

新北市立新北高工 113 學年度第 2 學期 第一次段考 試 題

班別

座號

電腦卡作答

科目	英文閱讀	命題教師	石芸熙老師	審題教師	張哲璋老師	年級	二	科別
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第一篇

Unlike other jobs that require eight-hour workdays, professional gamers often spend up to 14 hours a day playing games. If a gamer is lucky enough to get a contract, that gamer must work on building his or her image. Without popularity, the gamer can quickly lose his or her job. In fact, e-sports gamers tend to have shorter careers than many professional athletes.

There are many **demands** that professional gamers have to deal with. One of the demands is that they must play a lot. Professional gamers usually have only one day off per week, and some report rarely seeing their friends.

Being a professional gamer sounds like fun and games, and there is real money to be made from prizes and sponsorships. However, professional e-sports gamers actually exchange their time for a **slim chance** of success.

*unlike 不像 *workday 工作日 *sponsorship 資助

1. What is the best title for this passage?

- (A) How to Win Prizes?
- (B) Never Give up Your Dreams
- (C) Work Hours for E-sports Gamers
- (D) All Fun and Games?

2. According to the passage, which of the following statements is true?

- (A) E-sports gamers have longer careers than many professional athletes.
- (B) Professional e-sports gamers only have two days off a month.
- (C) Professional e-sports gamers have to sacrifice their time.
- (D) Popularity plays an important role in winning a game.

3. According to the passage, if you are a professional e-gamer, what will possibly happen to you?

- (A) You can meet your friends more often and keep in touch with them.
- (B) You have to build your image and increase your popularity.
- (C) You often work at playing games for eight hours a day.
- (D) You are less likely to win prizes or get sponsorships.

4. What does "slim chance" refer to in the article?

- (A) A large possibility of winning money
- (B) A very small opportunity for success
- (C) A high chance of getting a contract
- (D) A short amount of time to play games

5. Which word can replace "demand" in the article?

- (A) Need
- (B) Want
- (C) Change
- (D) Suggestion

第二篇

Kyle Giersdorf, who is usually seen with a hoodie and a baseball cap, looks like an **ordinary** teenager. However, he is the winner of the Fortnite World Cup, which won him 3 million US dollars.

His success is not a coincidence. Giersdorf, whose nickname is “Bugha,” has been playing computer games since he was 3 years old. He worked 6 hours a day, took no vacations, and played on school days as well. He took this championship seriously and sacrificed his free time to win. Although experts have warned that Fortnite is a highly addictive game, Giersdorf worked toward victory by playing it as if it were his job.

Just like a tennis champion or a concert pianist, Giersdorf shows us that in order to be successful, we need to work hard.

* hoodie 連帽衫 *coincidence 巧合 * addictive 使人上癮的

6. What is the passage mainly about?

- (A) A tennis champion.
- (B) An addicted youngster.
- (C) A teenage game player.
- (D) A young pianist.

7. According to the passage, which of the following statements of the Fortnite World Cup is true?

- (A) It cost Kyle Giersdorf 3 million US dollars.
- (B) It won Kyle Giersdorf 3 million US dollars.
- (C) It took Kyle Giersdorf three years to practice.
- (D) It nicknamed Kyle Giersdorf “Bugha.”

8. According to the passage, what is true about Kyle Giersdorff?

- (A) The reason why he succeeded is simply luck.
 (B) He quit school as a player.
 (C) He always wears a hoodie and a baseball cap in his games.
 (D) He works hard to win his games.

9. What does the word "ordinary" most likely mean in the passage?

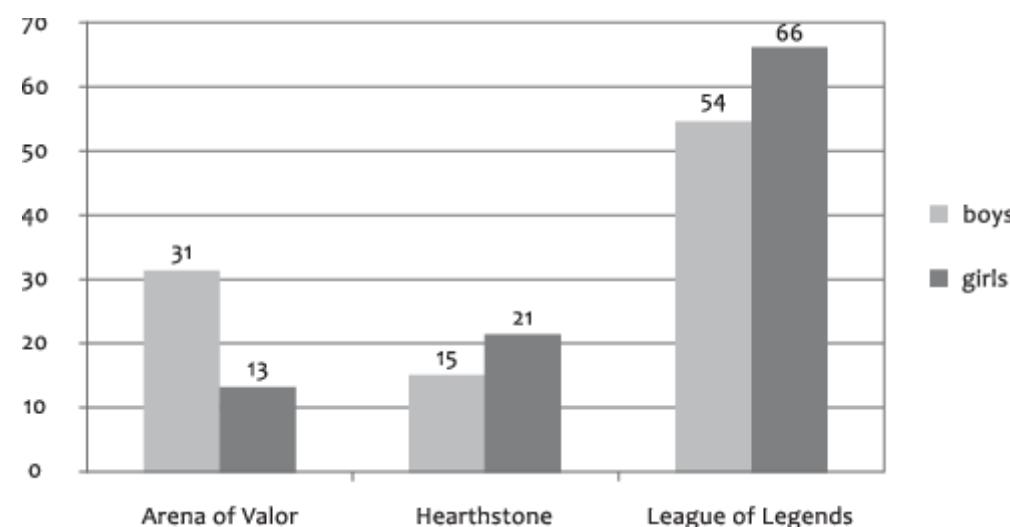
- (A) Special (B) Strange (C) Common (D) Unusual

10. Why does the passage mention other champions like tennis players and concert pianists?

- (A) To compare gaming with traditional sports and music.
 (B) To suggest that gaming is harder than tennis or music.
 (C) To show that success in any field requires hard work and dedication.
 (D) To show that they also wear hoodies and baseball caps.

