

## Mobile phone game brings health crisis



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***Mobile phone games are the major reason in overuse of mobile phone. Normally, people will use phone more often.***

BY Zhu Qianyan class 3

In a report, they say the Government is underplaying the potentially 'enormous' health risks – especially for children, whose smaller, thinner skulls are more susceptible to radiation. [The study](#), experts say, raises fears that today's young people may suffer an "epidemic" of the disease in later life. Besides, playing phone games in long time will cause eye fatigue, attention fell and loss of appetite, insomnia, and many other health problems.

In UK, At least nine out of 10 British 16-year-olds have their own handset and they will play the game on it, as do more than 40 per cent of primary schoolchildren. Children are spending significant time on mobile phones. We may be facing a public health crisis as a result of mobile phone use."

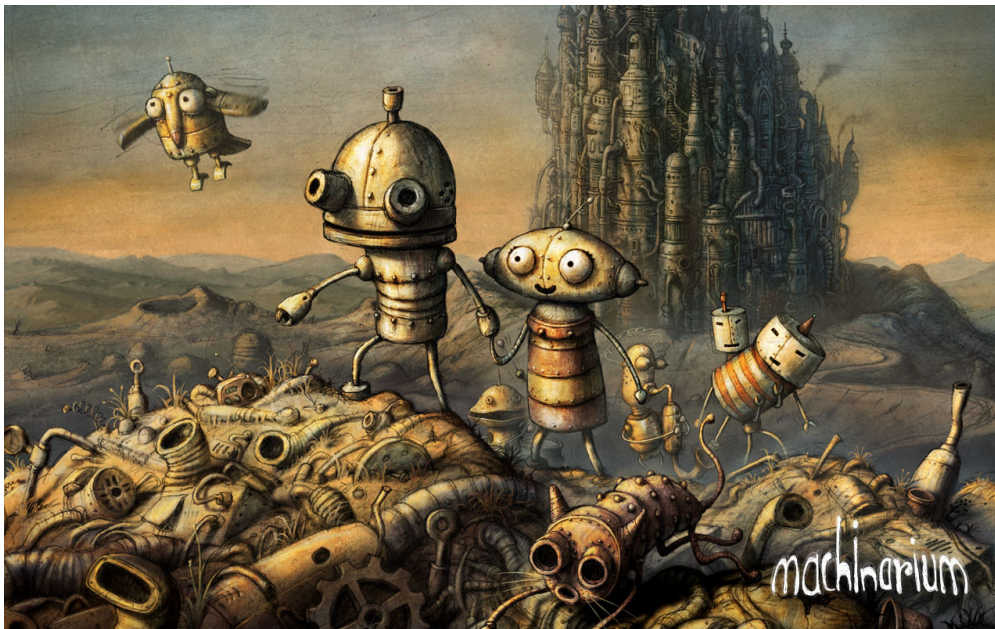
Although the experts concede the links are not proven, they argue that 'schools, phone shops and the health care system' should be enlisted into a campaign to reduce mobile phone use. Their report states: 'Both the Government and phone games companies could very easily do far more to alert the public, particularly children, to the emerging risks and safety measures.' It accuses

officials of 'downplaying uncertainty' over safety, adding: 'This was the kind of wishful thinking that cost lives with tobacco and asbestos'.

However, scientists have found inconclusive evidence and a campaign would cause panic. Professor Denis Henshaw, emeritus professor of human radiation effects at Bristol University, He said: 'Vast numbers of people are obsessed with playing phone games and they could be a time bomb of health problems. It would be a serious public health issue. It is really necessary that we should restrict the time on phone games.'

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[Computer Games will be helpful to kids if you can treat it reasonably](#)



***Are you still concern your children are addicted in PC Games day and night? From now on, It does not need to worry about excessively. Because there is a new reported***

***illustrate kids play PC Games properly is good to intelligent developing.***

**By: Xiang chen Wu 120905123 Class 1**

Are you still concern your children are addicted in PC Games day and night? From now on, It does not need to worry about excessively. Because there is a new reported illustrate kids play PC Games properly is good to intelligent developing.

According to one study, action video game player decision speed faster than the others. 25%, and the accuracy will favorably. Other studies have also found that, the most skilled game player is the fastest six times per second can make decision and action, speed four times faster than most people. In addition, America University of Rochester (University of Rochester) researchers said, skilled game player can focus on more than six things and not confused, and general people can also pay attention to four things. These studies were independent of the issuance of electronic and computer games business expansion.



