

Instrucciones: a) Duración: 1 h.30m. b) No se permite el uso de diccionario. c) La puntuación de las preguntas está indicada en las mismas. d) Los alumnos deberán realizar completa una de las dos opciones A o B, sin poder mezclar las respuestas.

OPTION B

VIDEOGAMES

1 A teenager died at an Internet cafe in Taiwan after reportedly playing a videogame for 40 hours
2 straight. The 18-year-old, who has only been identified by his first name, Chuang, had booked a private
3 room in an Internet cafe in southern Taiwan. Chuang then proceeded to play the videogame for 40 hours
4 straight without eating. The next day, an attendant went into the room where Chuang had been playing
5 and found the teen resting on the table. The attendant was able to wake Chuang, who stood up, took a
6 few steps and then collapsed onto the ground. He was pronounced dead soon after arriving at the
7 hospital. Authorities believe the teenager may have suffered a heart attack due to sitting for such a long
8 period of time.

9 The video game he had been playing was of the role play variety and very popular due to its
10 repeated scheme of killing the monsters, finding the treasure and then escaping from the beast's den.
11 What made it so addictive, particularly when it got to the end of the game, was the fact that repetitive
12 actions are necessary to develop our character's strength till you are able to overcome the boss level.

13 Regarding the teen's death, the developer of the game said: "We're saddened to hear this news.
14 Though we recognize that it's eventually up to each individual or their parent or guardian to determine
15 playing habits, we feel that moderation is clearly important, and that a person's day-to-day life should be
16 more important than any form of entertainment." Chuang is not the first individual to die following a long
17 gaming session. Last February, 23-year-old Chen Rong-yu was found dead after having played a
18 videogame for 23 hours.

I * COMPREHENSION (This section consists of six items combining 'True/False' and/or 'Multiple Choice' questions) (3 points)
CHOOSE AND WRITE THE CORRECT OPTION (A, B, C or D). (0.5 points each)

1. **A teenager died because ...**

- (a) he was too old to play videogames very long. (b) he was eating too much while playing.
(c) he was playing a videogame too long without stopping. (d) he was standing all the time without sitting.

2. **The attendant ...**

- (a) found him dead on the computer table. (b) called the police the next day.
(c) woke the teenager up and then the boy fell down. (d) pronounced he was dead when he saw him.

ARE THESE STATEMENTS TRUE OR FALSE? JUSTIFY YOUR ANSWERS WITH THE PRECISE WORDS OR PHRASES FROM THE TEXT (0.5 points each)

3. **The developer of the game feels directly responsible for the teenager's death.**

4. **The videogame was based on a successful formula.**

5. **The game he was playing did not cause any particular dependence.**

6. **Excessive videogame playing has caused more than one death**

II * USE OF ENGLISH (4 points; questions 7-12, 0.25 points each; 13-17, 0.5 points each)

7. FIND IN THE TEXT ONE OPPOSITE FOR "alive" (adjective).

8. GIVE A NOUN WITH THE SAME ROOT AS "refuse" (verb).

9. FIND IN THE TEXT ONE SYNONYM FOR "fall down" (verb).

10. FILL IN THE GAP WITH THE CORRECT OPTION: "Would you mind with me?" to come / coming / came / come

11. FIND IN THE TEXT THE WORD WHICH HAS THE FOLLOWING DEFINITION: "One who makes decisions, exercises authority or directs and supervises workers."

12. WHICH WORD DOES NOT HAVE THE SAME MEANING? embarrassing / awesome / amazing / astonishing

13. USE THE WORDS IN THE BOXES TO MAKE A MEANINGFUL SENTENCE. USE ALL AND ONLY THE WORDS IN THE BOXES WITHOUT CHANGING THEIR FORM:

addictive	young	videogames	not	people	should	for	so	be
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14. JOIN THE SENTENCES USING A RELATIVE. MAKE CHANGES IF NECESSARY. "My nephew loved videogames. He had won an international competition."

15. TURN THE FOLLOWING SENTENCE INTO DIRECT SPEECH: The man asked him if his visit would take long.

16. TURN THE FOLLOWING SENTENCE INTO THE ACTIVE VOICE: The computer game was bought for 65€.

17. GIVE A QUESTION FOR THE UNDERLINED WORDS: They felt sad when they heard the news.

III * PRODUCTION (3 points)

18. Write a composition of approximately 120 WORDS ABOUT THE TOPIC PROPOSED. you must FOCUS STRICTLY ON IT: Do you think parents should limit the time their children spend on the computer? Discuss.