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**Level 6 – 24th July 2023**

## **AI could create thousands of jobs in gaming**

**FREE online quizzes, mp3 listening and more for this lesson here:**

<https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

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**Please try Levels 4 and 5 (they are easier).**

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# THE ARTICLE

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

The emergence of artificial intelligence has brought consternation to people in all manner of industries. The investment bank Goldman Sachs has reported that AI could replace more than 300 million jobs worldwide in the next decade. Hollywood actors went on strike earlier this week demanding safeguards against AI replacing humans. One sector that could benefit from bots is gaming. Dr Richard Wilson, boss of the UK games association TIGA, said artificial intelligence would, "lead to more games being made and more jobs". He said: "AI would reduce the cost of making games and speed up the process. Reducing overall development costs means more game studios, and therefore more jobs."

Gaming has greatly advanced because of AI and was one of the first industries to utilize it. Daniel Wood, co-CEO of the games body UKIE, told the BBC how important AI has been for his trade. He said: "The video games industry is always at the cutting edge of technology, so we are already using AI in many areas, including production, art, interaction with in-game characters, and community management to create even more exciting and engaging experiences for our players." He added: "The future possibilities of AI promise a lot of exciting opportunities for our sector." However, sceptics believe that it is only a matter of time before newly-created jobs in gaming will be taken over by the bots.

Sources: <https://www.bbc.com/news/entertainment-arts-66058906>  
<https://www.techtimes.com/articles/294084/20230721/tiga-boss-says-ai-would-lead-to-video-game-industry-boom-resulting-in-more-jobs.htm>  
<https://english.newstracklive.com/news/ai--to-wrap-up-the-gaming-industry-as-it-may-the-jobs-sc71-nu390-ta318-1286331-1.html>

# WARM-UPS

**1. ARTIFICIAL INTELLIGENCE:** Students walk around the class and talk to other students about artificial intelligence. Change partners often and share your findings.

**2. CHAT:** In pairs / groups, talk about these topics or words from the article. What will the article say about them? What can you say about these words and your life?

artificial intelligence / industries / investment / Hollywood / actors / gaming / process advanced / games / trade / cutting edge / art / game characters / sceptics / time

Have a chat about the topics you liked. Change topics and partners frequently.

**3. AI:** Students A **strongly** believe will bring more good than harm; Students B **strongly** believe the opposite. Change partners again and talk about your conversations.

**4. INDUSTRIES:** How will artificial intelligence affect these industries? What are the good and bad things? Complete this table with your partner(s). Change partners often and share what you wrote.

	Good Things	Bad Things
Gaming		
Movie-making		
English-teaching		
Accountancy		
Writing		
Customer service		

**5. INTELLIGENCE:** Spend one minute writing down all of the different words you associate with the word "intelligence". Share your words with your partner(s) and talk about them. Together, put the words into different categories.

**6. HUMANS:** Rank these with your partner. Put the jobs which most need humans (not AI) at the top. Change partners often and share your rankings.

- Gaming coders
- Movie makers
- Teachers
- Newsreaders
- Lawyers
- Sales assistants
- Police officers
- Doctors

# VOCABULARY MATCHING

## Paragraph 1

- |                   |  |
|-------------------|--|
| 1. emergence      | a. A feeling of anxiety or dismay.   |
| 2. consternation  | b. Refuse to work as a form of organized protest for better wages or conditions.                     |
| 3. all manner of  | c. Taking everything into account.   |
| 4. went on strike | d. Many different kinds of.  |
| 5. safeguard      | e. An autonomous program on the internet or another network that can interact with systems or users. |
| 6. bot            | f. The process of coming into existence or prominence.   |
| 7. overall        | g. An action taken to protect someone or something or to prevent something bad from happening.       |

## Paragraph 2

- |                      |   |
|----------------------|---|
| 8. utilize           | h. The latest or most advanced stage in the development of something. |
| 9. cutting edge      | i. Communication or direct involvement with someone or something.     |
| 10. interaction      | j. Certain to happen at some time in the (near) future.               |
| 11. engaging         | k. A distinct part or branch of a nation's economy or society.        |
| 12. sector           | l. Charming and attractive.   |
| 13. sceptic          | m. Make practical and effective use of.                               |
| 14. a matter of time | n. A person who questions or doubts accepted opinions.                |

