

English

T.I.M.

Mid-term S1

November 2017

Note pour les surveillants:

- Durée 1h30
- **Aucun document et pas de dictionnaire.**
- Brouillon recommandé
- **Ne rendre que la feuille réponse**

All answers should be written on the given answer sheet.

Part 1:

AWGS matching. Match the single verbs with the phrasal or prepositional verbs that have the same meaning.

Phrasal or prepositional verbs

1. To think about
2. To be short of
3. To bring up
4. To look into
5. To make up
6. To put up with
7. To figure out
8. To get rid of
9. To run into
10. To come up with

Single verbs

- A. To tolerate
- B. To constitute
- C. To develop
- D. To encounter
- E. To determine
- F. To eliminate
- G. To lack
- H. To consider
- I. To investigate
- J. To raise
- K. To maintain

Part 2:

Match the formal expressions with informal expressions that have the same meaning.

Formal

11. An integral part of
12. Sturdy
13. Lacking
14. To enlarge
15. Seldom

Informal

- A. To make bigger
- B. Pretty strong
- C. Really important
- D. Not often
- E. Not enough of something
- F. nearly

Part 3:

In the following paragraph, change the informal verbs or expressions into a more formal form.

For over 20 years now biologists have been alarmed that certain populations of amphibians have been **going down (16)**. These declines have **shown up (17)** both in areas populated by humans as well as areas seemingly undisturbed by people. However, **coming up with (18)** clear proof of the declining numbers of amphibians has been difficult because in most cases there is no reliable data on past population sizes with which to compare recent numbers. **Plus (19)**, it is not entirely clear whether the declines are actually part of a natural fluctuation in populations arising from droughts or a scarcity of food. To address this problem, biologists are changing the way that they **look at (20)** amphibian populations. One good documentation method involves counting species over the course of several years and under a variety of climatic conditions. This method should yield reliable data that will help researchers **figure out (21)** the extent to which amphibian populations are in danger and begin to **work out (22)** what can be done to stem the decline in populations.

E-Sports at College, With Stars and Scholarships

By NICK WINGFIELD, DEC. 8, 2014

1. Loc Tran is a big man on campus at San Jose State University in Northern California.
2. “A lot of people stop me when I’m walking,” said Mr. Tran, a 19-year-old college student, who speaks in quick and confident **bursts**. “They congratulate me.”
3. But Mr. Tran is not a star on the football team, or a leader in student government. He is a top player on the school’s competitive video game team, helping San Jose State gain its way to victory in June over California State University, Fullerton, in a tournament watched online by nearly 90,000 people. When the new school year started this fall, classmates’ heads swiveled toward him when professors said his name during **roll call**.
4. “I thought that was pretty cool,” Mr. Tran said.
5. Video game competitions, also known as e-sports, have taken off on campuses across the country, including Harvard and Florida State University. More than 10,000 students now play in the biggest college league, 4,400 more than last year and 4,600 more than the number of men who play on Division I college basketball teams.
6. The **stakes** keep climbing, too: Winning a big tournament can sometimes earn players several years’ worth of tuition money. And in a possible sign of the future, the athletic department of Robert Morris University Illinois in Chicago created an official video game team this fall, offering the same sort of scholarships given to athletes playing soccer, football and ice hockey.
7. While the college e-sports craze started as a grass-roots effort, game makers have quickly swooped in, propelling the sharp rise in interest. The companies now underwrite scholarship prizes, offer team banners and provide organizational support, sensing a possible breeding ground for a new generation of superfans — people who not only play games but also consider them a spectator sport.
8. “Game developers are really waking up to the publicity power of these communities,” said T. L. Taylor, an associate professor of comparative media studies at the Massachusetts Institute of Technology, who has studied e-sports.
9. Colleges, meanwhile, are often standing at arm’s length. While e-sports groups are often sanctioned clubs, receiving practice spaces from their schools, the leagues and competitions have few of the student regulations governing traditional college sports, like grade average minimums or time limits on practicing.
10. The rise in e-sports has been so abrupt, many schools have not determined what to make of it. Carter Henderson, a spokesman for the University of Washington’s athletics program, said no one from the department was familiar enough with e-sports to discuss the topic. The National Collegiate Athletic Association, which oversees college athletics, said it had no comment about e-sports on campus.
11. Game companies say it is too early to predict how university administrations will become involved in e-sports.

