

## Responding to Pro Gamer Plans

*An activity of "Game over: When video gaming for a living, very few succeed".*

Video gaming is popular among the young. There are some who seriously consider leaving school to pursue it as a profession. Read "Game over: When video gaming for a living, very few succeed" (page 13, *What's Up* June 2026) to learn more.

1. Imagine that you have a friend who wants to stop schooling after Secondary Two to be a professional gamer.

This imaginary friend:

- is currently a Secondary Two student
- started gaming at the age of 10
- spends several hours a day video gaming at home.

2. Given this profile, use the information in the *What's Up* story to share your views with this friend. Complete the dialogue below to show what you will say.

Here are some tips on how to share your views:

- Get to the point.
- Present the evidence.
- Use respectful and sincere words.
- Listen to your friend's views.
- Do not put your friend down.
- Avoid criticising your friend's character.

### DIALOGUE WITH IMAGINARY FRIEND

**YOU:** *What's this esports academy brochure about?*

**FRIEND:** *I got it at an esports tournament that I was at. Did you know the winning team took home \$300,000 that day? I want to be a professional video gamer too and earn that amount of money! I'm planning to leave school at the end of the year to attend an esports academy full-time.*

**YOU:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**FRIEND:** *I love playing video games and I am very good at it. I will surely get selected to compete in many matches!*

**YOU:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**FRIEND:** *I will be patient and practise my gaming skills for many years. I'm sure I will get to compete even when I am much older. I want gaming to be my lifelong career.*

**YOU:** \_\_\_\_\_

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**FRIEND:** *If this video gaming profession doesn't work out for me, I can always go back to school.*

**YOU:** \_\_\_\_\_

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**FRIEND:** *But I really love esports. I find it exciting just attending and watching other video gamers compete. Other than being a player, what other jobs can I go for in this industry?*

**YOU:** \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

3. In pairs, role-play the dialogues the two of you have written. Take turns to be the imaginary friend and the responder.
4. Give each other feedback about your respective scripts. Share your thoughts and feelings about enacting the scenarios as well. Discuss: Did this activity help you to better understand the risks and benefits for youths who want to become full-time gamers?