

S5 – Info
Epreuve d'anglais

Rattrapage Février 2006

Durée : 1h30

N° de table :

Vous n'écrivez rien sur la copie. Vous composez sur la liasse photocopier.

I. Vocabulary / 9 pts

Use the words given to complete the text.

NETWORKS

- A. failure
- B. raw data
- C. fault-tolerant
- D. network
- E. component
- F. altered
- G. loss
- H. hacking
- I. redundancy

When a company uses a (1) to process the information they have to cope with, it is essential that the network be (2), i.e. be nonetheless able to secure the information being handled. This is of paramount importance in banks and insurance companies where (3) is confidential. Whether the network is local (LAN or Local Area Network) or wide (WAN or Wide Area Network), back-up security systems are required to prevent the (4) of information should there be a fault in the system or net. The data in a network can be (5) in several ways (power cuts, (6), virus contamination, and so on), that is why a fault-tolerant system must have the following criteria: (7) (all information must be backed up at least once), detection (faults must be made known to the rest of the system), isolation (once detected, the failed (8) must be prevented from contaminating the system), reconfiguration (the operation must continue despite component (9)) and finally repair (failed components must be restorable without system interruption).

II. Reading / 15 pts

A. Computer generated pop star / 7 pts

You are going to read an article about a computer generated pop star. Choose from the list A-I the most suitable heading for each part (1-7) of the article. There is one extra heading which you do not need to use. There is an example at the beginning (0).

- | | | | |
|-----------------------|----------------------------|----------------------|----------------------|
| A Live in concert | C Dangerous ground | E A pessimistic view | G Music comes first |
| B Keep in touch | D What they have in common | F Avoiding conflicts | H A perfect creation |
| I Similar phenomenon? | | | |

COMPUTER GENERATED POP STAR

0 H

Young music fans might soon find themselves buying records by a new star called CyberGirl. CyberGirl is blonde and very attractive. She has the looks of a supermodel, and Fashion magazine has booked her for their next issue. She has a great voice and looks like a typical pop star in many ways, but at the same time she is fundamentally different. She is computer generated and doesn't really exist. Or does she?



The company behind CyberGirl, Anfield Promotions, has constructed a website for her, and is working on a pop video for her first single, which will be released next summer. Why is the response to this virtual pop star so astonishing? CyberGirl has been successfully promoted as an ordinary sixteen-year-old teenage singer. Research has established that idols must have the same strengths and weaknesses as their fans. Teenagers, especially girls, have identified themselves with CyberGirl who dyes her hair and worries about fashion.

1

Over the last few months, CyberGirl website has been visited by over 100,000 teenagers. Fans can email questions and receive answers from CyberGirl herself. When asked if she is real, CyberGirl replies enigmatically that she is as real as any of the teen groups around these days, adding defiantly that at least she is always there for her fans. This gives virtual pop stars a competitive advantage over mass-marketed artists or boy bands who have very little contact with their fans.

2

CyberGirl may not be real, but her creators deny that she is merely a cheap alternative to a real singer. In fact, Tommy Tomlinson of Anfield Promotions is convinced that CyberGirl has a great many advantages over flesh-and-blood acts. 'She's cool and will never do embarrassing things,' he says. 'Virtual pop

stars cannot disagree with their managers because they have different ideas about songs, styles and marketing policies. With computer generated pop stars, there will be no arguments between stars, managers and their companies.'

3

Could CyberGirl ever go on tour? 'Sure she could,' replies Tomlinson. 'We'd just project her image on a huge screen, maybe with a hologram image of her on stage.' He likens the prospect of a cyber creation going on tour to watching a film in a cinema: 'You know the people you see on that screen aren't real – it's just a trick done with lights – but you still get very moved by the experience of watching if it's done well.'

4

A French male cyberstar, Cy-Lui, has enjoyed considerable success, with hundreds of emails each day from teenage girls. The fans want to know whether he gets hungry in outer space, and what his favourite cyberfood is. Cy-Lui has also had an amazing number of marriage proposals. 'Fans will treat artificial pop stars as real pop stars provided they like their music,' says Tomlinson. 'It's encouraging that if fans like the music, they will ignore the fact that the artist is not real.'