# BEFORE READING / LISTENING

From <https://breakingnewsenglish.com/2307/230724-ai-gaming-jobs.html>

**1. TRUE / FALSE:** Read the headline. Guess if a-h below are true (T) or false (F).

1. The article says the rise of AI has encouraged many conversations. **T / F**
2. Over 300 million jobs could be lost globally within 10 years. **T / F**
3. Hollywood actors are striking against the threat of AI. **T / F**
4. A gaming boss said AI would create more games, and so more jobs. **T / F**
5. Gaming was the first industry to make use of AI. **T / F**
6. A CEO said gaming has always been at the cutting edge of AI. **T / F**
7. A CEO said the future possibilities with AI were bleak. **T / F**
8. Doubters believe AI will replace many jobs in the gaming industry. **T / F**

**2. SYNONYM MATCH:** (The words in **bold** are from the news article.)

- |                         |                |
|-------------------------|----------------|
| 1. <b>emergence</b>     | a. make use of |
| 2. <b>consternation</b> | b. cut         |
| 3. <b>safeguards</b>    | c. enchanting  |
| 4. <b>reduce</b>        | d. pledge      |
| 5. <b>process</b>       | e. protection  |
| 6. <b>utilize</b>       | f. rise        |
| 7. <b>cutting edge</b>  | g. doubters    |
| 8. <b>engaging</b>      | h. procedure   |
| 9. <b>promise</b>       | i. forefront   |
| 10. <b>sceptics</b>     | j. anxiety     |

**3. PHRASE MATCH:** (Sometimes more than one choice is possible.)

- |                                       |                         |
|---------------------------------------|-------------------------|
| 1. people in all manner               | a. development costs    |
| 2. Hollywood actors went              | b. advanced             |
| 3. One sector that could              | c. matter of time       |
| 4. speed                              | d. on strike            |
| 5. reducing overall                   | e. engaging experiences |
| 6. Gaming has greatly                 | f. up the process       |
| 7. the video games industry is always | g. of AI promise        |
| 8. exciting and                       | h. of industries        |
| 9. the future possibilities           | i. benefit from bots    |
| 10. it is only a                      | j. at the cutting edge  |

# GAP FILL

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

The (1) \_\_\_\_\_ of artificial intelligence has brought consternation to people in all (2) \_\_\_\_\_ of industries. The investment bank Goldman Sachs has reported that AI could replace more than 300 million jobs worldwide in the next (3) \_\_\_\_\_. Hollywood actors went on (4) \_\_\_\_\_ earlier this week demanding safeguards against AI replacing humans. One (5) \_\_\_\_\_ that could benefit from bots is gaming. Dr Richard Wilson, boss of the UK games (6) \_\_\_\_\_ TIGA, said artificial intelligence would, "lead to more games being made and more jobs". He said: "AI would reduce the cost of making games and speed up the (7) \_\_\_\_\_. Reducing (8) \_\_\_\_\_ development costs means more game studios, and therefore more jobs."

Gaming has greatly (9) \_\_\_\_\_ because of AI and was one of the first industries to (10) \_\_\_\_\_ it. Daniel Wood, co-CEO of the games body UKIE, told the BBC how important AI has been for his (11) \_\_\_\_\_. He said: "The video games industry is always at the cutting (12) \_\_\_\_\_ of technology, so we are already using AI in many areas, including production, art, (13) \_\_\_\_\_ with in-game characters, and community management to create even more exciting and (14) \_\_\_\_\_ experiences for our players." He added: "The future possibilities of AI promise a lot of exciting opportunities for our (15) \_\_\_\_\_." However, sceptics believe that it is only a matter of time before newly-created jobs in gaming will be taken over by the (16) \_\_\_\_\_.

