

Hong Kong embraces e-sports

Question Types

Specific factual / multiple choice

1. Which education institution surveyed youths on their support for local e-sports development?

- A. Hong Kong Baptist University
- B. City University of Hong Kong
- C. University of Hong Kong
- D. Lingnan University

Views and attitudes / multiple choice

2. “Social attitudes towards e-sports are still mixed – some people believe being an e-sports player is less respectable than traditional sports or regular careers.”

What is the state of local social attitudes towards e-sports?

- A. Generally supportive
- B. Generally unsupportive
- C. Strongly approving
- D. Ambivalent



Specific factual / extended response

3. What are the two challenges for young people who aspire to be professional gamers might face?

(i). _____

(ii). _____

Vocabulary / underlining

4. “Many students say they make new friends through gaming, learn leadership by managing teams, and sometimes gain the confidence to compete at a higher level.”

In the above sentence, underline the word that means “being certain of one’s ability”.

Mini Mock

Read the article and answer the questions:

1. Are the following statements True (T), False (F) or Not Given (NG)?

- (i) E-sports only refers to casual online gaming for fun. _____
- (ii) The CGA eSports Stadium in Mong Kok was one of Hong Kong’s major e-sports venues. _____
- (iii) Some Hong Kong schools have started e-sports clubs and training programmes. _____
- (iv) E-sports has helped broaden Hong Kong’s economy and career paths. _____
- (v) Most parents in Hong Kong disapprove of e-sports development. _____

2. Why are many Hong Kong youths attracted to e-sports?

3. What kinds of educational courses in e-sports are offered at HKU SPACE?

4. What are some of the health or social concerns related to playing e-sports too much?

5. Complete the sentences by filling the gaps. Use ONE WORD only from the article, in the form that is grammatically correct in the context of the sentence.

- (i) E-sports matches are often held in large _____ with cheering fans.
- (ii) Students can watch top players on _____ platforms.
- (iii) E-sports can teach teamwork, leadership, and quick _____-making.
- (iv) Some parents worry that gaming may hurt students’ _____ performance.