5

Sarah Underwood, Professor of Media Studies at Cumbria University, says we have nothing to worry about. 'It's just like the soap opera obsession that has been around for about 60 years,' she says. 'Viewers identify so closely with the characters in a soap opera that if one of them is in hospital, an incredible number of people send flowers and chocolates to the TV studios. The people who do that aren't crazy – they're just getting a bit carried away. The same applies to fans of artificial artists.'

6

Rob Cooper of the pop music magazine *Musical World* has no time for this latest idea: 'It's just another way for business people to make money from teenagers, and this time the teenagers aren't even idolising a real person. It's utterly pathetic, sad and a bit ridiculous, but I'm afraid it will probably work. Young people can be really crazy if they're convinced something is fashionable.'

B- 'THE GREY GAMERS' : 7 points

You are going to read a newspaper article about older people playing computer games. Eight sentences have been removed from the article. Choose from the sentences A-I the one which fits each gap (15–21). There is one extra sentence which you do not need to use. There is an example at the beginning (0).

THE GREY GAMERS

One form of social prejudice against older people is the belief that they cannot comprehend or use modern technology. **0 C** Isn't it unfair that older people enjoying a computer game should be frowned upon by their children and grandchildren?

15 In Britain, for instance, there are more people over sixty than there are under sixteen. Nowadays people have more control over their lives, they play a full part in society, and this extends life span.

Moreover, better health care has left more people in their sixties and seventies feeling fit and active after retirement.

16 Playing computer games is a very effective way of exercising the brain.

When computers were first introduced, most older people felt intimidated by information technology and didn't believe they would ever familiarise themselves with it. **17** Computers have been around for a few generations now and retired people have gradually become more relaxed about using them for recreation. Gamers over 65 prefer playing puzzle games and card games like Mahjong, Solitaire and Gin Rummy. Kate Stevens, aged 72, says: 'I find it very relaxing. It's not very demanding, but you still need to concentrate.'

Another development that has favoured 'grey gamers', as older people who are keen on computer games are known, is a change in the type of videogames available on the market.

18 Internet Chess and Train Simulator are among the most popular of these. Train Simulator is based on real-world rail activities. Players can choose from a variety of challenges, such as keeping to a strict timetable despite unforeseen obstacles and using helper engines during a winter storm.

19 This couldn't be further from the truth. Most computer games require the kind of analytical thinking that improves with practice, which means that the 'grey gamers' may well be far better than opponents half a century younger than them.

In games where speed is the main consideration, older people would be at a disadvantage because they may have slower reaction times. **20** Peter Brown, aged 76, says: 'When we visit our grandchildren, we play games on the Internet like chess and Scrabble. If I try to make things easier for them, they realise it and get annoyed. They don't have a problem losing. But when we play their games, they just have to win.'

The type of advertising used by videogame manufacturers suggests that they are still aiming almost exclusively at teenagers. Game industries haven't yet woken up to the fact that a vast potential market exists out there. **21** It's time someone let the manufacturers into the secret.

- A** Because of their greater spending ability, 'grey gamers' are better consumers than teenagers, and targeting them would be comparatively more profitable for the business.
- B** On the other hand, 'grey gamers' have a preference for slower pace, mind challenging games and would not mind being beaten by their grandchildren in a fast action game with space invaders and extraterrestrial creatures.
- C** Playing computer games, surfing the Net and downloading MP3s are a privilege of the youngsters.
- D** Mental activity, as well as physical exercise, can contribute to better health.
- E** One can argue that 'grey gamers' simply don't have the skills required for computer games, and that teenagers are infinitely better.
- F** This is how the myth of the older, computer-illiterate person was created.
- G** In many western countries, life expectancy has increased and there are now far more older people than there were a few generations ago.
- H** There's a greater variety of games to choose from, including more intellectual and sophisticated strategy and simulation games.
- I** Many experts were surprised when this study was published several years ago.

III- Use of English :

A- Error correction : 6 points

Some of these sentences are correct and some have a word which should not be there. Cross out the extra words or indicate that the sentence is correct.

1. It's important to look like smart if you want to do well at the interview.
 2. You mustn't tell anyone where I am going until tomorrow.
 3. Willy ought to do relax more at the weekends.
 4. After a while the situation went from bad to worse.
 5. To sum up, there are much arguments on both sides.
 6. First of all, I'd like to say you that cars can be both useful and harmful.
 7. I'll be at work tomorrow unless I'm not sick.
 8. More than one of Oliver's friends got into debt in last year.
 9. It appears that in the majority of people disagree with the company.
 10. The only one problem is that I can't remember where I put my wallet.
 11. The tickets can be booked by phone and is collected at the airport.
 12. Phil can't play tomorrow because of he has a bad leg.

