



ZERTIFIKATSPRÜFUNG
ENGLISCH FÜR KAUFMÄNNISCHE UND VERWALTENDE BERUFE

Hier: **IT-Berufe (kaufmännisch)**

STUFE III (B2)

Schuljahr 2015/2016

Zugelassene Hilfsmittel: zweisprachiges allgemeinsprachliches Wörterbuch
nur für die schriftliche Prüfung

Datum: 9. Mai 2016

Name, Vorname:

Geburtsdatum, Geburtsort: in:

Letzter Schulabschluss:

Ausbildungsberuf: Klasse:

Klassenleitung:

Englischlehrkraft:

Ergebnisse:

		Höchst- punktzahl	erreichte Punk- te
Schriftliche Prüfung:			
Teil 1 (Reception):			
Aufgabe 1:		20	
Aufgabe 2:		20	
gesamt:		40	
Teil 2 (Production):			
Aufgabe 3:		30	
Teil 3 (Mediation):			
Aufgabe 4:		30	

gesamt:

100

=

%

Mündliche Prüfung:

Teil 4 (Interaction):

30

=

%

Bestanden: ☐ ja ☐ nein

1. Korrektor(in):

2. Korrektor(in):

IT-Berufe (kaufmännisch) – Stufe III (B2)

Schuljahr 2015/2016

2

Name:

Aufgabe 1: Hörverstehen (Reception)

20 Punkte

You listen to a radio interview with Vincent McMillen, founder of the company McMillen Technologies specializing in solutions for data storage and processing.

Take notes **in English**. You will hear the interview twice.

Storing and Processing Big Data			
1.	Places to store big data:	<ul style="list-style-type: none"> in large enterprized data centers cloud 	2
2.	Data can be compared to:	planet, or other object with sufficient mass more gravity the more mass it has	1
3.	Outside factors that influence Data Gravity:	<ul style="list-style-type: none"> regulation compliance 	2
4.	Different ways of processing big data:	<ul style="list-style-type: none"> batch real time 	2
5.	Data warehouses are also known as:	data lakes	1
6.	The problem with data warehouses:	difficult to process	1
7.	Type of problem solved by processing data in flight:	data in motion problems / processing moblie data	1
8.	Lambda architecture's approach:	makes use of both (batch and stream processing)	2
9.	Features which the	scalability	2

	approach:		
9.	Features which the key/value store Mills focuses on:	<ul style="list-style-type: none"> scalability operational simplicity availability correctness 	2
10.	Reason why scalability and operational simplicity are key features:	scalability: as data grows, storage has to keep up operational simplicity: complexity limits productivity and efficiency	4
11.	Future potential of popular open source solutions:	Hadoop: become the data warehouse of 21st century Spark: easy to understand, performance gains	2

Name: _____

Aufgabe 2: Leseverstehen (Reception)**20 Punkte**

Da in Ihrem Unternehmen überlegt wird, BYOD einzuführen, bittet Ihr Vorgesetzter Sie, folgenden Text zum Thema auszuwerten.

Notieren Sie die relevanten Informationen aus dem Text auf den Seiten 4 und 5 **auf Deutsch**.

Wearables, BYOD and IoT			
1.	Haltung von ca. drei Viertel der Unternehmen gegenüber <i>BYOD</i> :	benutzen es schon oder wollen es benutzen	2
2.	Vorteil des <i>BYOD</i> -Ansatzes für Unternehmen:	weniger anschaffungskosten für Hardware	1
3.	Beschreibung und Abgrenzung folgender Begriffe:	<u>wearables:</u> <ul style="list-style-type: none"> elektronische geräte, welche man überall mit hin nehmen kann für menschen entwickelt, werden mitgenommen 	4

		<ul style="list-style-type: none"> <p><u>IoT:</u></p> <ul style="list-style-type: none"> netzwerk basiert oder internet-(ver/ge)bundene objekte stationär, umgebungsgebundene objekte 	
4.	Zusammenhang zwischen Organisationsgröße und Haltung gegen <i>BYOD</i> :	nein	1
5.	Gründe für die Ablehnung von <i>BYOD</i> (4 Nennungen):	<ul style="list-style-type: none"> 	4
6.	Haltung der Mitarbeiter (mit Prozentangabe):		1

