B2 Seviye İngilizce Okuma Metni: The Rise of Esports – Online

Konu: B2 Seviye İngilizce Okuma Metni: The Rise of Esports · 11 soru

Ad Soyad		Sınıf / No	
Tarih		Puan	

Choose the correct answer. *(Doğru seçeneği işaretleyin.)*

1. Twenty years ago, the idea of filling a stadium with people who had come to watch others play video games would have seemed absurd. Today, it is reality. Competitive video gaming, better known as esports, has grown into a global industry with professional leagues, sponsorship deals and prize money that can reach millions of dollars. Major tournaments are streamed online and watched by audiences that rival those of traditional sporting events. Behind the bright lights, the life of a professional player is surprisingly demanding. Top teams often live and train together in so-called gaming houses, where they may practise for ten hours a day or more. Like footballers, they study recordings of their opponents, develop strategies with coaches and analysts, and work to improve their reaction times. Many teams now employ psychologists, nutritionists and fitness trainers, because long hours in front of a screen can cause back problems, eye strain and stress. Careers are also short: many players retire in their mid-twenties, when their reflexes start to slow down. The question of whether esports should be considered a real sport continues to divide opinion. Supporters point out that players need exceptional hand-eye coordination, quick decision-making and teamwork, and that they compete under intense pressure. Some universities even offer esports scholarships. Critics argue that a sport should involve significant physical activity, and they worry that promoting gaming may encourage young people to spend even more time sitting down. Whatever one’s view, esports is unlikely to disappear. For young people dreaming of a career in the field, experts advise caution: only a tiny fraction of players become professionals, but the industry also needs event organisers, commentators, designers and marketing specialists.

What has happened to esports over the past twenty years?

a) It has become less popular.

b) It has grown into a global industry.

c) It has been banned in many countries.

d) It has moved from stadiums to homes.

e) It has stayed the same.

2. Why do many teams employ psychologists and fitness trainers?

a) To find new sponsors

b) To design new games

c) Because long hours at a screen can cause health problems

d) To organise tournaments

e) Because players are too young

3. Why are esports careers often short?

a) Players' reflexes start to slow down in their mid-twenties.
b) The prize money is too low.
c) Games change every year.
d) Teams prefer older players.
e) Universities do not accept players.

4. Which argument do critics use against calling esports a sport?

a) It is too expensive.
b) It needs too much teamwork.
c) It is too dangerous.
d) It involves too much travel.
e) It does not involve significant physical activity.

5. What advice do experts give young people?

a) Leave school to train full-time
b) Be careful, but consider other jobs in the industry
c) Avoid all video games
d) Only play alone
e) Become a commentator first

Fill in the blanks. *(Boşlukları doldurun.)*

6. Behind the bright lights, the life of a professional player is surprisingly _____.

7. Careers are also short: many players _____ in their mid-twenties.

8. The question of whether esports should be considered a real sport continues to _____ opinion.

9. Only a tiny _____ of players become professionals.

Match the items. *(Eşleştirin.)*

10. Match the words from the text with their Turkish meanings.

1. absurd ( )	a) burs
2. sponsorship ( )	b) sponsorluk
3. rival ( )	c) boy ölçüşmek, rakip olmak
4. opponent ( )	d) saçma
5. strain ( )	e) rakip
6. scholarship ( )	f) yorgunluk, zorlanma

Write your answers. *(Cevaplarınızı yazın.)*

11. Do you think esports should be included in events like the Olympic Games? Give your opinion with at least two reasons.