

Final Test 2 – Full Answers

KPI Faculty of Applied Mathematics

Course: 2nd year, 4th semester

Subject: English

I. Reading

A. True / False Statements

1. The industry of computer games is nowadays a growing multi billion dollar industry — **T**
2. Computer and video games have been very popular among teenagers and adults — **F**
3. The games have a great number of benefits including the medical one — **T**
4. Computer games can improve children's logical thinking ability and develop logical skills — **T**
5. There is a possible threat to the frequent gamers, affecting their health — **T**

B. Multiple Choice

1. The terms Internet and World Wide Web are: — **b) not synonyms**
 2. The Internet is: — **c) a networking infrastructure**
 3. Protocols are: — **a) a variety of languages**
 4. Web documents contain: — **c) graphics, sounds, text and video**
 5. The Web is: — **a) a large portion of the Internet**
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II. English in Use

1. imagine
 2. important
 3. invented
 4. digital
 5. slow
 6. faster
 7. simultaneously
 8. gathering
 9. medicine
 10. spheres
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III. Grammar Comprehension

1. **d. come**
 2. **c. had been driving**
 3. **c. will pass**
 4. **d. hasn't been passed**
 5. **a. frightening**
 6. **d. would talk**
 7. **d. must**
 8. **c. to apply**
 9. **a. Swimming**
 10. **d. would take up**
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IV. Writing Task

Title: The Role and Future of Multimedia

Multimedia plays an essential role in today's digital society. It is used in education, business, entertainment, and healthcare. Through the combination of text, audio, images, video, and animation, multimedia enhances how we communicate and learn. In schools and universities, students can interact with complex topics more effectively using multimedia presentations and simulations. In business, it supports marketing through interactive advertisements, video content, and virtual demonstrations. Entertainment heavily relies on multimedia for movies, video games, and online platforms.

Multimedia is also used in medical training, helping future doctors visualize anatomy and simulate surgeries. In journalism, it allows the delivery of immersive news through video reports and data visualization. Currently, virtual and augmented reality are major trends in multimedia development. These technologies create more immersive experiences in education, real estate, and even mental health therapy.

In the future, I believe multimedia will become even more interactive and intelligent. With the integration of artificial intelligence, multimedia platforms may adapt content to each viewer's preferences and emotional responses. Holographic displays might replace screens, and real-time language translation could become a standard feature. Overall, multimedia will continue to transform how we interact with the world and each other.