12. "This is just how basketball was in the 1940s," said Christopher Wyatt, senior manager for North American publishing at Riot Games. "A lot of the structure and organization you see in more formal athletics, that groundwork is still being laid down here."
13. But it is unclear whether becoming a more formal part of a school would help or harm the growth of college e-sports. The time implication required for serious competitive gaming could lead to concerns about whether e-sports leave enough time for academic study. In addition, formal recognition could diminish the autonomy that companies and teams have on campuses, bringing about rules like Title IX, the gender equity law.
14. About the possibility of more official recognition, Dr. Taylor said, "I don't think collegiate e-sports players are unified in any way that this is a good thing."
15. For game developers, however, the **lure** of being on campus is simple.
16. "We think that's where a lot of our players are," said Michael Morhaime, the chief executive and co-founder of Blizzard Entertainment, which develops and publishes entertainment software.
17. In September, Blizzard flew eight finalists from the College of Staten Island, University of Massachusetts-Amherst and other colleges to Seattle to compete for \$5,000 in scholarship money in a tournament of Hearthstone, a virtual card game from the company. Last year, Azubu, a games media company, sponsored a competition that awarded \$40,000 in prize money to six students on a StarCraft II team from the University of California, Berkeley.
18. Last February, Riot Games hosted its first North American Collegiate Championship, something like the Final Four for League of Legends, Riot's popular online battle game. A team of five students from the University of Washington won in front of a roaring audience at an e-sports studio that Riot operates in Manhattan Beach, Calif., with 169,000 more people watching online at the tournament's peak.
19. The prize was \$7,500 in scholarship money for each team member.
20. Riot recently announced that first-place winnings at the next championship, to be held in the spring, would rise to \$30,000, enough to pay for about three years at the University of Washington.
21. "A lot more people than I expected came forward and said, 'I'd like to try out for the team,'" said Jackson Brown, the manager of the University of Washington's team, the Purple Caster Minions.
22. The growth of competitive gaming at colleges mirrors the **broader** rise of e-sports as entertainment. A thriving international professional e-sports circuit routinely draws tens of thousands of spectators to stadiums for competitions, with millions more viewers online. Top prizes for some events are now in the millions of dollars. Twitch, a video streaming service that made its name broadcasting e-sport matches, was acquired this year for close to \$1 billion by Amazon.
23. The college scene is largely organized around the Collegiate StarLeague, which started at Princeton in 2009 and is the biggest college league. The organization is now active at 450 schools, up from 260 last year, according to Duran Parsi, the head of the league. Many of those players also participate in matches organized by another collegiate league, IvyLoL. Large West Coast schools like the University of Washington and University of British Columbia tend to dominate the competitions.