Not all playing computer is a waste of time – you are exercising your fine motor skills. For example, you probably see this article by clicking the mouse, compared to other activities that are in our evolutionary history, operation of the mouse is a very strange thing: you by hand to move in horizontal plane, fine, make a vertical surface completely from the cursor on the subtle movement occurs the corresponding. Day in and day out through practice – computer users every day on average more than 1000 times – you click with the mouse has become the expert, though you never even realize that with such dexterity is wonderful. Scientists wanted to know whether this practice can affect the brain control to other areas of the body.

Want to be wise young brains? Play the game! Improve memory enhancing reaction force improve IQ benefits.

"Machinarium" by the Czech independent development team Amanita Design designed and manufactured a adventure game (AVG). The game received visual art prize in 2009 the independent games festival. The game will be the traditional point and click interface before, play and Amanita Design produced "the Milky Way Adventure (Samorost)" the same, game using 2Dbackground and character, no text dialogue, but "machinarium" game time will be longer and more complex, the game screen all painted by hand.



Effects of online games on the brain becomes a hot spot, researchers explore them, seemingly mechanical keyboard input, mouse clicks and handle control action may affect the game player behavior, even the concept of cognitive ability, and these effects are often the positive. "The Wall Street Journal" reported in Robert Lee Hotz. USA University of Wisconsin (University of Wisconsin) effects of video games on various aspects ability psychologist C. Sean Green (C. Shawn Green) said, "electronic games will change your brain." Read, play the piano or through London's high streets and back lanes can also play the same role, studies show physical structure of these behavior will change the brain. Concentrated together with the neurotransmitter concentration (such as dopamine) beneficial surge, the potent combination can enhance the neural circuits, largely as exercise builds muscle. But Green said, "obviously not all activities are in the game the way the brain reward system to produce stimulation."

That's why I am fond of playing [computer games](#) which can help me to understand things from different degree. And I learned about something variously from games. But I can control it effectively. It's gonna be better.



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## Open your mind, Open your eyes—portal 2



Portal 2 is a first-person puzzle-platform video game. In this game you will be tested by an envy IA. All you have to do is to complete the test and destroy the AI

By: Yichun Zhu 130306203 Class 2

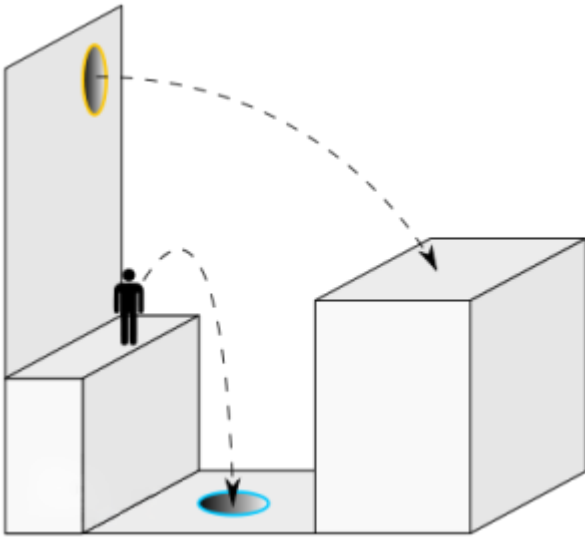
### TO OPEN YOUR EYES

Imagine a scene that one day you wake up and find yourself in a strange room. You hear that someone is knocking the door. You open the door and find surprised that "he" is a robot called Wheatley. He told you that you are in a big laboratory and he is to help you escape here. You have no choice only to trust him. You follow him and get to know something had happened here by his telling. The Scientific Corporation invent an AI which called GLaDOS to help to manage the test. But as long as the AI get self-awareness she killed everyone in these company. Because she think it will achieve maximum efficiency by taking all business on her own. You are survived as an experimental subject like a laboratory rat. Fortunately, GLaDOS is shut down by you in portal 1. So you have an excellent chance to escape here.

You follow Wheatley and do what he want you to do. How. When you see GLaDOS, Wheatley even restart her by a mistake. The envy AI waked up which mean the test will

be start again. Now the only way to get out the hell is to help Wheatley take place of DLaDOS. Do you trust what the robot said? Is he so stupid to restart DLaDOS just by mistake? I cannot to tell anymore.