B- Can you manage the tenses. 6 points

4. Peter and I ... a drink when the fire broke out in the pub.

- a) had
- b) were having
- c) have had
- d) used to have

5. "Have you visited the City of London ?"

"Yes, as a matter of fact, I ... there last week."

- a) have been
- b) went
- c) have gone
- d) have been going

6. A woman came in with a baby who she said ... a safety pin.

- a) had just swallowed
- b) had just been swallowing
- c) swallowed
- d) has just been swallowing

7. They ... man and wife a long time now.

- a) are
- b) have been
- c) have
- d) shall be

8. It's now 2 years since they ... the process.

- a) have initiated
- b) initiated
- c) had initiated
- d) initiate

9. If you ... earlier, you would have got a better seat.

- a) should come
- b) came
- c) had come
- d) have come

10. They ... from her lately.

- a) didn't hear
- b) haven't heard
- c) are not hearing
- d) don't hear

11. The results were even better than ...

- a) expected
- b) we expected it
- c) were expected
- d) we had expected it

12. Jane and I ... to music when the phone rang.

- a) have been listening
- b) was listening
- c) had listened
- d) were listening

C- The importance of computers : 15 points

For questions 16-30, read the text below and choose the word which best fits each space. There is an example at the beginning (0).

Example :

a- a
0 → a

b- Ø

c- the

d- each

THE IMPORTANCE OF COMPUTERS

Many of the things we do, depend on receiving information from other people. Catching a train, making (0)..... a.... phone call and going to the cinema all involve information (16)..... is stored, processed and communicated. In the past this information used to (17)..... kept on paper in (18)..... form of, for example, books, newspapers and timetables. Now more and more information is put on computers.

Computers play a (19)..... in our everyday lives, sometimes (20)..... us even realising it. Consider the use (21)..... computers in both shops and offices. Big shops, especially chain stores with branches (22)..... over the country, have to deal with very large amounts of information. They have to make (23)..... there are enough goods on the shelves for customers to buy, they need to be able to re-order before stocks (24)..... out, to decide which things are selling well and (25)..... on. All these processes (26)..... performed quickly and efficiently by computers.

A (27)..... of office work in the past involved information on paper. Once it had been dealt (28)..... by people, the paper was put (29)..... for future reference. This way of working was (30)..... particularly easy or fast. A computerised system is much more efficient.

16-	a- whose	b- where	c- who	d- which
17-	a- be	b- have	c- Ø	d- being
18-	a- each	b- the	c- every	d- their
19-	a- game	b- situation	c- part	d- condition
20-	a- with	b- without	c- on	d- except
21-	a- by	b- on	c- in	d- of
22	a- all	b- almost	c- nearly	d- round
23-	a- for	b- so	c- sure	d- indeed
24-	a- run	b- come	c- do	d- be
25-	a- always	b- again	c- still	d- so
26-	a- be	b- being	c- are	d- have
27-	a- great	b- lot	c- many	d- plenty
28-	a- Ø	b- for	c- of	d- with
29-	a- aside	b- back	c- behind	d- off
30-	a- almost	b- hardly	c- not	d- only

D- Taxi drivers' brains : 10 points

Word formation : For questions 56-65, read the text below. Use the word given in capitals at the end of each line to form a word that fits in the space in the same line. There is an example at the beginning (0).

TAXI DRIVERS' BRAINS

According to a report published (0) **recently**, there is evidence of (56)..... and adaptation in the brains of taxi drivers to help them (57)..... a detailed map of the city they work in. (58)..... have discovered that the part of the brain that is associated with (59)..... in animals is larger in cab drivers than in other people. There seems to be a definite (60)..... between the work they do and the brain changes. (61)..... of the brains of 16 cab drivers who had had (62)..... training to remember street names and journey routes showed (63)..... development. This could have (64)..... for people with brain damage as this (65)..... could be used to work out mental exercise programmes to aid recovery.

RECENT
GROW
MEMORY
SCIENCE
NAVIGATE

RELATE
EXAMINE
INTENSE
NOTICE
IMPLY
KNOW