*sector*  
*decade*  
*overall*  
*emergence*  
*association*  
*strike*  
*process*  
*manner*

*edge*  
*engaging*  
*utilize*  
*bots*  
*advanced*  
*sector*  
*interaction*  
*trade*

# LISTENING – Guess the answers. Listen to check.

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

- 1) The emergence of artificial intelligence has brought \_\_\_\_\_
  - a. consternation for people
  - b. consternation to people
  - c. consternation from people
  - d. consternation took people
- 2) replace more than 300 million jobs worldwide in \_\_\_\_\_
  - a. a next decade
  - b. their next decade
  - c. then next decade
  - d. the next decade
- 3) Hollywood actors went on strike earlier this \_\_\_\_\_
  - a. week demanding safe guards
  - b. week demand din safeguards
  - c. week demand in safeguards
  - d. week demanding safeguards
- 4) AI would reduce the cost of making games and speed \_\_\_\_\_
  - a. up the process
  - b. up the prowess
  - c. up the produce
  - d. up the proceeds
- 5) Reducing overall development costs means more game studios, and \_\_\_\_\_
  - a. thereupon more jobs
  - b. thereafter more jobs
  - c. thereabouts more jobs
  - d. therefore more jobs
- 6) Gaming has greatly advanced because of AI and was one of the first \_\_\_\_\_ it
  - a. industries to you till eyes
  - b. industries to fertilize
  - c. industries to utilize
  - d. industries to urbanize
- 7) He said the video games industry is always at the cutting \_\_\_\_\_
  - a. hedge of technology
  - b. edge of technology
  - c. ledge of technology
  - d. wedge of technology
- 8) including production, art, interaction with in-game characters, \_\_\_\_\_
  - a. and commune nitty management
  - b. end community management
  - c. and community manage meant
  - d. and community management
- 9) The future possibilities of AI promise a lot of exciting opportunities \_\_\_\_\_
  - a. for our sect
  - b. for our sector
  - c. for our sequester
  - d. for our sequitur
- 10) However, sceptics believe that it is only a \_\_\_\_\_
  - a. master of time
  - b. mater of time
  - c. matter of time
  - d. natter of time

# LISTENING – Listen and fill in the gaps

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

(1) \_\_\_\_\_ artificial intelligence has brought consternation to people in (2) \_\_\_\_\_ industries. The investment bank Goldman Sachs has reported that AI could replace more than 300 million jobs worldwide in (3) \_\_\_\_\_. Hollywood actors went on strike earlier this week demanding safeguards against AI replacing humans. One sector that could (4) \_\_\_\_\_ is gaming. Dr Richard Wilson, boss of the UK games association TIGA, said artificial intelligence would, "lead to more games being made and more jobs". He said: "AI would (5) \_\_\_\_\_ of making games and speed up the process. Reducing overall development (6) \_\_\_\_\_ game studios, and therefore more jobs."

Gaming (7) \_\_\_\_\_ because of AI and was one of the first (8) \_\_\_\_\_ it. Daniel Wood, co-CEO of the games body UKIE, told the BBC how important AI has been (9) \_\_\_\_\_. He said: "The video games industry is always at the (10) \_\_\_\_\_ technology, so we are already using AI in many areas, including production, art, interaction with in-game characters, and community management to create even more (11) \_\_\_\_\_ experiences for our players." He added: "The future possibilities of AI promise a lot of exciting opportunities for our sector." However, (12) \_\_\_\_\_ it is only a matter of time before newly-created jobs in gaming will be taken over by the bots.

# COMPREHENSION QUESTIONS

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

1. What has the emergence of artificial intelligence brought to people?
2. By when could 300 million jobs be lost?
3. What are actors in Hollywood striking for?
4. What is TIGA?
5. What would AI speed up the process of?
6. What is Daniel Wood the co-CEO of?
7. What did Mr Wood say the games industry was at the cutting edge of?
8. What experiences does Mr Wood want for players of video games?
9. What does the future possibilities of AI promise?
10. Who believes it's only a matter of time before bots replace gaming jobs?