#### TO OPEN YOUR MIND



Above is only a brief background of the game. But as a puzzle-platform game, what is puzzle? And what is portal? In this game you will have a gun which is not for killing. Using the gun you can open two holes at different place. You can go into one hole and get out from the other. That is why it is called portal. Besides the portal, another key to solve puzzle is gravity. For example in one test room, you should cross a deep ditch which is too wide to jump across. And there is a high wall behind you. So you can open a portal at the bottom of the ditch and open another one on the wall behind you with the gun. Then you can jump into the ditch and go through the portal. Due to gravity you will have a high speed. At this moment, you will fly out from the portal on the high wall like a cannonball. Easily you fly over the ditch. But it is just one of simplest puzzle in this game. Do you think it is a challenge for you intelligence? But you will get more interesting and a sense of satisfaction when you solve the puzzle by yourself.

The game is developed and published by Valve Corporation which motto is "Open your mind, Open your eyes" and won 43 different awards in 2011. I am sure Portal 2 will open your mind and open your eyes. For more information you can visit [Wikipedia](https://en.wikipedia.org/wiki/Portal_(video_game)). Do not forget to support genuine on [Amazon](https://www.amazon.com/Portal-2-Game/dp/B000063888), if you want to enjoy the game.

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# Shuttlecock



**Shuttle**

***cock is an interesting Chinese traditional folk sports activities. Kick the shuttlecock, also known as "playing chicken".***

BY Zhang Ziyang class 3

Shuttlecock, Originated in the Han Dynasty, flourished in the southern and Northern Dynasties and the Sui and Tang Dynasties, has been two thousand years of history, is one of the sports activities China folk, is one of the sports activities China folk, is a simple fitness activities. Kick the shuttlecock competition method is the latest in 2009 May invention of the "Chinese jjj". The ornamental, universality and competition are significantly higher than the old-fashioned shuttlecock game. Widely spread in China folk kicking shuttlecock most competitive game is "to play" or "play", this play shuttlecock movement from the Olympic spirit of "faster higher stronger" a recent move, which was generally like China young people. To kick against the requirements to the ground lower height (among the highest point of about 90-120 cm) to the other foot vigorously shuttlecock, master to play between height and even as low as 20 cm. This "low point" play is very close to the football shooting action, so it is China JJJ absorption as highly ornamental and technical competition style. Thus it can be seen, China JJJ shuttlecock movement is the traditional a breakthrough innovation, will make the shuttlecock is find everything fresh and new, worldwide popular sports competition. By young children love. When I was in primary school, my mom and I play a shuttlecock game.

The game started, my first play, I do not know why, the shuttlecock does not always listen to my orders, I kick the shuttlecock, flying to the distance, in midair somersault, straight down, I quickly put the foot to kick, but fell to the ground. Oh! Isn't it annoying. Then the mother kicked shuttlecock, but like a docile sheep, one two three..... Mom is really fierce, has played in eleven! I'm not discouraged, must call the shuttlecock to listen to my orders, not reconciled to my mom, and then go to practice, once, two times, three times..... Is really nothing in the world is difficult for one who sets his mind to it! Until the sixth time, I can finally play at six, I was so happy I jumped three feet high.

Then, mother and I play every three explosive game – kick can be divided by three, the explosion. This time I have confidence, believe they will overcome mom. The results, not what I expected, the continuous explosion mother two times, but I just exploded once! At that time, my heart is still sweet like honey, don't mention how happy.

Kick the shuttlecock this game is fun, it is a whole body movement, can exercise, flexible limbs, and develop the thinking, really let me be overwhelmed with joy.

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[Will you let your own kids play e-sports in the future□](#)





*Have you ever thought about the jobs in the future? I'd like to say something about e-sports which is brand new in our sight. Once we regard e-sports as a job, would it be a good choice?*

**By:Mingying Guo 134101136 Class**

Lee Jae-Dong, alias Jaedong, nicknamed The Tyrant and The Legend Killer, (born January 9, 1990) is a South Korean professional StarCraft: Brood War and StarCraft 2 player for the American team Evil Geniuses. Using the Zerg race in both games, Lee is one of the most successful StarCraft players of all time, winning five OnGameNet Starleague (OSL) and MBCGame StarCraft League (MSL) tournaments, and earning over \$500,000 in tournament prize money alone through his career – the most of any professional gamer.

Although harvesting several runners-up in 2013, he still maintained a high competitive level by contrast. Nevertheless, he said in one interview, he will play games with his own child, but will not let him play it professional. Moreover, he explained the reason is "Because I have tried before, I know the pain in it. Of course, all the jobs will face the constant competition, but the pain of the e-sports is too much. I will become a dad who plays games with children, but I don't want my own child also suffer."