第三篇

A game company did a survey of 100 teenage boys and 100 teenage girls who often play video games and asked them to choose their favorite ones.



11. According to the bar chart (長條圖), which of the following statements is true?

- (A) Less than 10% of the girls choose *Arena of Valor* as their favorites.
 (B) More than half of the boys picked *League of Legends* as their favorite.
 (C) Girls like to play video games more than boys do.
 (D) The gap between the numbers of boys and girls in *League of Legends* is smaller than that in *Hearthstone*.

12. According to the bar chart, which game is the least popular?

- (A) *Hearthstone*. (B) *Arena of Valor*. (C) *League of Legends*. (D) None of the above.

第四篇

SAVE THE ELEPHANTS COMING THIS FALL!

“SAVE THE ELEPHANTS” COMING THIS FALL!

“Save the Elephants” is a fun, educational video game for children aged from 6 to 12. [1]

[2] In this game, kids will “adopt” a virtual baby elephant and help it survive in the wild.

Through this game, kids can learn why elephants are endangered and how to protect them from dangers such as loss of habitat, hunting and poaching, climate change, human-animal conflicts, and natural disasters. [3]

Players: up to 4; it is an ideal game for classroom use or for parents and children to play together.

[4]

“Save the Elephants” will be on sale on October 15th for \$19.99.

Produced by Banana Game Inc.



endangered 濕危的 habitat 樓息地 poach 盜獵

13. What is the purpose of this passage?

- (A) To show readers how expensive the game is.
 (B) To explore the effects of playing video games.
 (C) To point out what serious problems elephants are facing.
 (D) To introduce a new game that fits in a real-life situation.

_____ 14. According to the passage, which of the following is NOT one of the problems elephants have faced?

- (A) Natural disasters.
 - (B) Deadly diseases.
 - (C) Loss of habitats.
 - (D) Human behaviors

15. Where is the best place to add this sentence? “Available in 8 languages worldwide.”

Choose from positions [1], [2], [3], or [4].

- (A) [1] (B) [2] (C) [3] (D) [4]

第五篇

South Koreans are **fascinated by** new technologies and activities. Thus, gaming is very popular in Korea because it combines these two things. The culture of gaming has made Korea the home of e-sports, which is now a huge industry in the country. South Korea was the first country to give e-sports national respect and pay gamers as professional athletes. Now pro gamers are treated like K-pop stars.

South Korea has the largest gaming events in the world nowadays. These events attract many players as well as viewers who watch matches in person. In one game, more than 40,000 fans crowded a stadium just to watch their favorite teams compete with one another. Home viewers can watch the broadcast of the competitions on TV. Additionally, millions of people around the world are **glued to** their computer screens, watching the games online.

Many Koreans who like to play e-sports spend a whole day in “PC bang,” a type of gaming center, where they can pay an hourly fee to use a computer. They play against one another and share strategies to improve their gaming skills. They also form teams in order to practice and progress. In other words, they are on their way to becoming professionals.

Although gaming has been a hobby for many South Koreans since the 1960s, it had not gained such popularity until the country greatly improved its national broadband network following a financial crisis during the 1990s. This gave its citizens more access to the Internet. They can play with and against other players no matter how far apart they are. As e-sports have become a mainstream activity worldwide, South Korea found itself at the center of this giant global entertainment wave.

16. What is the best title for this passage?

- (A) K-pop: A Trend Taking the World by Storm.
 - (B) South Korea: A Nation Surviving Financial Crisis.
 - (C) PC Bang: Koreans' Gaming Center
 - (D) E-sports: South Korea's National Amusement.

17. Which of the following is closest in meaning to “glued to” in the second paragraph?

18. What is the purpose of introducing “broadband network” in the passage?

- (A) To introduce the new e-sports equipment made in Korea.
 - (B) To explain the increasing popularity of gaming in South Korea.
 - (C) To describe the efforts put into the pop culture by the Korean government.
 - (D) To offer solutions to the financial crisis during the 1990s.

_____ 19. When it comes to taking part in gaming events, which of the following methods is NOT mentioned in the passage?

20. What does the phrase "fascinated by" most likely mean in the passage?

- (A) Bored with
 - (B) Afraid of
 - (C) Unhappy about
 - (D) Interested in

*athlete 運動員 *broadband network 寬頻網路 *financial 金融的

*mainstream 主流 *entertainment 娛樂 *match 比賽

*stadium 體育館 *citizen 公民