

GAMES

DISCUSSION
QUESTIONS



A2

1. What is your favorite game to play?
2. Do you prefer indoor or outdoor games?
3. Can you name three board games?
4. What games did you play as a child?
5. Do you like playing games on a computer or phone?
6. How do you feel when you win a game?
7. What game is popular in your country?
8. Do you play sports games? Which ones?
9. How do you learn to play a new game?
10. Is it important to play games with others?
11. Describe a game you play with your friends.
12. Do you think games are good for learning?
13. What is the most difficult game you have played?
14. Do you prefer games that require luck or skill?
15. Have you ever made up your own game?
16. What games do you think are good for families?
17. Do you think old games are still fun?
18. What is the funniest game you have played?
19. Do you like watching others play games?
20. Can you play a musical instrument like a game?

B1

1. Discuss the benefits of playing games for both children and adults.
2. What makes a game enjoyable for you?
3. Share your experience with a memorable game you played.
4. How do games reflect different cultures?
5. Can playing games improve teamwork skills?
6. Discuss the impact of technology on traditional games.
7. How do competitive games affect people's behavior?
8. What is the role of strategy in the games you play?
9. Compare traditional games with modern video games.
10. Discuss the importance of rules in games.
11. Should games always have a winner and a loser?
12. How can games be used in education?
13. What do you think about games that simulate real-life situations?
14. Discuss the evolution of board games over time.
15. How do games influence social interaction?
16. What are the ethical considerations in video gaming?
17. How do games reflect societal values?
18. What role do games play in family gatherings?
19. Share your thoughts on luck versus skill in games.
20. Discuss the balance between fun and competition in games.

B2

1. Analyze the psychological effects of gaming.
2. Discuss how gaming can be both beneficial and harmful.
3. Explore the concept of 'gamification' in education and business.
4. How do games contribute to cultural exchange?
5. Discuss the balance between virtual reality and real-life in gaming.
6. How do games shape our decision-making skills?
7. Analyze the social dynamics in multiplayer games.
8. Discuss the ethical implications of in-game purchases.
9. How have games evolved as a form of storytelling?
10. Explore the role of artificial intelligence in games.
11. Debate the effects of competitive gaming on youth.
12. How can games be used to address global issues?
13. Discuss the impact of games on mental health.
14. How do games mirror historical events and epochs?
15. Analyze the role of creativity in game design.
16. Discuss the cultural significance of esports.
17. How do games influence our perception of reality?
18. Explore the role of games in fostering innovation.
19. Debate the future of gaming technology.
20. Discuss the importance of diversity and inclusion in gaming.

C1

1. Critically evaluate the role of games in shaping societal norms.
2. Discuss the psychological impact of immersive gaming experiences.
3. Explore the intersection of gaming and education in modern society.
4. Analyze the influence of cultural narratives in game design.
5. Debate the ethical concerns of AI-generated characters in games.
6. Examine the role of games in building communities.
7. Discuss the potential of games in therapeutic contexts.
8. Analyze the economic impact of the gaming industry globally.
9. Explore the relationship between games and political narratives.
10. Discuss the future of interactive storytelling in gaming.

C2

1. Critique the portrayal of gender and identity in contemporary games.
2. Discuss the philosophical implications of virtual worlds in gaming.
3. Analyze the role of games in shaping political and social discourse.
4. Debate the long-term implications of augmented reality in gaming.
5. Explore the ethical dimensions of player agency in narrative games.
6. Examine the impact of global connectivity on multiplayer gaming.
7. Analyze how games can be a medium for social change.
8. Debate the role of censorship and regulation in the gaming industry.
9. Discuss the convergence of gaming and other forms of media.