# MULTIPLE CHOICE - QUIZ

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

- 1) What has the emergence of artificial intelligence brought to people?
  - a) wealth
  - b) consternation
  - c) difficult games
  - d) manners
- 2) By when could 300 million jobs be lost?
  - a) it's only a matter of time
  - b) next year
  - c) within the next decade
  - d) soon
- 3) What are actors in Hollywood striking for?
  - a) they're bored
  - b) better salaries
  - c) better conditions
  - d) safeguards
- 4) What is TIGA?
  - a) a tiger club
  - b) a games association
  - c) a coding group
  - d) an anti-AI group
- 5) What would AI speed up the process of?
  - a) making games
  - b) life
  - c) making money
  - d) winning games
- 6) What is Daniel Wood the co-CEO of?
  - a) a games body
  - b) an AI company
  - c) a coding company
  - d) a group of gamers
- 7) What did Mr Wood say the games industry was at the cutting edge of?
  - a) digital literacy
  - b) sharp knives
  - c) borders
  - d) technology
- 8) What experiences does Mr Wood want for players of video games?
  - a) ones that last a long time
  - b) cool and stimulating ones
  - c) exciting and enchanting possibilities
  - d) money-making ones
- 9) What does the future possibilities of AI promise?
  - a) the takeover of Earth by bots
  - b) very little
  - c) more coding jobs
  - d) exciting opportunities
- 10) Who believes it's only a matter of time before bots replace gaming jobs?
  - a) an AI company boss
  - b) sceptics
  - c) coders
  - d) gamers

# ROLE PLAY

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

## **Role A – Gaming Coders**

You think gaming coders are the people that AI should never replace. Tell the others three reasons why. Tell them why it is OK for AI to replace their people. Also, tell the others which is the best of these for AI to replace (and why): teachers, sales assistants or lawyers.

## **Role B – Teachers**

You think teachers are the people that AI should never replace. Tell the others three reasons why. Tell them why it is OK for AI to replace their people. Also, tell the others which is the best of these for AI to replace (and why): gaming coders, sales assistants or lawyers.

## **Role C – Sales Assistants**

You think sales assistants are the people that AI should never replace. Tell the others three reasons why. Tell them why it is OK for AI to replace their people. Also, tell the others which is the best of these for AI to replace (and why): teachers, gaming coders or lawyers.

## **Role D – Lawyers**

You think lawyers are the people that AI should never replace. Tell the others three reasons why. Tell them why it is OK for AI to replace their people. Also, tell the others which is the best of these for AI to replace (and why): teachers, sales assistants or gaming coders.

# AFTER READING / LISTENING

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

**1. WORD SEARCH:** Look in your dictionary / computer to find collocates, other meanings, information, synonyms ... for the words 'artificial' and 'intelligence'.

<b>artificial</b>	<b>intelligence</b>
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- Share your findings with your partners.
- Make questions using the words you found.
- Ask your partner / group your questions.

**2. ARTICLE QUESTIONS:** Look back at the article and write down some questions you would like to ask the class about the text.

- Share your questions with other classmates / groups.
- Ask your partner / group your questions.

**3. GAP FILL:** In pairs / groups, compare your answers to this exercise. Check your answers. Talk about the words from the activity. Were they new, interesting, worth learning...?

**4. VOCABULARY:** Circle any words you do not understand. In groups, pool unknown words and use dictionaries to find their meanings.

**5. TEST EACH OTHER:** Look at the words below. With your partner, try to recall how they were used in the text:

<ul style="list-style-type: none"><li>• emergence</li><li>• bank</li><li>• actors</li><li>• benefit</li><li>• boss</li><li>• costs</li></ul>	<ul style="list-style-type: none"><li>• first</li><li>• body</li><li>• edge</li><li>• create</li><li>• future</li><li>• matter</li></ul>
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# ARTIFICIAL INTELLIGENCE SURVEY

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

Write five GOOD questions about artificial intelligence 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.

# ARTIFICIAL INTELLIGENCE DISCUSSION

STUDENT A's QUESTIONS (Do not show these to student B)

1. What did you think when you read the headline?
2. What images are in your mind when you hear the term 'AI'?
3. What do you think of artificial intelligence?
4. How has artificial intelligence changed your life?
5. What do you think of gaming?
6. How worried are you that AI might take over your job?
7. How might AI threaten jobs in Hollywood?
8. Should AI be allowed to replace jobs humans do?
9. What can AI do for gaming?
10. What are your favourite games?

