

Get in the Game

Read the passage below and answer the questions that follow.

Paragraph 1

(1) For any kid who has had a parent nag them for spending too much time playing video games and not enough time on school, they may have a new argument to keep the game console on. (2) All over the country, colleges and universities are starting video game teams in a growing industry called Esports. (3) When one considers the booming popularity of video games, the translatable skills to the workforce, and money it could bring the university, it is clear that colleges and universities should provide scholarships to Esport athletes.

Paragraph 2

(1) Esports and Esport events are rapidly growing in popularity and attendance. (2) Marketing tracking agencies estimated that Esports had a global viewership of 1.1 billion in 2016 and will continue to grow. (3) Recently, the Esports championship finals sold out the Madison Square Garden in less than hour. (4) This means that the market and audience for Esports is huge, and there will be fans for years to come. (5) Esports was also added to the dictionary in 2015. (6) Universities should capitalize on this trend by offering scholarships to the best of these gamers.

Paragraph 3

(1) In addition to the growing popularity, the skills used in today's video games are very transferrable to the workplace. (2) Unlike your grandfather's video game of *Donkey Kong*, current video games are actually quite complex, tactical, and require critical thinking. (3) Other basic skills such as teamwork and communication are also developed in Esports. (4) Glenn Patt, director of Interactive Media Studies at Miami University says, "Games are everywhere now...Even your car can give you points for how well you're driving. (5) As more and more of the world around us becomes 'gamified' and uses gaming techniques, there are companies that are going to need students who are versed in this." (7) Therefore, universities who offer Esport scholarships are preparing these students for the workplace, and these game-savvy graduates may be very appealing to future employers.

Paragraph 4

(1) Despite strong evidence for why colleges and universities should provide scholarship to Esports teams, there are still critics who do not believe it has a place in higher education. (2) Many will argue that as expenses rise for college students, supporting another organization on campus will only drive costs higher. (3) However, this is not the whole story. (4) Many do not realize the potential money it could actually generate for the university. (5) A recent estimate put the value of the Esports at over 400 million and estimate that it will be close to one billion dollars

by 2019. (6) Unlike most athletic teams, an Esports team does not require a giant stadium, practice facilities, and expensive equipment to practice and compete. (7) They will, however, bring in large attendance for competitions and events to the universities. (8) This financial bonanza can be a tremendous boost for a university's bottom line.

Paragraph 5

(1) Universities need to start providing scholarships to Esport teams and athletes. (2) With demand and viewership skyrocketing, recognition of the same skills that could be valued in the workforce, and the potential money it could bring to universities, it is clear that colleges need to take action soon. (3) So have a seat and turn on a video game. (4) It may just be your free ticket to college.

Answer the questions below

- _____ 1. The author wrote this essay most likely to –
- A. inform the reader about Esports.
 - B. persuade the reader that colleges should offer scholarships for Esports.
 - C. explain how Esports prepare students for the workplace.
 - D. provide evidence that Esports is extremely popular.
- _____ 2. Which best describes the **organizational structure** of the essay?
- A. Intro, body paragraphs, counter argument, conclusion
 - B. Intro, body paragraph, counter argument, body paragraph, conclusion
 - C. Intro, counter argument, body paragraphs, conclusion
 - D. Intro, body paragraphs, call to action, conclusion
- _____ 3. Which sentence conveys the author's **thesis statement** in paragraph 1?
- A. Sentence 1
 - B. Sentence 2
 - C. Sentence 3
 - D. It is not in paragraph 1
- _____ 4. Which of the following most accurately describes the author's **claim** in the thesis statement?
- A. Video games are popular.
 - B. Colleges and universities should provide scholarship for Esport teams and athletes.
 - C. Video games are expensive.
 - D. College kids should play video games.

_____ 5. Read the following passage from paragraph 2.

(2) Marketing tracking agencies estimated that Esports had a global viewership of 1.1 billion in 2016 and will continue to grow.

Which of the following types of **appeals** would **best** describe the above passage?

- A. Ethos
- B. Pathos
- C. Logos
- D. None of the above

_____ 6. Which of the following sentences **least** belongs in paragraph 2?

- A. Sentence 2
- B. Sentence 3
- C. Sentence 4
- D. Sentence 5

_____ 7. In paragraph 3 the author includes specific information from Glenn Patt, director of Interactive Media Studies at Miami University in order to –

- A. add credibility to the argument that gaming skills can be transferred to future jobs.
- B. encourage kids everywhere to play more video games.
- C. evaluate the effectiveness of gaming skills in the workplace.
- D. give an example of how cars can award points for good driving.

_____ 8. How does the **organization** of paragraph 4 contribute to the essay?

- A. It explains why Esports athletes should not be given scholarships.
- B. It presents arguments against Esport scholarships and reasons that disprove them.
- C. It compares Esport athletes to traditional college athletics.
- D. It describes the facilities needed to host Esporting events.

_____ 9. Which best **summarizes** paragraph 4?

- A. The author explains that critics believe Esports have no place in higher education and will only take away from serious studies, but that is not true.
- B. The author explains that although critics believe it will take up too much space on campus, but it actually won't require much space.
- C. The author explains most people do not realize the Esports industry is worth over 400 million dollars and that it will benefit the universities.
- D. The author explains that the public does not think Esports has a place in higher education believing it will be too expensive, but then shows that it will actually provide money to universities.

- _____ 10. Which of the following sentences best uses **loaded language** in paragraph 5?
- A. Sentence 1
 - B. Sentence 2
 - C. Sentence 3
 - D. Sentence 4
- _____ 11. What sentence provides the **call to action** in the conclusion?
- A. Sentence 1
 - B. Sentence 2
 - C. Sentence 3
 - D. Sentence 4
- _____ 12. What new information is provided in the conclusion?
- A. Esports' popularity is growing.
 - B. Skills in Esports and transferable skills to the workplace.
 - C. Colleges and universities can actually make money from having Esports teams.
 - D. No new information is provided.