In addition, E-sports have been very popular, but not easy. In Korea, e-sports' social recognition is not so high like what we have imagined. When the reporter says, "a lot of people say, e-sports is not a sport." Jaedong's answer is "Since I just have been a

professional player, until now, there are still those who say that... From the perspective of the history of e-sports' market, it is much shorter than other sports. However, it really has a rapid development. I think people's consciousness will change quite slowly. This is also our generation must do. Twenty or thirty years later, when I am 40 or 50 years old, the situation may be different. If we force to make people accept the fact now, it may be counterproductive."

Frankly speaking, if we want to accomplish something in our life, it is doomed to be a rough road, not only the e-sports, but also other professions.

A good job need to meet three conditions: First, a strong interest no matter how low the salary is. Second, a clear meaning, convinced that the life value to be realized. Third, we can rely on it to feed ourselves.

The characters of the people are not the same. In common, whether the position for oneself is the most proper, the standard is not to see how many people in the society fighting for it, it needs to ask our life and soul, to see whether we really feel happy.

Besides, every parent want their own children to have a bright future without risks. So supposing that e-sports can have a bright future, will you be willing to support your children to play e-sports?

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[Who is undercover, everyone to guess](#)



*Most of the game board game for 5 or 6, personal play together. Who's the undercover is no exception. Who is playing both postgraduate degree undercover understanding between friends, but also to show each person's ability to express.*

**By:jiayuan Chan 120806238 Class3**

Everyone don't know when to get the keywords if he was undercover. But the witty undercover, often after listen to others' description to gauge someone else's word, and then describe the same word, avoid exposing themselves. If the undercover do not, then it is easy for him to be found, and elimination. So kind to the enemy is cruel to himself. This is the rules of the game.

Who is undercover is a puzzle game, is a casual game .Next, I will tell you a story to share of our experience of playing this game at a time. We have four people at the time, then one of us is the undercover, the other three are all ordinary people. And then began to see Key words, this is a very important moment, because the word you get will determine if you are the undercover or not. Everyone is very carefully look at their keywords. For fear that their own key words be seen by other people. Then I began to worry about whether I'm the undercover, I get a keyword is 5. All finished seeing our own keywords, then we start to describe with a sentence. The cloud account first. She said: "a number." Then Xu Qianqian started narrative: "three plus two".

Listen to her, my heart steadfast. Because we get words are the same, so we are not undercover. Xu Haohao tells

that: "one hand". let me explain. A hand has five fingers, so he said one hand ,we put Xu Haohao also ruled out for a while. Just left me, I said: "ten present two". Well, the first round of the narrative is done, and began to vote for your most doubt is undercover. Number of ticket! Albino culvert 1 votes, Xu Haohao 0 votes, the road cloud 2 tickets, Xu Qianqian 1 ticket. Clouds out the road. Pass! But we found the road after a showdown between the cloud is not the undercover! If another round out, without the undercover sting won.

Ok, just the three of us left: I, Xu Haohao, Xu Qianqian. We account again. I said: "the number of" total "refers to 5. Because there are 5 people" Xu Haohao said: "50 decimeter =what" Xu Qianqian said: "in a math problem, it will go into one". "She said" rounded "."Ok, and in the long-awaited time vote!

Xu Qianqian said: "be cast Xu Haohao bawcock!" Actually I also want to throw Xu Haohao. We began to competition: "Xu Haohao"

"An albino culvert"

"The huge"

"Zi han "

"The huge"

"Zi han"

I for you! Xu Haohao lost! He is the undercover! The undercover lost! Oh, We take "5", Xu Haohao undercover brand is "5.0".

Overall, the game is quite nice, we can call good friends to play together.

[LINK: <http://zhidao.baidu.com/question/589020059.html>]

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[Football makes you never alone.](#)



Football makes you feel not alone.

***The football team of Journalism Institution hasn't faced such difficult situation ever. When May arrives, the team are still suffering a great shortage of new members, which makes this year's School Cup matches not so easy for them to play. But they always hold a faith that they're never alone.***

Jing Li      134102208      Class 3

In this year's School Cup, journalism football team has got one game win after one lose, they still just have a no more than 20 players involved but they're clearly positive and ambitious to strike forward like they always believes: they're alone.

