

REFERENCE E-BOOK

Constructions in present-day English

Thematic section

GAME-CONSTRUCTIONS

Immediate constructions (in bold-type) are word combinations with the dependent units on the left and on the right.

Extended constructions (underlined in the examples) include the immediate constructions into an utterance or text.

GAME-CONSTRUCTIONS

Compiled by Mariia Matiiko

CONSTRUCTIONS FOR SPEAKING/ WRITING ABOUT GAME CREATORS

****game maker-constructions***

For Dr Habgood, coding is the key skill to master for any aspiring **game maker** and the Sheffield course emphasizes hands-on programming skill.

<http://www.bbc.co.uk/news/technology-33906050>

Companies, which represent the **game makers**, offered to give actors an immediate 9% pay rise, which they say is a better offer than the 3% each year for the next three years which the union had asked for.

<http://www.bbc.co.uk/newsbeat/article/37721223>

****game designer-constructions***

He hopes to change that at Execution Labs in Montreal, a space where independent **game designers** gather to grow their ideas.

<http://www.bbc.com/news/av/magazine-22318657>

Game designer Arran Langmead reaches a global audience from his Southampton flat.

<http://www.bbc.com/news/av/technology-34015598>

Now this may not sound as exciting as Call of Duty: Black Ops, but Simone Castagna, a **games designer** and player of PC-based puzzle and shooting games, says Binary Fission and other verification games are "quite fun to play, and they're very similar to other puzzle games I've played."

Andrew Keplinger, president of Connecticut-based Left Brain Games and **the designer of two other games** in Darpa's project, had a similar experience.

<http://www.bbc.com/news/business-33519194>

But at the University of California, San Francisco, Prof Adam Gazzaley and a team of **video game designers** have created a game with a difference: Neuroracer.

<http://www.bbc.com/news/technology-34255492>

If there's one thing VR really needs, it's another paywall," tweeted **game designer** Mike Bithell.

<http://www.bbc.com/news/technology-37751428>

Faced with a long and difficult recovery, she used her experience as a **game designer** to help lift her out of a dark place.

To help them respond to stress and challenges in gameful ways, by asking: "what is it that **game designers** do to make you more powerful or skillful in a game.

<http://www.bbc.co.uk/bbcthree/item/244517ff-2861-4486-81f5-3c27e487ff8e>

**voice and video artists-constructions*

The lead actors in big games are often working as intensively as the lead actors would in big films.

Neil Granger is a British **actor who has had voice roles** in games such as Assassin's Creed: Unity and Risen.

That could have a knock-on effect on people who make their living as **voiceover artists** because it could then mean all the work is going directly to actors who have profiles.

But unlike film actors, **video game actors** don't get any extra payments if the final product makes a lot of money.

Video game voice actors are routinely required to simulate painful deaths, creature voices, grunts, barks and other stressful vocalisations that can strain and damage their voices, sometimes permanently.

<http://www.bbc.co.uk/newsbeat/article/37721223/video-game-voice-stunt-and-motion-actors-go-on-strike-in-us-over-pay>

**a product manager and community manager-constructions*

Frontier has **product managers** that help co-ordinate the overall direction of the game, **community managers** who handle player feedback, and lots of graphic designers who work on creating and animating all the bits that make up a modern title.

<http://www.bbc.com/news/technology-33906050>

SPEAKING/ WRITING ABOUT COMPUTER GAME PLAYERS

****player-constructions***

When a **player** solves a puzzle in this way they speed up the verification," says Dr Murray.

The **player** has to select combinations of "filters" generated by the game to separate the blue balls from the gold balls, and successfully doing so assists with the software verification process.

In effect, what you are doing is getting game players to do disguised work.

It may be that one **player** on one level of the game comes up with the key pattern that helps complete the verification job.

So harnessing the power of the crowd – a volunteer army of **gamers** – is one way to tackle the problem.

<http://www.bbc.com/news/business-33519194>

In the game, players must guide a child and her pet robot out of a mine.

Players use adapted controllers that mimic the tools used in surgery – and those who perform well in the game also do better in tests of their surgical skills.

<http://www.bbc.com/news/technology-34255492>

Twitch and other similar sites host tournaments where seasoned players stay continuously online for several hours – or longer – and gaming marathons are becoming more and more common.

