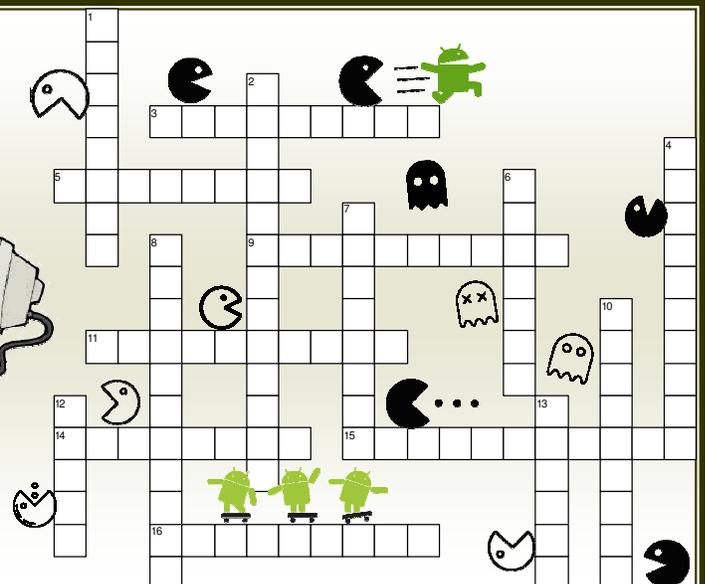
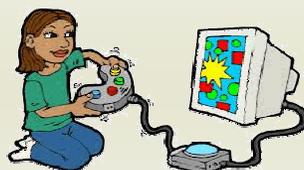
ACROSS

- 3 a beginning
- 5 indicating evil
- 9 the same as or nearly the same as
- 11 losing the rights to something
- 14 making violently angry
- 15 capturing great interest
- 16 unmistakably, clear

DOWN

- 1 acting self-important
- 2 make less sensitive
- 4 leaving undone, not caring
- 6 try to equal, especially by imitating
- 7 be in control
- 8 to take away or lose
- 10 appearing to be
- 12 a person's equals
- 13 even though

Play A Game!



(print version [here](#))