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# ARTIFICIAL INTELLIGENCE DISCUSSION

STUDENT B's QUESTIONS (Do not show these to student A)

11. Did you like reading this article? Why/not?
12. What do you think of when you hear the word 'gaming'?
13. What do you think about what you read?
14. How worried are you about artificial intelligence?
15. How much more advanced can games get?
16. How will AI change our lives in the next 10 years?
17. What do you think of cutting-edge technology?
18. How can we stop AI from taking over our job?
19. What AI programs do you like?
20. What questions would you like to ask AI experts?

# DISCUSSION (Write your own questions)

STUDENT A's QUESTIONS (Do not show these to student B)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

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# DISCUSSION (Write your own questions)

STUDENT B's QUESTIONS (Do not show these to student A)

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

# LANGUAGE - CLOZE

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

The (1) \_\_\_\_\_ of artificial intelligence has brought consternation to people in all (2) \_\_\_\_\_ of industries. The investment bank Goldman Sachs has reported that AI could replace more than 300 million jobs worldwide in the next decade. Hollywood actors went (3) \_\_\_\_\_ strike earlier this week demanding safeguards against AI replacing humans. One (4) \_\_\_\_\_ that could benefit from bots is gaming. Dr Richard Wilson, boss of the UK games association TIGA, said artificial intelligence would, "lead to more games being made and more jobs". He said: "AI would reduce the cost of making games and (5) \_\_\_\_\_ up the process. Reducing (6) \_\_\_\_\_ development costs means more game studios, and therefore more jobs."

Gaming has greatly advanced because of AI and was one of the first industries to (7) \_\_\_\_\_ it. Daniel Wood, co-CEO of the games body UKIE, told the BBC how important AI has been for his (8) \_\_\_\_\_. He said: "The video games industry is always at the cutting edge of technology, so we are already using AI in many areas, including production, art, (9) \_\_\_\_\_ with in-game characters, and community management to create even more exciting and (10) \_\_\_\_\_ experiences for our players." He added: "The future possibilities of AI promise a lot of exciting opportunities for our sector." However, (11) \_\_\_\_\_ believe that it is only a matter of time before newly-created jobs in gaming will be (12) \_\_\_\_\_ over by the bots.

**Put the correct words from the table below in the above article.**

- |     |                 |                 |                |                 |
|-----|-----------------|-----------------|----------------|-----------------|
| 1.  | (a) emerge      | (b) emergent    | (c) emerged    | (d) emergence   |
| 2.  | (a) banner      | (b) banter      | (c) matter     | (d) manner      |
| 3.  | (a) off         | (b) on          | (c) in         | (d) at          |
| 4.  | (a) vector      | (b) hector      | (c) sector     | (d) nectar      |
| 5.  | (a) speeds      | (b) sped        | (c) speed      | (d) speedy      |
| 6.  | (a) overall     | (b) coverall    | (c) covet      | (d) enthrall    |
| 7.  | (a) utility     | (b) utilize     | (c) utile      | (d) futile      |
| 8.  | (a) trade       | (b) tirade      | (c) tread      | (d) thread      |
| 9.  | (a) contraction | (b) interaction | (c) production | (d) distraction |
| 10. | (a) marrying    | (b) divorcing   | (c) engaging   | (d) courting    |
| 11. | (a) scenarios   | (b) sceptres    | (c) sceptics   | (d) scents      |
| 12. | (a) been        | (b) done        | (c) given      | (d) taken       |

# SPELLING

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

## Paragraph 1

1. The mreeenge of artificial intelligence
2. brought nsecarnttioon to people
3. aesaugrfds against AI replacing humans
4. One tcseor that could benefit
5. the UK games isoastacion
6. Reducing eoarvll development costs

## Paragraph 2

7. the first industries to tiluzie it
8. always at the gtcuitn\_gede
9. eicrattinon with in-game characters
10. exciting and agegnnig experiences
11. a lot of exciting prpntuioitoes
12. ctpeiscs believe that