24. The money that game companies are pouring into the college scene has persuaded many students to become much more serious about e-sports. College scholarships from corporations, including Coca-Cola, Ford and Google, have been around for decades, usually to encourage students to enter a particular field, like engineering. The money that game companies are giving to students, in contrast, is meant to deepen the companies' relationship with a whole generation of players, one that is inseparable from their products.
25. Today, most professional players skip or delay college, because the college-age years are considered the prime period for players in the big leagues. Playing at the professional level requires far too much time for practice and travel to tournaments to allow them to also attend school.
26. Conan Liu, a student at Berkeley, took a year off from school to play StarCraft II professionally after his school team won the Azubu championship. Mr. Liu returned to school this fall to focus on pre-med studies because he did not perform as well as he had hoped in the pros. While even bench warmers in the National Basketball Association make more than \$500,000 a year, the same is not true of professional gamers.
27. "You have to really be at the top to make a nice living," Mr. Liu said.
28. Game companies and collegiate league organizers predict that college e-sports could become a **pipeline** for the growing professional circuit. Game companies say they are awarding scholarship money at college tournaments, rather than unrestricted cash prizes, to give students an **incentive** to continue their studies.
29. "We really want e-sports to become as ingrained in the academic environment as anything else — speech competitions, football competitions," said Tyler Rosen, president of the e-Sports Association, which helps organize college events with the financial support of Blizzard Entertainment.
30. A test of what happens when schools embrace e-sports started recently at Robert Morris University Illinois. The first 35 students to receive athletic scholarships under the school's new e-sports program began training this fall.
31. The students, all League of Legends players, are getting up to 50 percent of the price of tuition, which runs about \$39,000 a year, according to Kurt Melcher, the university's associate athletic director. Mr. Melcher said he had received more than half a dozen calls from athletic directors at other universities who are interested in incorporating e-sports into their programs.
32. The idea came to Mr. Melcher, a gamer, this year after he started reading about the Collegiate StarLeague. A conversation with his wife dispelled any doubts he had about awarding athletic scholarships to gamers.
33. Mr. Melcher said his wife asked, "Why should it only be given to some kid who can put a ball into a hole?"

All answers should be written on the given answer sheet.

The next two exercises are based upon the “E-Sports at College, With Stars and Scholarships” article.

Part 4. Key words: Fill the gaps below using one of the 7 key words **in bold** from the text.

23. **_X_** means suddenly, loudly and with strong feeling.
24. **_X_** means to encourage doing something or to produce greater effort.
25. The reading of a list of names is called a **_X_**.
26. **_X_** to persuade or trick somebody to go somewhere.
27. **_X_** is the prize money that is paid to the winner.

Part 5. Find the word: find the following words in the text.

28. A verb that implies the rotation of something. (between Para 1-3)
29. A verb that means to accept financial responsibility for an activity. (between Para 7-8)
30. An expression that describes a suitable environment for the development of something. (between Para 7-8)
31. A word that means an enthusiastic interest in something that is shared by many people. (between Para 7-8)
32. A verb which implies making sure that a job or an activity is done correctly. (between Para 9-10)
33. An adjective describing a continuous loud deep noise. (between Para 18-20)
34. A word that means to be continuously successful. (between Para 21-22)
35. A verb that means to attract or interest somebody. (between Para 22-23)
36. A verb which implies investing a large amount of money for something. (between Para 23-24)
37. An adjective that means something has existed for a long time and is therefore difficult to change. (between Para 28-30)

Gamergate: no more fun and games

Alistair Fair-weather 12.01.14

1. What do you think of when you hear the word “nerd”? What was once an insult has become almost affectionate. With their extreme intelligence and social awkwardness, nerds are usually seen as endearing and harmless. This makes what is happening in the gaming industry all the more shocking.
2. For the last four months, a war of words has been raging between fans of videogames (gamers), the gaming press and feminist critics. What started as a blog post by a jilted boyfriend soon morphed into an ugly melee, sprawling across Web and social media.
3. On one side of the conflict are millions of fanatical gamers, outraged by what they see as an unjustified attack on a treasured pastime. On the other are gaming journalists and feminists who are horrified by what they believe is an entire industry built around deep-seated misogyny.
4. The conflict, named #GamerGate after the Twitter hashtag it spawned, has sullied participants on both sides. Gaming journalists have lost credibility by attacking the very people they are supposed to serve. Feminists have come across as shrill and militantly self-righteous.
5. But it's the gaming community that has really disgraced itself. Anita Sarkeesian, a feminist and prominent critic of mainstream gaming, has been deluged with threats of rape and violence. And she is only one of many women connected to the gaming industry who have been targeted in the same way.
6. Sarkeesian has been exploring female roles in games for the last two years through a series of video critiques. After the release of her most recent video, someone sent her a message on Twitter: “I'm sitting outside your apartment ... with a loaded gun.” Geolocation data confirmed that the tweet was posted nearby her home.
7. In October, Sarkeesian was scheduled to speak at Utah State University's Center for Women and Gender. A few hours before the event, the university received an anonymous e-mail if Sarkesian was allowed to speak. The e-mail continued: “I will write my manifesto in her spilled blood, and you will all bear witness to what feminist lies and poison have done to the men of America.”
8. What's puzzling is that Sarkesian isn't saying anything particularly new. Her video critiques are provocative but largely accurate. Women are routinely portrayed as either sex objects or punching bags in many games (often both at the same time). Few games have female characters of any substance — most are treated as either adornment or chattel. So where does all this disproportionate rage come from?
9. Part of it stems from the psychology of gamers. For many painfully awkward teenagers, the digital world of gaming offers the kind of escape that sport or dating might offer to their more socially adept peers. I was one such teenager, and I remember the solace this private world gave me. In that world, you can wield the kind of power that is routinely denied to you in your daily life.
10. From that perspective, a threat to gaming — whether real or perceived — is taken personally. You're not just talking about “videogames” — you're talking about a way of coping with life. Sarkesian is poking her finger deftly into the subculture's most sensitive nerve.

