You might have seen some new dances on YouTube or performed by your friends. These dances might be from "Fortnite." In the popular video game "Fortnite: Battle Royale," the characters can perform dances for no reason except for fun.

"Fortnite" is a shooter game. Many people can play at once. It follows a typical "battle royale" format. This is where players brawl until there is only one survivor. Though it costs nothing to play, "Fortnite" is raking in higher monthly sales than its nearest competition "PlayerUnknown's Battlegrounds." How does "Fortnite" do this? The game gets players to buy avatar costumes and avatar dances.

These are "Fortnite's" secret to success. "Styling" on other players is a big part of the thrill. After a kill, players dance, adding humor to their victory. In game-speak, the dances are called "emotes." You can choose from dozens of dance moves in the game's Item Shop. Most of the emotes are drawn from real-life dances or moves. For example, a player can choose from fist bumps to the worm, the "Electro Shuffle" and a riff on Korean pop star Psy's wide-legged "Gangnam Style" gallop.

"Fortnite" makes clear that skins and emotes add nothing to a player's chances of winning. A note on the shop's page warns that the items are only to make the game look cooler. They give you no competitive advantage.

**Emotes Reflect A Player's Style**

Nelson Le is a University of Maryland computer science major and a "Fortnite" player. Getting emotes is about style, he says. Once, after he had been killed in the game, "someone emoted on my body with the Salt Bae meme." This move is an emote based on the meme of a chef sprinkling salt on his steak. Le thought it was funny, and he added the salt emote to his others. His others include the bouncy "Boogie Down" and "You're Awesome," a split and a double spin.

Le says that when he is in the waiting area, he might try out some of his emotes. Le might watch his avatar dab or split.
"It's actually gotten me to learn a little bit about dancing," Le says. The "Fortnite" emotes are fun to watch. They have also become fun to do in real life. Athletes have been known to bust some "Fortnite" moves as victory dances, most notably England's soccer player Dele Alli. After scoring against Sweden in last July's World Cup quarterfinal, the "Fortnite" fan wiggled his knees in the "Ride the Pony" emote based on the dance from "Gangnam Style."

The emotes have also taken off with little kids, teens and young adults. Everyone can do the moves, especially if the dance is performed in place or in a tight space, with repetitive motions and gestures. You can find them on YouTube with hashtags such as FortniteMoves.

Dancing Adds Fun To "Fortnite"

Why have the "Fortnite" emotes taken off in the real world? After all, dance emotes for avatars are nothing new. Other video games have them, such as "Destiny 2."

"It's a function of how popular the game is," says Dave Thier, who writes about video games. "You see people dressed up in the skins of the game, but it's easier to just do a few moves."

"Fortnite" has a natural fan base among athletes, Thier adds. "Athletes have a lot of opportunity to do dances and have people look at them, and that ties in to how the emotes are used in the game."

The "Fortnite" emotes may be new, but people have been dancing for a long time. The player's dance sends a message to everyone else in the game.

In the avatars' mini-choreography, a dance is simplified. The gaming experience gets a little richer.

In however small a way, the dance matters.

"Without the emotes you wouldn't have any fun," says Le. "It would just be another battle royale game."

Newsela | "Fortnite" Dance Moves Boogie off the Screen and into Real Life. newsela.com/read/fortnite-dances-contagious/id/46028/.

In-text Citation
Directions: Use the information found in the article to identify the **best** response for each item.

**R1: Cite text evidence to support an analysis of what the text says explicitly/implicitly**

1. According to the introduction [paragraphs 1-4], how do players get new emotes in "Fortnite"?
   A. by being the last person alive in a match
   B. by buying them in the game
   C. by defeating another player in the game
   D. by changing the way their character looks

2. What caused people to do dances from "Fortnite" outside of the game?
   A. The dances can be performed in small spaces.
   B. "Fortnite" advertised its dances on YouTube.
   C. Athletes created dances that were put into "Fortnite."
   D. The game is popular and the dances are easy to do.

**R4: Determine the meaning of words and phrases**

3. Read these lines from the article:
   "Fortnite" makes clear that skins and emotes add nothing to a player's chances of winning. A note on the shop's page warns that the items are only to make the game look cooler. They give you no competitive advantage.

   What is the definition of the word **cooler** as it is used in the above passage?
   A. a decrease in temperature
   B. an insulated container for keeping food and drink cool
   C. stylish
   D. a refrigerator

**R2: Determine a theme or central idea of a text**

4. Which excerpt from the article best reflects the main idea of the article?
   A. Though it costs nothing to play, "Fortnite" is raking in higher monthly sales than its nearest competition "PlayerUnknown's Battlegrounds."
   B. The game gets players to buy avatar costumes and avatar dances.
   C. "Fortnite" makes clear that skins and emotes add nothing to a player's chances of winning.
   D. The "Fortnite" emotes are fun to watch. They have also become fun to do in real life.