# PUT THE TEXT BACK TOGETHER

From <https://breakingnewsenglish.com/2307/230724-ai-gaming-jobs.html>

**Number these lines in the correct order.**

- ( ) bots is gaming. Dr Richard Wilson, boss of the UK games association TIGA, said artificial intelligence would, "lead
- ( ) more exciting and engaging experiences for our players." He added: "The future possibilities of AI promise
- ( ) a lot of exciting opportunities for our sector." However, sceptics believe that it is only a matter
- ( ) more than 300 million jobs worldwide in the next decade. Hollywood actors went on strike
- ( ) up the process. Reducing overall development costs means more game studios, and therefore more jobs."
- ( ) co-CEO of the games body UKIE, told the BBC how important AI has been for his trade. He said: "The video games
- ( ) including production, art, interaction with in-game characters, and community management to create even
- ( ) to more games being made and more jobs". He said: "AI would reduce the cost of making games and speed
- ( ) industry is always at the cutting edge of technology, so we are already using AI in many areas,
- ( ) Gaming has greatly advanced because of AI and was one of the first industries to utilize it. Daniel Wood,
- ( **1** ) The emergence of artificial intelligence has brought consternation to people in all manner
- ( ) of industries. The investment bank Goldman Sachs has reported that AI could replace
- ( ) earlier this week demanding safeguards against AI replacing humans. One sector that could benefit from
- ( ) of time before newly-created jobs in gaming will be taken over by the bots.

# PUT THE WORDS IN THE RIGHT ORDER

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

1. million 300 than AI replace more could jobs .
2. strike Hollywood earlier actors on went week . this
3. could benefit bots . from One that sector
4. reduce games . making AI the of would cost
5. means Reducing game studios . overall costs more development
6. greatly advanced of AI . Gaming has because
7. of edge the at It's always cutting technology .
8. are using We AI already many in areas .
9. of A opportunities exciting lot for our sector .
10. believe it's only a matter Sceptics of time .

# CIRCLE THE CORRECT WORD (20 PAIRS)

From <https://breakingnewsenglish.com/2307/230724-ai-gaming-jobs.html>

The emergence of artificial intelligence has *bought / brought* consternation to people in all *banner / manner* of industries. The investment bank Goldman Sachs has reported that AI could *replicate / replace* more than 300 million jobs worldwide in *the / a* next decade. Hollywood actors went *in / on* strike earlier this week demanding safeguards *against / for* AI replacing humans. One *vector / sector* that could benefit from bots is gaming. Dr Richard Wilson, boss of the UK games association TIGA, said artificial intelligence would, "lead to more games *being / are* made and more jobs". He said: "AI would reduce the cost of making games and *speed / sped* up the process. Reducing overall development costs means more game studios, and *therefore / moreover* more jobs."

Gaming has *great / greatly* advanced because of AI and was one of the first industries *for / to* utilize it. Daniel Wood, co-CEO of the games *head / body* UKIE, told the BBC how important AI has been for his *trade / tirade*. He said: "The video games industry is always at the cutting *border / edge* of technology, so we are already using AI in *much / many* areas, including production, art, *interactive / interaction* with in-game characters, and community management to create even more exciting and engaging experiences for our players." He added: "The future possibilities of AI *promise / promises* a lot of exciting opportunities for our sector." However, sceptics believe that it is only a *matter / master* of time before newly-created jobs in gaming will be taken *under / over* by the bots.

**Talk about the connection between each pair of words in italics, and why the correct word is correct. Look up the definition of new words.**