11. But however strident Sarkeesian and her peers may be, nothing justifies the kind of reaction they have received. Gamers have unleashed a torrent of threats so vile that many cannot be repeated without nauseating both writer and reader. Nothing can ever justify a threat of gang rape or mutilation.
12. The majority of #GamerGate supporters are not misogynists. Only a small minority have threatened women online. Moderate supporters have a genuine concern that gaming journalists have been partial and unethical in their coverage of the industry. But that justified cause has long since mutated into what amounts to an online hate group.
13. Thirty years ago, *Revenge of the Nerds* debuted in cinemas. A classic tale of nice guys with thick glasses and goofy laughs beating the jocks at their own game. These are the breed of nerdy men and women that founded the gaming industry and made Silicon Valley what it is today. For 30 years, nerds have been a force for progress and good — from Bill Gates and Steve Wozniak to Sergey Brin and Mark Zuckerberg.
14. But not all nerds become billionaire playboys. Many remain painfully awkward and socially isolated. Their sensitivity can be endearing, but it can also be dangerous. However unfair they may feel feminists are being, they cannot be allowed to react like overgrown toddlers. It's time for gamers to grow up and join the 21st century.

All answers should be written on the given answer sheet.

Part 3: The following questions are based upon the “Gamergate: no more fun and games” article.

38. The phrase **social awkwardness** in paragraph 1 is closest in meaning to...
 - a. unable to work with other people.
 - b. disliking people.
 - c. uncomfortable around people.
 - d. lacking an understanding of people.
39. #GamerGate began as a result of...
 - a. an argument between two game developers who used to date.
 - b. a Twitter post attacking an ex-girlfriend for being critical of the portrayal of women online.
 - c. a blog posted by a woman complaining about her ex-boyfriend's gaming habits.
 - d. none of the above
40. Which of the following best describes the two sides in the #GamerGate conflict?
 - a. Female gamers and male gamers
 - b. People who believe gaming is anti-woman and militant gamers
 - c. Journalists and competitive gamers
 - d. None of the above.
41. The word **sullied** in paragraph 4 is closest in meaning to...
 - a. tarnished.
 - b. distinguished.
 - c. developed.
 - d. dogged.