As usual, the Journalism team should have at least 40 players training and playing football together, while last term, they had just got 4 new members in grade 1. Now the total number of players in the team is just less than 20.

"We should have been stronger if we have recruited more," said Jia Jiale, goalkeeper who also plays for the school team. In most people's eyes, journalism is never supposed to be a team that seems to have that tough situation.

"I remember the first year I got into this football team, there were almost 50 people in total! In those years, it's even pretty difficult to divide fairly sides when we kick off in training," said Zhou Yutong, the



only grade 4 member in the team.

Why appears this situation? Some players think it is because it has been more and more difficult for middle school students who want to enter our institution. It's true that the entering scoring limitation has been adding up year by year, "for a school that focuses and is famous for art and journalism, higher entering scoring limitation means boy students will have less interests and possibility to consider going to this college after their entrance examination. "The next year may be harder for the team if we still fail to get more 'fresh blood', so in my best wishes, I'd like to see some changes in the future," said Zhang Ze, grade 3, center guard.

That is just not a big deal, however, in some big guy's mind. Cui Jianqiang, the captain which is also in charge of the basketball team of our institution, believes that, if the whole team keep doing what they used to do and get more inspired, then it should not have so much problems for them to get good grades in this year's School Cup matches. "Like the classic proverb in football world says, you'll never walk alone. We have been training hard for almost one month, and some of us even have the extra training, all are just for one simple goal that, we want to win every game and approve that we are still invincible and competitive.

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## The traditional folk games in the continuous disappear

***Rope skipping, shuttlecock, eagle and chicks..... These games have several generations childhood happiness. However, those who had accompanied the generations of traditional children's games are difficult to trace. What is the reason for the disappearing traditional children's games? How to let the students have a happy childhood? Before children's day, this reporter conducted a survey.***

By Zhang Ziyang 110307222 class 1



Yesterday, children like play and play.

Then the children of both sexes, all is the "play" children, everyone is special skills: a piece of ordinary wood after their cutting grinding will be playing the "pumping traitor" gyro, a family discarded cloth cloth tail after their sewing shuttle became their carry toys – – – the shuttlecock, the tree branches into exquisite slingshot in their hands, they can use the waste bamboo "production" the simulation of the bow and arrow..... It is this article embodies the wisdom of his works, rich era children's extracurricular life, also with their happy childhood. Speaking of children's games, nearly five years of Chen huan is very excited. The age of children in a variety of games, learn how to live in harmony with others, how to cooperate; at the same time, a variety of games and expand their thinking space, but also exercise their bodies.

Because today's children to become "good", the traditional children's games will gradually disappear. But who would ever have thought, what children disappeared will have it with?

How to let the students have a happy childhood, how to strengthen between children and students, family, social communication is the school and parents should pay attention to the problem. Therefore, let the traditional game regression, is the most effective, convenient to solve this problem.

From this perspective, first of all, continue to call on the whole society to mobilize, joint action, will implement the "burden", let the child truly liberated from the arduous schoolwork, release the playful nature, not only have time to play, but also can get along with learn to play with friends, get up. Secondly, schools and families should be one's unshirkable responsibility, more and more aware of, let the child addicted to computer games, the hazard ratio for children to participate in the game so much traditional outdoor. For example, a study found, children myopia rate will generally rise, computer games are arch-criminal; and

the report points out, computer games occupied the children's entertainment time, in their lives, "virtual world" has become more familiar than the world of nature, will make children face the "real world" alienation and diaphragm, gradually lost enthusiasm for interpersonal communication, exchanges and cooperation, serious impact on children's socialization process.

Indeed, computer games are not Nothing is right., such as Kaye, mathematics professor at the University of Birmingham in Britain declared all the mines, rules of permutation and combination of the most advanced mine game of "P and NP" have revelatory effect. But overall, play is the nature of the child, the child should belong to nature. The traditional game between the children and their partner's feelings become harmonious, to cultivate the children's cooperative idea, let the children love sports, love nature, let the children will rule, learn to cooperate in authentic activities in middle school. These generations inherited the traditional game, really shouldn't disappear in today's children's world.