# INSERT THE VOWELS (a, e, i, o, u)

From <https://breakingnewsenglish.com/2307/230724-ai-gaming-jobs.html>

Th\_ \_m\_rg\_nc\_ \_f \_rt\_f\_c\_\_l \_nt\_ll\_g\_nc\_ h\_s br\_\_ght  
c\_nst\_rn\_t\_\_n t\_ p\_\_pl\_ \_n \_ll m\_nn\_r \_f \_nd\_str\_\_s.  
Th\_ \_nv\_stm\_nt b\_nk G\_ldm\_n S\_chs h\_s r\_p\_rt\_d th\_t  
\_\_ c\_\_ld r\_pl\_c\_ m\_r\_ th\_n 300 m\_ll\_\_n j\_bs  
w\_rldw\_d\_ \_n th\_ n\_xt d\_c\_d\_. H\_llyw\_\_d \_ct\_rs w\_nt  
\_n str\_k\_ \_\_rl\_r th\_s w\_\_k d\_m\_ndng s\_f\_g\_\_rds  
\_g\_\_nst \_\_ r\_pl\_c\_ng h\_m\_ns. \_n\_ s\_ct\_r th\_t c\_\_ld  
b\_n\_f\_t fr\_m b\_ts \_s g\_m\_ng. Dr R\_ch\_rd W\_ls\_n, b\_ss  
\_f th\_ \_K g\_m\_s \_ss\_c\_\_t\_\_n T\_G\_, s\_\_d \_rt\_f\_c\_\_l  
\_nt\_ll\_g\_nc\_ w\_\_ld, "I\_\_d t\_ m\_r\_ g\_m\_s b\_\_ng m\_d\_  
\_nd m\_r\_ j\_bs". H\_ s\_\_d: "\_\_ w\_\_ld r\_d\_c\_ th\_ c\_st  
\_f m\_k\_ng g\_m\_s \_nd sp\_\_d \_p th\_ pr\_c\_ss. R\_d\_c\_ng  
\_v\_r\_ll d\_v\_l\_pm\_nt c\_sts m\_\_ns m\_r\_ g\_m\_ st\_d\_\_s,  
\_nd th\_r\_f\_r\_ m\_r\_ j\_bs."

G\_m\_ng h\_s gr\_\_tly \_dv\_nc\_d b\_c\_\_s\_ \_f \_\_ \_nd w\_s  
\_n\_ \_f th\_ f\_rst \_nd\_str\_\_s t\_ \_t\_l\_z\_ \_t. D\_n\_\_l  
W\_\_d, c\_-C\_\_ \_f th\_ g\_m\_s b\_dy \_K\_\_, t\_ld th\_ BBC  
h\_w \_mp\_rt\_nt \_\_ h\_s b\_\_n f\_r h\_s tr\_d\_. H\_ s\_\_d:  
"Th\_ v\_d\_\_ g\_m\_s \_nd\_stry \_s \_lw\_ys \_t th\_ c\_tt\_ng  
\_dg\_ \_f t\_chn\_l\_gy, s\_ w\_ \_r\_ \_lr\_\_dy \_s\_ng \_\_ \_n  
m\_ny \_r\_\_s, \_ncl\_d\_ng pr\_d\_ct\_\_n, \_rt, \_nt\_r\_ct\_\_n  
w\_th \_n-g\_m\_ ch\_r\_ct\_rs, \_nd c\_mm\_n\_ty m\_n\_g\_m\_nt  
t\_ cr\_\_t\_ \_v\_n m\_r\_ \_xc\_t\_ng \_nd \_ng\_g\_ng  
\_xp\_r\_\_nc\_s f\_r \_\_r pl\_y\_rs." H\_ \_dd\_d: "Th\_ f\_t\_r\_  
p\_ss\_b\_l\_t\_\_s \_f \_\_ pr\_m\_s\_ \_ l\_t \_f \_xc\_t\_ng  
\_pp\_rn\_t\_\_s f\_r \_\_r s\_ct\_r." H\_w\_v\_r, sc\_pt\_cs  
b\_l\_\_v\_ th\_t \_t \_s \_nly \_ m\_tt\_r \_f t\_m\_ b\_f\_r\_  
n\_wly-cr\_\_t\_d j\_bs \_n g\_m\_ng w\_ll b\_ t\_k\_n \_v\_r by  
th\_ b\_ts.

# PUNCTUATE THE TEXT AND ADD CAPITALS

From <https://breakingnewsenglish.com//2307/230724-ai-gaming-jobs.html>

the emergence of artificial intelligence has brought consternation to people in all manner of industries the investment bank goldman sachs has reported that ai could replace more than 300 million jobs worldwide in the next decade hollywood actors went on strike earlier this week demanding safeguards against ai replacing humans one sector that could benefit from bots is gaming dr richard wilson boss of the uk games association tga said artificial intelligence would lead to more games being made and more jobs he said ai would reduce the cost of making games and speed up the process reducing overall development costs means more game studios and therefore more jobs

gaming has greatly advanced because of ai and was one of the first industries to utilize it daniel wood ceo of the games body ukie told the bbc how important ai has been for his trade he said the video games industry is always at the cutting edge of technology so we are already using ai in many areas including production art interaction with ingame characters and community management to create even more exciting and engaging experiences for our players he added the future possibilities of ai promise a lot of exciting opportunities for our sector however sceptics believe that it is only a matter of time before newlycreated jobs in gaming will be taken over by the bots