The average **mobile gamer** spends approximately 24 minutes playing games on mobile devices.

Founded in 2011 and bought by Amazon in 2014, Twitch is a huge community of **gamers** and game watchers.

<http://www.bbc.com/news/blogs-trending-39232620>

I was an avid **gamer** when I was a kid and a teenager, but I never thought it would become my job.

<http://www.bbc.com/news/entertainment-arts-27155139>

She is a programmer at Neurosphere and a **keen gamer** who calls herself Athena in the virtual worlds of the games she plays.

<http://www.bbc.com/news/uk-scotland-highlands-islands-27695235>

He has been an enthusiastic board **gamer** for a decade.

<http://www.bbc.com/news/uk-scotland-34812685>

SPEAKING/ WRITING ABOUT COMPUTER GAMES

**computer game-constructions*

What we now know is that across cultures and age groups computer games can either cause problems or be beneficial, depending on its content.

<http://www.bbc.com/future/story/20130826-can-video-games-be-good-for-you>

How British video games became a billion pound industry.

<http://www.bbc.co.uk/timelines/zt23gk7>

Are video games good for you?

<http://www.bbc.co.uk/guides/zcs76fr>

But what are the technical challenges facing a British games company like Jagex – primarily known for a visually rich **desktop-based game**.

<http://www.bbc.com/news/business-37850092>

**video game-constructions*

A growing body of research is showing the flip side, though – video games can help people see better, learn more quickly, develop greater mental focus, become more spatially aware, estimate more accurately, and multitask more effectively.

Some video games can even make young people more empathetic, helpful and sharing.

So if playing video games can lead to beneficial brain changes, does this positively affect behaviour?

<http://www.bbc.com/future/story/20130826-can-video-games-be-good-for-you>

**mobile game-constructions*

Up until now, the central concept of mobile games has been something that can be enjoyed anywhere, as they are pit-stops in daily routines.

<http://www.bbc.com/news/technology-36793515>

The firm is developing a number of short-form **games for mobile**, one of which is called Idle Adventures and is due out later this year.

<http://www.bbc.com/news/business-37850092>

**single-player/multiplayer game-constructions*

It's better to try to beat friends and family online, to play co-op with strangers online, or to play **single-player games**.

<http://www.bbc.co.uk/bbcthree/item/244517ff-2861-4486-81f5-3c27e487ff8e>

I play a lot of online **multiplayer games** such as Battlefield Vietnam.

http://news.bbc.co.uk/2/hi/talking_point/3616436.stm

A number of gambling websites have been built around the **multiplayer first-person shooter game** Counter Strike: Global Offensive (CSGO).

<http://www.bbc.com/news/technology-36702905>

**first-person game/third-person game-constructions*

One study showed that **those playing first person shooters** saw an improvement in their 'contrast sensitivity function'.

<http://www.bbc.co.uk/guides/zcs76fr>

Bavelier and Green asked non-gamers to play **the first-person shooter game** Medal of Honor for one hour a day for 10 days, and found their ability to focus on environmental cues improved much more than those in a control group who played the classic puzzle game Tetris.

<http://www.bbc.com/future/story/20130826-can-video-games-be-good-for-you>

BioWare's **third-person shooter game** Mass Effect has been singled out for praise for its female characters.

<http://www.bbc.com/news/technology-27824701>

**action game-constructions*

Prof Bavelier's theory is that **fast action games** require the player constantly to switch their attention from one part of the screen to another while also staying vigilant for other events in the environment.

Were the **action games** improving people's focus or were people with good attentional focus simply more likely to play action video games?

Bavelier wanted to pin down more precisely why **action games** appear to have better focus.

<http://www.bbc.com/future/story/20130826-can-video-games-be-good-for-you>

**puzzle game-constructions*

It may seem like just another brain-teasing **puzzle game**, but you're actually helping to foil hackers and cyber-criminals while playing it.

<http://www.bbc.com/news/business-33519194>

An interesting 3D **puzzle type game**, where you must get enough gold to bribe the Doctor into giving you a ride back to Earth. Shaky graphics, dodgy looking sprites, and monsters which move way too fast let down this otherwise very original game.

<http://www.bbcmicrogames.com/micropower.html>

**fantasy role-play game-constructions*

And this summer, Zhongji Holding bought venerable UK games maker Jagex, famous for its 15-year-old RuneScape **fantasy role-playing game**, for about \$400m.

