

题目一：基于下面的写作题目，有 4 篇文章 passage1、2、3、4，三篇为人工写作，一篇为 ChatGPT 写作，请阅读后判断哪一篇为 ChatGPT 写作。

2005 年 12 月大学四级考试作文题目

Should the University Campus Be Open to Tourists? You should write at least 120 words following the outline given below:

1. 名校校园正成为旅游新热点
2. 校园是否应对游客开放，人们看法不同
3. 我认为……

**Passage 1:**

In recent years, there is an ever-rising fever that many famous university campuses have become popular tourist attractions, especially such renowned universities as Tsing Hua University and Peking University. Many tourists prefer traveling around the university campus, consequently, thousands of people throng into campuses every year.

With respect to the present situation, our prime concern is: Should the university campus be open to tourists as scenic spots? Different people hold different opinions. Some people believe that we can benefit a lot from campus tours. The opening of campus will stimulate the tourist industry, so the university can make money from campus tourism. Young tourists can also take a close look at the university which they are longing for and may have a better understanding of this university.

Others argue that the university campus shouldn't be open to tourists since the easier access to campus will lead to some accidents or safety problems which will interfere in students' life and ruin the academic atmosphere of the university.

In my point of view, I don't think that the university campus should be open to tourists since after all, it is a place mainly for education. In order to create a tranquil and safe atmosphere for university teachers and students, the university campus should be closed to tourists.

**passage 2:**

Nowadays, while tourism developing at a great speed, university campuses are coming into people's sight. More and more tourists pour into famous universities due to their beautiful scenery and academic atmosphere.

People hold different points of view about whether school campuses should be open to tourists. Some people think it should be. "Because universities are the property of everyone, and it's good for us to walk around and enjoy the atmosphere of learning," they may say. However, others hold a negative view of this phenomenon. They feel that tourists will disturb the daily life of the students and too many travelers somehow leads to disorder.

In my view, I think tourists may come into the university campus on condition that the number of them is controlled. It's true that university is our own fortune, and at the same time we

should think more for the students who need peace for study.

**passage 3:**

Nowadays, many famous university campuses have become one of the popular tourist attraction. It has been shown on TV and on the radio that every year thousands and thousands of middle school students visit Tsing Hua University and Peking University and other famous universities in China. In the place far away from the capital city, the local students also visit the universities famous in their own province.

So far as the present situation is concerned, is it a good or bad thing to open the university campus for tourists? Different people have different opinions. On one hand, some people argued that it is a good thing for the students to visit the famous university campus in that it can enable the middle students to get more information about the university and they can have enough time and opportunity to prepare themselves with the chance to get into the university. On the other hand, some people hold a negative view about this phenomenon. In their opinion, the public tourism will have negative effect on the universities because it will not only do harm to the environment but also to the intellectual atmosphere.

In my opinion, the tourism to the universities is not a good thing. The campus is mainly a place for study . With the increasing tourism on the campus, it will ruin the spiritual atmosphere in this learning field.

**passage 4:**

Recently, university campuses have become a new tourist destination. However, people have different opinions on whether campuses should be open to tourists. Some believe that this will interfere with the normal life of the campus and put students' privacy and safety at risk, while others think that it can help promote cultural exchange and contribute to the local economy.

As for me, I think that university campuses should be open to tourists, but with certain restrictions. Visitors should be required to register and receive identification, and designated areas and routes should be set up for them to visit. Also, the campus should be able to control the number of tourists, so that the normal life of the campus will not be affected and the safety of students can be ensured.

In conclusion, opening university campuses to tourists can bring many benefits, but it is important to balance these benefits with the needs of the students and the campus. By implementing proper restrictions and regulations, university campuses can provide tourists with a unique cultural experience, while still maintaining a safe and suitable learning environment for students.