42. The author mentions Anita Sarkeesian in order to...
- give an example of those who defend gaming as a hobby.
 - explain why there are more women in gaming than most people think.
 - describe the degree of interest journalists have in gaming.
 - show the extent to which women may be harassed when criticizing games.
43. Which sentence below best expresses the essential information in the underlined sentence in paragraph 8? (Incorrect choices change the meaning in important ways or leave out essential information.)
- Reacting to Anita Sarkeesian has become similar to earlier "games".
 - Attacking female writers in gaming culture is nothing new.
 - It is strange that people are attacking Anita Sarkeesian for her observations given that she is hardly the first one to say such things.
 - People are trying to come up with solutions to the angry attacks and trolling online because it is not a new phenomenon.
44. Which of the following does not specifically characterize gamers, according to the article?
- Uncomfortable around the opposite sex.
 - Sensitive
 - Interested in escaping from the real world.
 - Having few real world friends.
45. The word **solace** in paragraph 9 is closest in meaning to...
- comfort.
 - protection.
 - effort.
 - creativity.
46. The phrase **coping with** in paragraph 10 is closest in meaning to...
- experiencing.
 - recovering from.
 - dealing with.
 - leaving.
47. Which sentence below best expresses the essential information in the underlined sentence in paragraph 11? (Incorrect choices change the meaning in important ways or leave out essential information.)
- Even though people criticize gamers and gaming culture, they do not deserve what the media has said about them.
 - The justification given for the way in which people like Anita Sarkeesian have looked into the gaming scene is not sufficient.
 - Regardless of how offended Anita Sarkeesian and her colleagues may be, the attacks made against them are inexcusable.
 - Being criticized is not enough to justify being offended.

48. What can be inferred about the author's opinion regarding the origins of #GamerGate supporters in paragraph 12?
- While they may have had a legitimate argument against the way gamers were portrayed in the media in the past, their actions are clearly reprehensible today.
 - In the beginning many people who supported Gamers did not hate women, but evolved in that direction as a result of constant arguing with trolls.
 - The groups most responsible for making the conversation about women in gaming as toxic as it is were trying to make gaming more inclusive.
 - The original goal of #GamerGate was to try and reveal what it was like to be a gamer before journalists began provoking them.
49. Why does the author mention *Revenge of the Nerds* in paragraph 13?
- To show that stereotypes about people who like computers have been around for longer than people may think.
 - To give an example of a positive depiction of nerds from before the media began criticizing them.
 - To explain the origins of geek culture.
 - None of the above.

Questions 50-52.

An introductory sentence for a brief summary of the passage is provided below. Complete the summary by selecting the THREE answer choices that express the most important ideas in the passage. Some sentences do not belong in the summary because they express ideas that are not presented in the passage or are minor ideas in the passage. *One point for each right answer.*

Introductory sentence: Gaming culture is more complex than the view that most people have of it.

Answer Choices

- Not all "nerds" achieve the kind of success that people like Bill Gates and Steve Wozniak have.
- Most people think of nerds as having poor social skills or simply difficulties interacting with people.
- Trolling is something that people from all sections of the internet do, not just gamers.
- Gaming nerds have been depicted in media for at least 30 years.
- One gamer threatened to paint his opinions in the blood of a journalist who criticizes gaming culture.
- Those posting death threats and similar comments reflect the attitude of a vocal minority rather than that of the average gamer.
- Some gamers use games as an escape from reality and, therefore, become defensive when this practice is attacked.
- Some people argue that in many games women are only objects to be "won" by the player.
- The name #GamerGate was chosen to link this gaming controversy with a historic political scandal.

Although there is no special order for the 3 choices, write answers in alphabetical order on the answer sheet

AWGS Writing: 2 points each

Reduce the informality of these sentences. Keep in mind the techniques learned in class for this purpose: use of contractions, personal pronouns, use of passive, adverb placement, negative forms.

1. You can use this model to analyze the effects of a lot of parameter changes.

2. OK, what are the reasons that coffee prices have fallen? There're a lot of possibilities

3. You can see the difference between these two approaches to designing underground subway stations clearly.

4. Recent research has shown that the arms are used commonly for protection during a fall to the ground.

5. So far there hasn't been any comprehensive study looking into the role of smiling in getting the initial trust of individuals.

6. There are some studies that have concluded that bamboo could be used by builders more widely than it is now as a construction material.

7. There isn't very much research on the use of oil palm shell as coarse aggregate in the production of concrete.