![logo] **INSTITUTO DO EMPREGO E FORMAÇÃO PROFISSIONAL, I.P.** **DELEGAÇÃO REGIONAL DO CENTRO CENTRO DE EMPREGO E FORMAÇÃO PROFISSIONAL LEIRIA**	**Módulo:** **5063 – Língua Inglesa**
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"NERVE"

Watch the movie "Nerve" (2016) and answer the questions below.

A. Fill in the Blanks with the Synopsis of "Nerve" (2016), using the following words:

Ethical Consequences   Nerve   Real-world   Online Exposure   Internet Exposure Suspense Confident   Reserved   Digital Identity   Responsibility   Captivated Online Privacy

"Nerve" (2016) follows the story of a young woman named Vee who decides to participate in an online game called ___Nerve___1, where players undertake risky challenges to earn money and followers. As she becomes more involved in the game, she discovers that the stakes are higher than she imagined, leading to a reflection on the dangers of __Online exposure___2.

The protagonist, Vee, undergoes a notable evolution throughout the film. Initially, she is portrayed as a more ___Reserved___3 person, but as she engages in the game, she becomes more ___confident___4 and determined.

The film addresses issues related to ___ethical consequences___5, especially when participants face challenges that threaten their ___digital identity___6. This highlights the risks associated with excessive exposure on the ___Internet___7.

"Nerve" explores digital ethics by highlighting the ___responsability___8 associated with participating in the game. This raises questions about personal ___online privacy___9 in the online world.

The film uses elements of ___suspense___10 and unexpected twists to keep the audience ___captivated___11, especially as the challenges become increasingly dangerous.

The situations presented in "Nerve" reflect _____12 real-life concerns regarding online privacy and ___exposure___13 on social media.

B. Answer the following questions on the film.

1. What is the central concept of the "Nerve" game?

The central concept of the "Nerve" game is that people engage in risky activities to gain fame and money through online platforms.

2.   How does the protagonist, Vee, initially perceive the game, and why does she decide to participate?

She didn't initially want to participate, but for a moment of anger she decides to join as a player, after her friend humiliates her in front of several people.

3.   How do the main characters evolve throughout the film? Highlight changes in personality, motivations, and relationships.

Vee evolves from a shy person to a more confident and self-assured person, reevaluating her priorities and relationships along the way. Her partner, Ian, seems like a nice guy, then they find out things about him that make it seem like he's lying, but then he goes back to being a nice guy.

4.   Identify moments in the film where the online privacy of the characters is threatened. How are these situations addressed?

moments like the camera always recording the characters, or other people's cameras. when they decide to join as players, all data is collected. when the names of the whatchers are revealed.

5.   How does the film address the consequences of online exposure and the pursuit of followers?

The film explores the ramifications of online exposure and the search for followers, portraying how they can lead to dangerous situations and compromise personal integrity.

6. Does the film raise ethical questions related to online behavior? If yes, cite specific examples.

yes, when the couple is challenged to leave the store with their clothes, probably indicating that they should commit a theft. When they have to ride a motorcycle blindfolded, this could cause an accident and kill innocent people. when ian is "in the hands" of the game because he is a prisoner.

7. What is the main message of the film regarding digital responsibility?

The film's message ranges from showing that a person is likely to completely lose their privacy, as well as showing that there are people destined to do ruinous things for fame or money. and there are those who want to see bad things happen. There are also game creators who are responsible for creating these problems.

8. Did the film manage to keep your attention from start to finish? Highlight suspenseful moments or twists that were particularly impactful.

The film really caught my attention. At first because I had to answer questions about him later lol but then I became interested in knowing how things would unfold. and I wanted to know if Ian was a good person or not. and whether Vee would make it out of the game safe.

9. To what extent do you think the situations presented in the film reflect real-life concerns about online privacy and social media behavior?

I believe it does portray the concern of having data collected and sold. In the case of the film, the concern was more about the integrity of the character, risks she took to win in a game. but it tells well what many people are doing nowadays to gain fame and consequently money. exposing people to risks and ridicule, disclosing personal and family information, not thinking carefully about the consequences.

10. Do you believe the film effectively addresses current concerns about online privacy?

I believe that the film exaggerates a little, not because of the risks the characters take and the desire for fame and money, but I think it exaggerates in the representation of watchers. I can't believe the whole world stops all day to watch this nonsense

11. How might the characters' experiences relate to situations you have seen or experienced online?

Not being able to speak openly to someone because they were being filmed. in the case of the film they talk badly about Vee's friend

12. Would you recommend this film to other young people? Why?

Maybe , but is not a tipy of filme I really like, so I woulnd't recommend to my husband, for example, because I now he dont like too