

1. How many times has Tetris been downloaded?

2. Scientists from which university are studying the impact of video games on mental health?

3. How have the scientists gathered their information?

4. What did they discover about people who spend more time on the games?

5. According to their findings, out of the gamers surveyed who reported a greater sense of wellbeing, who is likely to feel even happier?

6. Use information from the text to put these events in order. **Number them 1–4.**

The classic game Space Invaders was released for the Atari.	
The Atari 2600 heralded a new age of gaming.	
The earliest video games were created to test the power of computers.	
The Brown Box became the first video game system to connect to a TV.	