

Contrôle terminal info2 / Semestre 3

***M3206 Collaborer en anglais***

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**First and last name:** \_\_\_\_\_

**Part 1: Chocolate and Blood Pressure (circle the correct letter)**

**1. What was the aim of the study?**

- a) to show chocolate raises blood pressure
- b) to show chocolate can not be used to lower blood pressure
- c) to show chocolate is ineffective
- d) to show chocolate lowers blood pressure

**2. Which one of the below statements is true?**

- a) In the experiment there were 100 participants divided into 4 groups
- b) In the experiment there were 2 experimental groups and 1 control group
- c) In the experiment there were thousands of participants
- d) In the experiment there were 10 groups

**3. Which one of the below statements is true?**

- a) Participants were given huge quantities of chocolate to eat every day
- b) Participants ate one of 3 types of chocolate, once a day
- c) Participants did not eat milk chocolate
- d) Participants had to eat chocolate once a week

**4. How long did the experiment last?**

- a) It lasted a week including the period during which participants had their blood pressure taken
- b) Participants had to eat chocolate every other day for 5 weeks
- c) The experiment went on for 4 weeks, with an extra week before and after to measure their blood pressure
- d) The experiment lasted just a few days

**5. Which one of the below statements is true?**

- a) All participants were of the same gender but part of different age groups
- b) All participants were different in the 2 experimental groups but similar in the control group
- c) All participants had different fitness levels
- d) Participants were all similar

**6. What happens during the summer months?**

- a) There is a positive correlation between ice cream sales and temperature
- b) The heat makes people crazy, turning them into murderers
- c) People become murderers because of ice cream
- d) The hotter it gets the less likely it is people will want to eat ice cream

**7. What were the results of the experiment?**

- a) Participants who ate dark chocolate saw their blood pressure decrease
- b) The control group had higher blood pressure at the end of the experiment
- c) There was no change in blood pressure for participants in the experimental groups
- d) All participants who ate chocolate had lower blood pressure at the end of the experiment

**8. What do the results mean?**

- a) Chocolate kills. Stay away from chocolate
- b) The pharmaceutical industry could produce a blood pressure medication using the same active ingredient
- c) People should avoid chocolate at all cost
- d) People with high blood pressure should stop taking their medication and eat chocolate instead

**9. Which one of the below statements is true?**

- a) The study is not relevant because chocolate is not a sweet
- b) The study is not relevant because chocolate has no measurable effect on health
- c) The study is relevant because the journal only publishes articles on the health effects of sweets
- d) The study is relevant because people love chocolate

**10. What did most editors in the class decide?**

- a) The study is great and it should be published
- b) They wanted to publish the study, no information was missing
- c) They did not want to publish the study because it is too dangerous
- d) Most of them decided not to publish the study because there were crucial elements missing

**Part 2: Violent Video Games (VVG) and Players (circle the correct letter)**

**1. A peer reviewer is...**

- a) The person who writes the paper
- b) The person who assesses the paper and gives detailed feedback
- c) The person who participates in the study
- d) The person who publishes the paper

**2. The general aggression model or GAM...**

- a) Shows how violent video games activate aggression in a player's brain
- b) Explains how violent video games do not cause aggressive behaviour
- c) Is not used by scientist to link VVG to aggression
- d) Is not controversial. Everyone agrees with it.

**3. Which one of the below statements is true?**

- a) Everyone believes there is a 'priming effect', which activates aggression in the player's brain
- b) No one believes there is a 'priming effect', which activates aggression in the player's brain
- c) Studies have never shown that VVG could be linked to aggressive behaviour
- d) Some studies have shown there might be a link between aggression and VVG

**4. The authors of the study you read in class...**

- a) Believe it is a good idea to use commercial-off-the-shelf games in their experiment
- b) Completely agreed with previous experiments
- c) Thought that confounding variables could have had an impact on the results of previous experiments
- d) Wanted to use the games 'Doom' and 'Doom 3' to see which one made the players more aggressive

**5. The authors criticised studies using commercial-off-the-shelf games because...**

- a) They are not realistic enough
- b) They are too expensive and this makes players angry
- c) They were all too difficult
- d) The games had different degrees of competitiveness and difficulty