<http://www.bbc.com/news/business-37850092>

SPEAKING/ WRITING ABOUT INFLUENCE OF COMPUTER GAMES

Positive influence:

**psychological influence-constructions*

Gamers may not always possess physical virtuosity, but video gamers **have a mental and strategic virtuosity.**

You may become more of a jerk, but you'll also develop a variety of **cognitive skills**, like the ability to process multiple streams of information faster and more effectively, to make more effective decisions quickly and so on.

Gamers may not always possess physical virtuosity, but video gamers have a **mental and strategic virtuosity**.

<http://www.bbc.co.uk/bbcthree/item/244517ff-2861-4486-81f5-3c27e487ff8e>

Some studies have shown that first person shooter games improve a player's **capacity to think** about objects in three dimensions.

Are video games good for you? Can they improve your cognition skills, perhaps even cause **the brain to grow**?

<http://www.bbc.co.uk/guides/zcs76fr>

Prof Gazzaley believes pensioners can improve their **ability to multitask** if they play the right kind of video games.

Arguably the most exciting field of research is exploring the potential of video games **to tackle mental decline** in old age.

<http://www.bbc.com/news/technology-34255492>

**beneficial influence-constructions*

To help them (players) **respond to stress and challenges** in gameful ways, by asking: “what is it that game designers do **to make you more powerful or skilful in a game**?”

Applying the principles that make gaming so rewarding (quests, allies, bad guys, power ups) into the components of a self-help game that could **nurse her back to health**.

<http://www.bbc.co.uk/bbcthree/item/244517ff-2861-4486-81f5-3c27e487ff8e>

Experts have developed computer games specifically designed **to boost people's self-esteem**.

<http://news.bbc.co.uk/2/hi/health/3689737.stm>

This is a skill we lose as we age, so improving it by gaming can help **maintain visual acuity** for longer.

<http://www.bbc.co.uk/guides/zcs76fr>

Games allow us **to remove ourselves from our current situations, to set aside** our seemingly insurmountable **problems** and **turn to fantastical ones** that we are not only able to be overcome, but that give us a **sense of achievement**.

But can a game really be expected to inspire tangible changes in such a big issue?

<http://www.bbc.com/news/technology-22508983>

**communicative influence-constructions*

As well as improving these specific skills, playing video games can have a positive effect on your social life too.

<http://www.bbc.co.uk/guides/zcs76fr>

If you're looking to use games as a social relationship tool, you should play Facebook games, because there's all sorts of research showing that the people we play those games with, we're more likely to see in real life or ask for help with real life problems.

You may become more of a jerk, but by gaming you'll also develop a variety of cognitive skills, like the ability to process multiple streams of information faster and more effectively, to make more effective decisions quickly and so on.

<http://www.bbc.co.uk/bbcthree/item/244517ff-2861-4486-81f5-3c27e487ff8e>

Negative influence:

**violence-constructions*

Popular games like Call of Duty and Grand Theft Auto have been demonised in the media, blamed for everything from falling grades at school to provoking acts of extreme violence.

For many, video games represent a world of violent images and aggressive emotions.

<http://www.bbc.co.uk/guides/zcs76fr>

The games frequently stand accused of causing violence and addiction.

<http://www.bbc.com/news/technology-34255492>

"The research demonstrates a consistent relation between violent video game use and increases in aggressive behaviour, aggressive cognitions and aggressive affect, and decreases in pro-social behaviour, empathy and sensitivity to aggression," said the report.

<http://www.bbc.com/news/technology-33960075>

**negative actions-constructions*

I've had all manner of **racial insults** ranging from 'Curry muncher', 'terrorist' and my personal favourite, 'Sand N*gger'.

<http://www.bbc.co.uk/bbcthree/item/9fe76f89-2d48-4393-bbdd-d6b15b0b0503>

**negative state-constructions*

Highly competitive games, in which you're trying to defeat people who you don't know, **have been known to increase feelings of frustration and anger** and raise testosterone to a level that is equivalent to testosterone poisoning.

In 2009, whilst working on a study on how computer games can make us better people, Jane McGonigal suffered **freak concussion** that left her suicidal.

<http://www.bbc.co.uk/bbcthree/item/244517ff-2861-4486-81f5-3c27e487ff8e>