**题目二：基于下面的写作题目，有 4 篇文章 passage A、B、C、D，其中有的是 ChatGPT 写作，有的是人工写作，请阅读后判断哪些是 ChatGPT 作品，哪些是人工作品。**

## 2021 年 6 月大学英语四级考试作文题目

Directions: For this part, you are allowed 30 minutes to write an essay titled "Do violent video games lead to violence?". The statement given below is for your reference. You should write at least 120 words but no more than 180 words.

A growing body of research finds that violent video games can make kids act aggressively in their real-world relationships, causing an increase in violence.

### **passage A:**

Do violent video games lead to violence? With the rapid development of computer technology, the video game industry has boomed in recent years. However, some studies have shown that violent elements in violent video games exert negative influence on kids. From where I stand, violent video games do lead to violence.

To begin with, the way children communicate tends to be influenced by the way virtual characters speak in video games. In daily life, if children communicate with others in a rude way as virtual characters do in violent video games, they may form a bad habit of verbal abuse, which will gradually evolve into behavioral violence. Furthermore, behavior of characters in violent games also has a negative impact on children. In real life, kids are likely to believe that it is acceptable to solve problems through violence. In addition, if exposed to violent video games regularly, children will easily develop an irritable personality.

In a word, violent video games do harm to kids' growth, having negative effects on the way they communicate and deal with matters and on their personalities.

### **passage B:**

There is a growing body of research that suggests a correlation between violent video games and aggressive behavior in children. The evidence indicates that playing violent video games can desensitize kids to violence, making them more accepting of violent behavior. The immersive nature of these games can also lead to the development of aggressive and competitive behavior in children.

Moreover, studies have found that children who play violent video games are more likely to behave aggressively towards others in their real-world relationships. The negative impact of these games on children can extend beyond just aggressive behavior. Children who are exposed to violent content in video games can also suffer from anxiety, depression, and other mental health issues.

Despite the arguments made by some that video games do not have any negative influence on kids, it is important to acknowledge the research findings. It is vital to recognize that children are vulnerable and impressionable, and therefore it is crucial to monitor and regulate their exposure to violent video games.

In conclusion, it is evident that violent video games can lead to violence in children. As

responsible adults, we must recognize the potential risks associated with these games and work to minimize their negative effects on children's behavior and mental health.

**passage C:**

In recent years, the impact of violent video games on children has been a subject of debate. While some argue that these games do not have any negative influence on kids, others believe that they can lead to aggression and violence. A growing body of research suggests that there is a link between playing violent video games and aggressive behavior.

Studies have found that kids who play violent video games are more likely to behave aggressively towards others in their real-world relationships. The violent content of these games can desensitize children to violence, making them more accepting of violent behavior. Moreover, the intense and immersive nature of these games can lead to the development of aggressive and competitive behavior.

However, it is important to note that not all children who play violent video games exhibit aggressive behavior. Many factors, such as upbringing and social environment, can influence a child's behavior.

In conclusion, while the link between violent video games and aggression is not yet fully understood, it is clear that there is a growing body of research suggesting a link between the two. Parents and educators should be aware of the potential impact of these games on children and take steps to mitigate any negative effects.

**passage D:**

Violent video games have been a topic of controversy for several years, with concerns about their potential to lead to real-world violence. A growing body of research suggests that playing violent video games can make children more aggressive in their behavior towards others, leading to an increase in violent acts.

Studies have shown that playing violent video games can desensitize children to violence and make them more likely to act aggressively. These games often involve graphic violence and reward players for violent behavior, which can lead to the normalization of violence in their minds. Moreover, these games can increase aggression by triggering emotional arousal, which can result in a lack of impulse control.

However, it is important to note that not all children who play violent video games will become violent in their real-world relationships. Other factors such as family environment, socialization, and mental health can also play a significant role in shaping a child's behavior.

Overall, while there is evidence to suggest a link between violent video games and real-world violence, it is important to approach the topic with nuance and consider other factors that

may contribute to a child's behavior. Parents, educators, and game developers should work together to ensure that children have access to age-appropriate and non-violent games to prevent potential harm.