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Level 4 'World of Warcraft' loses 2 million players

29th July, 2013

http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

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Please try the harder Level 5 and the 26-page Level 6.



THE READING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

The "World of Warcraft" online game is losing subscribers. Almost two million players have left the game in 2013. Activision Blizzard, owners of the game, had 9.6 million subscribers last year. Now they have 7.7 million. However, it is still the world's most popular multiplayer online role-playing game. Analysts say this is due to competition from popular multiplayer online battle arena games. "League of Legends" has 12 million active daily players.

Despite these numbers, Activision wants more independence. Its CEO is leading an \$8.2billion buyout to be the biggest shareholder again. He wants 429 million shares from French telecoms and entertainment giant Vivendi, which owns 61 per cent of Activision. This would fall to 12 per cent if the buyout is successful. The CEO believes in the future of online gaming. He oversaw the success of "World of Warcraft" and the hit "Call Of Duty".

Sources: http://www.ft.com/intl/cms/s/0/23640708-f59e-11e2-94e9-00144feabdc0.html#axzz2aEovkdKm http://news.sky.com/story/1120865/world-of-warcraft-loses-600000-subscribers http://www.ibtimes.com/wow-world-warcraft-subscribers-down-77-million-could-league-legendsdota-2-be-blame-1361025

MATCHING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

PARAGRAPH ONE:

1.	losing	a.	to competition
2	it is still the world's	b.	arena games
3.	multiplayer online role-	c.	most popular
4.	this is due	d.	players
5.	popular multiplayer online battle	e.	subscribers
6.	12 million active daily	f.	playing game

PARAGRAPH TWO:

1.	Despite	a.	is successful
2	more	b.	giant
3.	biggest	c.	independence
4.	telecoms and entertainment	d.	these numbers
5.	if the buyout	e.	of "World of Warcraft"
6.	He oversaw the success	f.	shareholder

LISTEN AND FILL IN THE GAPS

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

The "World of Warcraft" online game (1) ______. Almost two million players (2) ______ in 2013. Activision Blizzard, owners of the game, had (3) _____ last year. Now they have 7.7 million. However, (4) _____ most popular multiplayer (5) _____ game. Analysts say this is due to competition from popular multiplayer online battle arena games. "League of Legends" has 12 million (6) ______. Despite these numbers, Activision wants (7) . Its CEO is leading an \$8.2billion buyout to be the (8) again. He wants (9) _____ from French telecoms and entertainment giant Vivendi, which (10) Activision. This would fall to 12 per cent if the (11) _____. The CEO believes in the future of online gaming. (12) ______ of "World of Warcraft" and the hit "Call Of Duty".

ONLINE GAMING SURVEY

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

Write five GOOD questions about online gaming in the table. Do this in pairs. Each student must write the questions on his / her own paper.

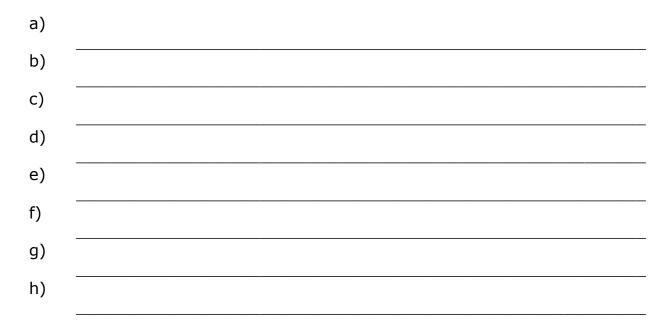
When you have finished, interview other students. Write down their answers.

	STUDENT 1	STUDENT 2	STUDENT 3
Q.1.			
Q.2.			
Q.3.			
Q.4.			
Q.5.			

- Now return to your original partner and share and talk about what you found out. Change partners often.
- Make mini-presentations to other groups on your findings.

WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student A: Do not show these to your speaking partner(s).



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WRITE QUESTIONS & ASK YOUR PARTNER(S)

Student B: Do not show these to your speaking partner(s).



FREE WRITING

From http://www.breakingnewsenglish.com/1307/130729-world_of_warcraft-4.html

Write about **online gaming** for 10 minutes. Comment on your partner's paper.
