☑ Exercise 3

Read the following text and then answer the follow-up questions.

Computer Games

Computer game has a long history, in which we can trace back its root from 1947, when Thomas T Goldsmith Jr and Estle Ray Mann designed the first game for playing on a cathode ray tube in US. During 1960s to 1970s, games developed were simple, **primitive** and mainly in two-dimension (2D). Many games, in particular of different types, were developed. Two of the most unforgettable examples are Space Invaders and Pac-Man. In 1980s, there was a major growth in computer game technologies. For hardware, a variety of personal computers and game consoles were developed. For software, three-dimensional (3D) games and network games were first developed. In addition, different forms of input and output devices were developed. These included color monitors, sound cards and various types of game pads. They offer game players better game feedbacks and greater flexibility in controlling game characters. In 1990s, games developed planted the seeds of today's game development. Many classic game types, including first-person shooters (FPS), real-time strategy (RTS), daily life simulators and graphical multiplayer games, were developed during this period. Also, there was a trend for developing 3D games. Nowadays, many new games are developed based on these classic games. The major difference of the new games from the classic ones is that the new games are mainly in 3D.

1. **According to the passage, from which decade did the game developers turn their focus to 3D games?**
   a) 1970s   b) 1980s   c) 1990s   d) 1940s

2. **Which one of the following statements is false?**
   a) Classic games developed in 1990s planted the seeds of today's game development.
   b) Development of different forms of input and output devices offers game players greater flexibility in controlling game characters.
   c) In 1990s, many classic game types were developed, but there was no effort to develop 3D games during this period.
   d) Graphical multiplayer games are a type of classic games.

3. **In which decade did the computer game technologies improve significantly?**
   a) 1980s   b) 1990s
   c) 1970s   d) 1940s

4. **According to the passage, primitive means ………**
    a) modern   b) industrial
    c) unusable   d) very basic

5. **What are the advantages of developments in input and output devices for game players?**
    Answer: ………