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## Three killed is a wonderful game



*Three killed is a playing card games on the table. You*

*can be in the coffee shop, library, bed, anywhere and three to five people to play this game together. When you are bored and lazy, when you want to experience life in The Three Kingdoms period in ancient China, play three kingdoms kill it for you. It is simple and fun, the rules of the game to understand, and suitable for all ages.*

By:jiayuan Chen 120806238 Class3

Three killed is a very popular game ,so many people like it. Each player's turn can be divided into six stages, starting stage, decision stage, touch a card, a card, discard phase, end of turn. And if all the thieves and spy be killed, then the game is over. Now I'd like to introduce the rules of the game .Three killed is one of the most famous game in board games.Now let's describe the characteristics of Three killed games. It's a period from Chinese history. Identity system is the main features of the game .A total of 4 kinds of identity: master, the thief, loyal, dirty agent. Master and turn-cromwell's task is to destroy the thief, remove the dirty agent; The task of the thief is to overthrow the tetrarch. Mole are there on the pitch when the other characters other than the master to clear the other characters, finally the single master. The game randomly selected, give each player a identity card. Except the master the others identity of the card cannot be show to other players. Each player to remove their identity, but also need to play one of The Three Kingdoms period military commanders. Each warrior has exclusive warrior skill, these skills from name to role are ability, character and design according to the military commanders. It is a blend of historical elements, elements of literature, art element, social elements, healthy element.

As for me,I like to play three kingdoms kill, but I am not a master of board games. There are about six or seven people to play that day, I catch the traitor,I play the role of Big Joe. I used to play three kingdoms kill just to protect the first spy of the dead. No matter how much I loyal minister master will be hacked to death the first time, so I think this game is too boring for me that I don't want to play again. The man to master is a master of three killed, all the way smoothly and master cut away all the thief, and Lord actually think of me as a loyal, I cut with real loyalist, smooth the loyal minister in the end. I chop down dead, and then mastered the global . Then, as if god wish me a helping hand,I killed the lord,I won at

last. This is my only a victory as a spy. So I'm very happy and from then on I like the Three Killed very much. Do you think Three Killed is an interesting game? Anyway, I think so.

[LINK:<http://wenku.baidu.com/view/72b3162f0722192e4536f6a8.html>]

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## Basketball brings more than weight-losing.



Basketball brings you more.

*Want to achieve weight-losing in your basketball ways?  
When falling in love with basketball, it seems  
basketball brings more than weight-losing. What's more,  
taking part in the teamwork definitely brings benefits.*

Jing Li                      134102208                      Class 3

His last basketball match was undoubtedly great. No one likes failure, especially successive ones. While for Sun, it's no doubt that he has become a legend in Journalism Institution history not because his amazing



performance and leadership in the team, but also the unbelievable “self-changing” in his last 4 years college life.

At April 4<sup>th</sup>, [this year's School Basketball Championship](#) started with many people's craziness and enthusiasm. Journalism, last year's champion, showed great passion and competence in their first match against team Universal Culture Communication in a big margin. Sun Xuning, captain of Journalism, scored 21 points in this match, surely the highest and best performance above all, which was definitely usual compared with last year.

Things went steep after first match. Everyone had not imagined the situation changing so sharply that it gave no more time for them to scrutinize whether they had lost something.

It surely belongs to the absence of Sun, though his teammates had dedicated their whole personal power to attain the victory of the later 2 matches which sadly turned out to be lost in a row. Sun is in grade 4 and have to pre-find a job which meant he had no time and energy to lead the basketball team and play with his great teammates again. However, Sun made the decision, coming back to school and play the first match for his team.

“I merely go outside for anything before college. When I'm in grade 1, I nearly weighed 100 kg, a typical big fat guy. I decided to change immediately, or I would have no chance, no time and no passion when I go into higher grades”, said Sun. “He has no other hobbies except basketball, so, with no hesitation, he just take a ball and go directly to courts and play until after dusk”, teammate Tao Guilong said. “We're all proud of him seeing him successfully lost weight and changed to be a 80 kg ,pretty strong guy!” said scoring guard Zhu Yanchao.

“If we believe in what we do, then there's no big deal to be afraid about”, said Tang Xiaobo, vice-captain of Journalism team, when asked about the prospect in this year's School Cup basketball game.

“Actually we are still competitive even without Sun”, center-forward Cheng Yi showed a big confidence facing the absence of the one who used to lead them to win the final champion last year.

On the other side, Sun has a more different opinion, “I

don't think it's the most important to win a certain championship or to show people that we are always the NO.1 team and unbeatable, in my view, playing basketball brings more than victory and failure, and personally speaking, more than losing weight to 80 kg . Communicating and working with a couple of interesting guys shows me what basketball, even sports, means to us modern college folks."