**6. Which one of the below statements is true?**

- a) The authors wanted to use a bespoke game for their experiment
- b) The authors did not create a bespoke game for their experiment
- c) Bespoke games and commercial-off-the-shelf games are the same
- d) The authors did not like the idea of using bespoke games but they did it anyway

**7. According to the authors?**

- a) Graphical realism is more important than behavioural realism
- b) Behavioural realism is equally as important as graphical realism
- c) Research does not need to look into the effect of behavioural realism
- d) Behavioural and graphical realism are the exact same thing

**8. Which one of the below statements is true?**

- a) The authors believe VVG are definitely linked to real aggressive behaviour
- b) The authors studied both graphical and behavioural realism in their study
- c) The authors believe only graphical realism causes aggressive behaviour
- d) The link between VVG and aggression has not been definitely proven

**9. The experiment the authors carried out...**

- a) Included two types of behavioural realism
- b) Just looked at one type of behavioural realism
- c) Only investigated the impact of NPC tactics
- d) Looked at both behavioural and graphical realism

**10. What was the main benefit of using a bespoke game?**

- a) The bespoke game was very easy to make
- b) The bespoke game was very easy to play
- c) They could better control the variables and only change the degree of realism
- d) There was no benefit

**11. In experiment 1 (ragdoll physics)...**

- a) Ragdoll physics was on in both groups
- b) There were 2 groups and players were randomly assigned to one or the other
- c) Ragdoll physics was off in both groups
- d) The researchers did not use a bespoke game

**12. In experiment 1...**

- a) None of the participants knew how to play video games
- b) There were not enough participants
- c) Most participants were young and frequent gamers
- d) All the participants preferred playing the game with ragdoll physics on

**13. Which one of the below statements is true?**

- a) The participants carried out a word fragment completion task afterwards
- b) The participants were asked to play another game afterwards
- c) The participants were given a questionnaire to fill in
- d) After playing the game the participants had nothing else to do

**14. In experiment 2...**

- a) There was only 1 group
- b) One game was a bespoke game, the other one a commercial-off-the-shelf game
- c) Both groups played a version of the game with no NPC tactics
- d) One group played a version of the game where AI controlled soldiers used a technique called flanking

**15. In experiment 2...**

- a) All participants in both groups felt incompetent when playing the bespoke game
- b) Neither group was given a word fragment completion task at the end

- c) Participants also had to complete a questionnaire to measure their feeling of competence
- d) There were no AI soldiers in either versions of the game

**16. The results showed...**

- a) Better behavioural realism did not lead to more aggression from the players
- b) Better behavioural realism led to players being more aggressive
- c) That violent video games encourage aggressive behaviour
- d) Violent video games negatively influence the behaviour of players

**17. Which one of the below statements is true?**

- a) Both groups found the game they played very difficult
- b) Players felt more competent when they played the game with NPC tactics turned on
- c) Greater behavioural realism led to aggressive behaviour
- d) Greater feeling of competence led to greater activation of aggressive concepts

**18. In the discussion section, the authors explain...**

- a) They needed more participants
- b) There was a large pool of participants
- c) They didn't have enough participants
- d) The results of the study cannot be trusted

**19. Which one of the below statements is true?**

- a) The authors think it would be interesting to look at other types of realism in future experiments
- b) The authors think there is no future research possible
- c) The authors think there is no point in continuing to research this topic
- d) The authors think there are no bystander characters in video games

**20. Which one of the below statements is true?**

- a) The authors don't recommend people play violent video games
- b) The study is further proof that violent video games are not bad
- c) The study is further proof violent video games are bad
- d) The authors are not interested in studying violent video games anymore

### **Part 3: BBC Article**

**Do video games make people violent?** *(By Zoe Kleinman Technology reporter, BBC News Published 17 August 2015)*

More than 200 academics have signed an open letter criticising controversial new research suggesting a link between violent video games (VVG) and aggression. The findings were released by the American Psychological Association (APA).

It set up a taskforce that reviewed hundreds of studies and papers published between 2005 and 2013.

The American Psychological Association concluded while there was "no single risk factor" to blame for aggression, violent video games did contribute.

"The research demonstrates a consistent relation between violent video game use and increases in aggressive behaviour, aggressive cognitions and aggressive affect, and decreases in pro-social behaviour, empathy and sensitivity to aggression," said the report.

"It is the accumulation of risk factors that tends to lead to aggressive or violent behaviour. The research reviewed here demonstrates that violent video game use is one such risk factor."