Fortsetzung nächste Seite

Name: _____

Fortsetzung zu Aufgabe 2: Leseverstehen (Reception)

7.	Stand der Einführung von IoT in einem <i>BYOD</i> -Plan (mit Prozentangabe):	<ul style="list-style-type: none"> 	6
8.	Grund für die größere Beliebtheit von <i>IoT</i> gegenüber <i>Wearables</i> :		1

Wearables, BYOD and IoT: Current and Future Plans in the Enterprise

Latest surveys show that the Bring-Your-Own-Device-movement is booming, with 74% of organizations either already using or planning to allow employees to bring their own devices to work revolutionizing many industries.

Recent data shows that allowing employees to bring their own devices into the office for business use has helped companies cut hardware and service costs, although in some cases it has also resulted in an added burden upon the IT departments tasked with maintaining these devices.

BYOD has had five years to grow upon the enterprise world. Other new developments along the way such as wearable devices and the Internet of Things (IoT) have created additional opportunities for the concept to evolve.

Organizations are now faced with more complex choices regarding what outside devices – if any – to integrate within their environments, and how to get business value out of them. Wearable devices refer to portable electronics such as headsets, watches or even clothing, which can interface with a smartphone or collect/measure data such as audio/video, heart rate, and environmental details. IoT describes network-based or internet-connected objects such as appliances, thermostats and sensors, which can transmit information; a monitor that can track an infant's vital signs for instance. Both are similar in size and function, but wearables often refers to moving, human-oriented devices whereas IoT generally involves stationary, environmental-based objects.

Current BYOD usage

The majority of respondents (74%) say that their organization is using or planning to use BYOD. Just over a quarter have ruled it out entirely.

A significantly higher proportion of respondents from company sizes of 50-249 employees reported that BYOD is currently allowed (71%) as opposed to being planned (4%). However, about one quarter of respondents from companies of all sizes have no plans at all to allow BYOD, showing that the reasons against the concept do not depend on organization size.

Fortsetzung nächste Seite

zu Aufgabe 2: Leseverstehen (Reception)

Reasons for not adopting BYOD

There were a range of reasons why respondents said BYOD was not being adopted by their organizations. Security concerns were chosen as the primary factor against BYOD by a large majority (78%) of respondents. IT support concerns are another strong factor, and these concerns are justified as we will see later in the report since they do involve extra workload for IT.

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Loss of control, standardization, and regulatory compliance issues were chosen by well over a third of respondents as reasons against BYOD. Lack of personnel/training was the least likely choice among the options listed, showing that IT departments are generally seen as capable of handling the influx of personal devices into the organization.

There is no real shortage of employee interest in BYOD, as less than 20% of respondents indicated no interest in BYOD, and this is a key factor to our report: BYOD is not being reined in via apathy.

Wearables as part of BYOD plan

The report also asked those who are using wearable devices whether these have been factored into an existing BYOD plan.

About only 7% have added these into their BYOD plan, demonstrating the relatively recent entry of wearable devices into the field of business awareness. It seems companies are still trying to figure out where to fit wearables, since 60% of respondents were not sure what lay ahead for this topic.

The status of IoT

IoT devices are more popular than wearable devices. Twice as many respondents stated they are already using them, 5 % are amidst an implementation and 24% are planning one in the next 12 months compared to 22% doing the same with wearables.

In similar fashion, 56% of those taking the survey have no interest or plans in the IoT realm, a smaller figure than the 71% who said the same regarding wearables.

BYOD continues to expand

Overall, the report showed that the BYOD boom continues to expand amidst a blend of benefits and challenges; 74% of respondents have either adopted the trend or are planning to do so compared to 62% nearly two years ago.

Wearables are slowly being incorporated under the BYOD umbrella in places where their utility is being demonstrated. Back in May only 11% of respondent organizations were using, planning to use or budgeting for wearables. Currently 29% are doing so and the same 29% have included them in their BYOD plan. IoT devices are showing stronger gains than wearables, with more business presence (43% using or planning to use these) and participation in BYOD plans. It is clear that IoT concepts are demonstrably more popular among those who now depend upon BYOD in their businesses, likely due to their more universal usability.