

Online Cravings

5 In late July, a 21-year-old online-gaming addict was found dead in his home in Incheon, South Korea. He'd played intensely since graduating from high school, rarely sleeping or leaving his room, according to family members. In 2005, a 28-year-old man collapsed and died from organ failure after playing for 50 hours straight. In 2009, a married couple from Suwon immersed themselves in a game where they took care of a virtual infant while their real baby starved to death.

10 South Korean authorities think that these fatalities are part of a much larger national problem: gaming addiction. Two big surveys found that more than one in 10 Korean adolescents are at high risk for Internet addiction and that one in 20 are already seriously addicted.

15 South Korean schoolchildren face extreme academic pressure, and they have few after-school activities to participate in. So online gaming is one of the few places where the average student can excel or escape. And superstars have been born from the gaming world. Players like Jung Myung-hoon and Yo Hwan-lim earn close to \$400,000 a year battling it out in professional StarCraft leagues – one of 10 major gaming leagues in the country. They are watched by millions of fans in competitions broadcast by two of Korea's major TV channels. The gaming leagues are sponsored by big corporations such as SK Telecom and Samsung. The popularity of the competitions has spawned the World Cyber Games, the Olympics of the gaming world. South Korea has won the grand-champion title for the past three years.

20 In a nation where more than half of the nearly 50 million people play online games, the industry has become a cash cow. In 2008 the online-gaming industry earned \$ 1.1 billion in exports, more than half of the country's entire overseas revenue. Games like *StarCraft*, first published in 1998, have sold 11 million copies worldwide (4.5 million in South Korea alone).

25 Understandably, it's going to be difficult to regulate such a massive industry. But the government is intent upon trying. Next month, a Gaming Shutdown Law, dubbed the Cinderella Law, is set to go into effect. The law will prevent underage gamers from playing online, whether via PCs, handheld device, or in gaming arcades from midnight until 6 am. Just how the government will enforce the law is a subject of debate. One possibility would see minors registering their national identification cards online, but many suspect hard-core Korean gamers will simply use stolen ID numbers. While the shutdown law isn't perfect, many parents appreciate the government's intervention efforts. Adults work late and are often unable to take the necessary steps to control their children's online-gaming behavior.

35 Today, hundreds of hospitals and clinics have installed government-subsidized programs to treat gaming addiction. Online multiplayer role-playing games and first-person shooter games are considered the most addictive. The clinic treats patients with a mix of medication, therapy, and magnetic stimulation of the frontal cortex, which is hyperfunctional in gaming addicts.

40 Adapted from *Newsweek*, October 17th, 2011

1. Words: find the equivalents of the following words or expressions in the text.

Group 1: from the beginning to 20.

envie irrésistible: s'effondrer: scolaire:

mourir de faim: étude: émission:

..... moyen: donner naissance à:

..... financé: à

Group 2: from line 21 to the end.

Une source de profit considérable: à létranger:

..... dans le monde entier: déterminé à:

..... surnommé: empêcher:

..... appareil: faire appliquer:

..... prendre des mesures:

2. (Group 1 + 2) Structure of the text. Give a title to the following parts of the document and identify their different parts.

Line 1 to 10:

Line 11 to 25:

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Line 26 to 40:

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3. Commentary. Step one: As quickly as possible, note down all the ideas all that might be developed about the subject. Be careful NOT to use ideas already mentioned in the text.

Commentary. Step two: organize your ideas in a logical order.