However, a large group of academics said they felt the methodology of the research was deeply flawed as a significant part of material included in the study had not been subjected to peer review.

"I fully acknowledge that exposure to repeated violence may have short-term effects - you would be a fool to deny that - but the long-term consequences of crime and actual violent behaviour, there is just no evidence linking violent

video games with that," Dr Mark Coulson, associate professor of psychology at Middlesex University and one of the signatories of the letter told the BBC.

"If you play three hours of Call of Duty you might feel a little bit pumped, but you are not going to go out and mug someone."

The question about whether violent games inspire violent behaviour "in real life" is a subject that strongly divides opinion. The playing of violent video games is often cited as a factor in motivating shockingly violent youth crimes such as high school shootings in the US. One of the students who carried out the Columbine High School massacre in 1999 used a gun he called "Arlene" - allegedly after a character in a novel inspired by the computer game Doom.

However, the group of 230 academics from universities around the world wrote in its open letter to the APA youth violence in the US and around the world was currently "at a 40-year low".

"This decline in societal violence is in conflict with claims that violent video games and interactive media are important public health concerns," they wrote. "The statistical data are simply not bearing out this concern and should not be ignored."

A study released by the Oxford Internet Institute last year suggested frustration at being unable to play a game was more likely to bring out aggressive behaviour than the content of the game itself.

"We focused on the motives of people who play electronic games and found players have a psychological need to come out on top when playing," said Dr Andrew Przybylski at the time.

"If players feel thwarted by the controls or the design of the game, they can wind up feeling aggressive.

"This need to master the game was far more significant than whether the game contained violent material."

### **Questions (circle the correct letter)**

**1. Which one of the below statements is true?**

- a) The APA criticised a study that claimed violent video games contribute to aggression
- b) The APA explained that violent video games are the single risk factor to blame for aggression
- c) The APA published findings that show a link between violent video games and aggression
- d) More than 200 academics agreed with the APA and claimed there is a link between VVG and aggression

**2. The review of papers published between 2005 and 2013...**

- a) Found that there is a relationship between VVG and increase in aggressive behaviour
- b) Found that playing VVG will cause an increase in pro-social behaviour
- c) Found that playing VVG will cause an increase in empathy
- d) Found that playing VVG will cause a decrease in aggressive behaviour

**3. Which one of the below statements is true?**

- a) There is general consensus between academics.
- b) There is no debate, violent video games do cause aggressive behaviour
- c) Not all academics agree that there is a link between VVG and aggressive behaviour
- d) More than 200 academics supported the findings from the APA

**4. Many academics...**

- a) Felt the findings unequivocally showed the link between VVG and long-term aggression
- b) Joined the APA in issuing a warning to players: "video games will turn you into criminals!".
- c) Explained the research was not deeply flawed
- d) Pointed out that a large part of the findings in the review had not been peer reviewed

**5. Which one of the below statements is true?**

- a) Opinion is not divided. VVG do inspire violent behaviour "in real life"
- b) Violent video games have long been blamed for violent youth crimes
- c) All people who carried out school shootings in the US played violent video games
- d) Opinion is not divided. VVG do not inspire violent behaviour "in real life"

**6. One of the students responsible for the Columbine High School shooting...**

- a) Did not play violent video games
- b) Was allegedly inspired by a novel related to the game Doom
- c) Played violent video games very infrequently
- d) Called a gun he used "Doom"

**7. The group of 230 academics pointed out that...**

- a) There was no crime
- b) Crime was neither increasing nor decreasing
- c) Crime was increasing
- d) Crime was decreasing

**8. Which one of the below statements is true?**

- a) If there is a decline in societal violence then VVG should not be a serious public health concern
- b) The decline in societal violence is a clear indication that VVG should be a serious concern
- c) Violent video games are responsible for the decline in societal violence
- d) There has been no decline in societal violence

**9. Which one of the below statements is true?**

- a) Players do not want to master a game
- b) Players are not affected by frustration
- c) Frustration appears to be more important than violent content
- d) Frustration is not at all important

**10. What is the link between this article and the paper you read in class?**

- a) The two documents are not related
- b) Both tackle the complex subject matter of the impact of violent video games on behaviour
- c) Both documents show how VVG negatively influence the behaviour of players
- d) Both documents explain that VVG should be a serious public health concern