# PUT A SLASH ( / ) WHERE THE SPACES ARE

From <https://breakingnewsenglish.com/2307/230724-ai-gaming-jobs.html>

The emergence of artificial intelligence has brought consternation to people in all manner of industries. The investment bank Goldman Sachs has reported that AI could replace more than 300 million jobs worldwide in the next decade. Hollywood actors went on strike earlier this week demanding safeguards against AI replacing humans. One sector that could benefit from robots is gaming. Dr Richard Wilson, boss of the UK games association TIGA, said artificial intelligence would, "lead to more games being made and more jobs". He said: "AI would reduce the cost of making games and speed up the process. Reducing overall development costs means more game studios, and therefore more jobs." Gaming has greatly advanced because of AI and was one of the first industries to utilize it. Daniel Wood, co-CEO of the games body UKIE, told the BBC how important AI has been for his trade. He said: "The video games industry is always at the cutting edge of technology, so we are already using AI in many areas, including production, art, interaction within-game characters, and community management to create even more exciting and engaging experiences for our players." He added: "The future possibilities of AI promise a lot of exciting opportunities for our sector." However, sceptics believe that it is only a matter of time before newly-created jobs in gaming will be taken over by the bots.





# HOMEWORK

**1. VOCABULARY EXTENSION:** Choose several of the words from the text. Use a dictionary or Google's search field (or another search engine) to build up more associations / collocations of each word.

**2. INTERNET:** Search the Internet and find out more about this news story. Share what you discover with your partner(s) in the next lesson.

**3. GAMING:** Make a poster about gaming. Show your work to your classmates in the next lesson. Did you all have similar things?

**4. ARTIFICIAL INTELLIGENCE:** Write a magazine article about using artificial intelligence more. Include imaginary interviews with people who are for and against this.

Read what you wrote to your classmates in the next lesson. Write down any new words and expressions you hear from your partner(s).

**5. WHAT HAPPENED NEXT?** Write a newspaper article about the next stage in this news story. Read what you wrote to your classmates in the next lesson. Give each other feedback on your articles.

**6. LETTER:** Write a letter to an expert on artificial intelligence. Ask him/her three questions about it. Give him/her three of your opinions on it. Read your letter to your partner(s) in your next lesson. Your partner(s) will answer your questions.

# ANSWERS

## VOCABULARY (p.4)

1. f    2. a    3. d    4. b    5. g    6. e    7. c  
8. m    9. h    10. i    11. l    12. k    13. n    14. j

## TRUE / FALSE (p.5)

- 1 F    2 T    3 T    4 T    5 F    6 F    7 F    8 T

## SYNONYM MATCH (p.5)

1. f	2. j	3. e	4. b	5. h
6. a	7. i	8. c	9. d	10. g

## COMPREHENSION QUESTIONS (p.9)

1. Consternation
2. Within the next decade
3. Safeguards
4. A games association
5. Making games
6. A games body
7. Technology
8. Exciting and enchanting possibilities
9. Exciting opportunities
10. Sceptics

## WORDS IN THE RIGHT ORDER (p.19)

1. AI could replace more than 300 million jobs.
2. Hollywood actors went on strike earlier this week.
3. One sector that could benefit from bots.
4. AI would reduce the cost of making games.
5. Reducing overall development costs means more game studios.
6. Gaming has greatly advanced because of AI.
7. It's always at the cutting edge of technology.
8. We are already using AI in many areas.
9. A lot of exciting opportunities for our sector.
10. Sceptics believe it's only a matter of time.

## MULTIPLE CHOICE - QUIZ (p.10)

1. b    2. c    3. d    4. b    5. a    6. a    7. d    8. c    9. d    10. b

## ALL OTHER EXERCISES

Please check for yourself by looking at the Article on page 2.  
(It's good for your English ;-)