



Región de Murcia

Consejería de Educación, Juventud y Deportes  
Dirección General de Formación Profesional y  
Enseñanzas de Régimen Especial

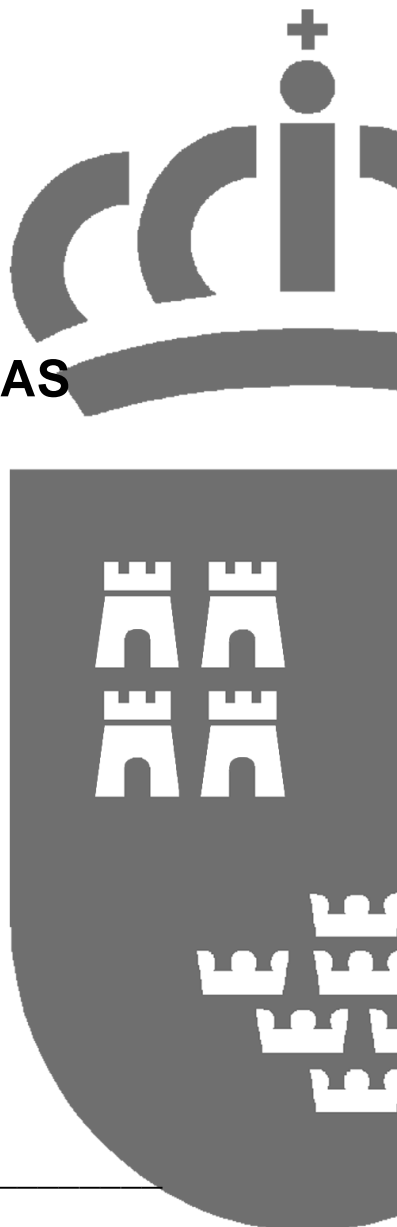
# ESCUELAS OFICIALES DE IDIOMAS DE LA REGIÓN DE MURCIA

## PRUEBA TERMINAL ESPECÍFICA DE CERTIFICACIÓN

### NIVEL INTERMEDIO B1 BILINGÜES

### CONVOCATORIA 2017

### COMPRESIÓN ESCRITA



NOMBRE: \_\_\_\_\_ DNI: \_\_\_\_\_

CALIFICACIÓN GLOBAL:       APTO                       NO APTO

TAREAS: La prueba de Comprensión Escrita consta de dos tareas.

DURACIÓN TOTAL:            60 minutos

INDICACIONES:

- Las dos tareas se desarrollarán en los espacios indicados.
- Debe emplearse tinta azul o negra. El uso del lápiz no es válido.
- Corregir ~~tachando~~ el texto. No usar correctores líquidos o cintas.
- Es obligatorio realizar las dos tareas.
- La suma total de las tareas es de 22 puntos. La calificación de "Apto" corresponderá a una puntuación igual o superior a 11 puntos. Una tarea en blanco supondrá la calificación de "No Apto".

CALIFICACIÓN:

\_\_\_\_\_ /22

C O R R E C T O R



# NI INGLÉS

# TEXT 1

**TASK 1: Read the following *Fortune* magazine article about the video game industry. Decide which SIX statements are TRUE. Write your answers in the grid, as shown in the example. (6 points)**

- A. (EXAMPLE) Last year, gamers were in their mid-30s on average.
- B. Many of the earliest gamers stopped playing video games as adults.
- C. Gamers from previous generations found it hard to catch up with the latest video game technology.
- D. In general, the gamers at the E3 Expo have not changed much throughout the years.
- E. As gamers grow older, they can afford to invest more money in their hobby.
- F. Content creators are coming up with original proposals that satisfy both young and old gamers.
- G. The recent games that are coming out this week are based on films from past decades.
- H. Video game sales are still increasing year after year.
- I. Today's youngsters do not find current games as attractive as old gamers did in their time.
- J. The newest Fallout 4 mobile version is supposed to catch the attention of younger players.
- K. Virtual reality will definitely be one of the greatest failures in the video game industry.
- L. Microsoft will be the first company to make an appearance in this year's gaming show.
- M. There will be no Fortune reporters on the spot to cover the event.

<b>A</b> example							<b>SCORE</b>
✓							___ / 6

**TASK 2: Find the word or phrase in the text for each of the following definitions. Item 0 is given as an example. \* Note: Verbs may not appear in the text in their usual bare infinitive form. (4 points)**

<b>0</b>	<i>verb</i>	(Example) To become fully developed or ripe. (PART 1)	<b><i>maturing</i></b>	✓
<b>1</b>	<i>adjective</i>	An older person or someone with a higher status or rank. (PART 1)		
<b>2</b>	<i>adjective</i>	Emotionally separated from a group. (PART 1)		
<b>3</b>	<i>verb</i>	To reach a maximum of capacity, value or activity. (PART 2)		
<b>4</b>	<i>phrasal verb</i>	To exhibit or display so as to cause admiration. (PART 2)		
<b>SCORE: ___ / 4</b>				

# TEXT 2

**Task 3: Read the article *Language Culture*. Decide which answer (A, B or C) best fits each gap. Write your final answers in the grid provided below, as shown in example 0. (12 points)**

0.	a. times	b. centuries	c. scenes	A	✓
1.	a. quite a headache	b. fairly easy	c. rather uncomplicated		
2.	a. grateful	b. worried	c. concerned		
3.	a. advantage	b. trouble	c. cool thing		
4.	a. already	b. still	c. no longer		
5.	a. Despite	b. Due to	c. However,		
6.	a. fair trade	b. global warming	c. cancer research		
7.	a. subtitled	b. banned	c. dubbed		
8.	a. lack	b. increase	c. great amount		
9.	a. As	b. What	c. Besides		
10.	a. true	b. low	c. bad		
11.	a. Hopefully,	b. Luckily,	c. Unfortunately,		
12.	a. Many	b. Very few	c. Plenty		

**SCORE:** \_\_\_\_\_ / 12



# TEXT 1

## THE VIDEO GAME INDUSTRY IS GROWING OLD, LAZY AND BORING

PART 1

The video game industry is maturing fast. The average age of a “gamer,” that is, someone who plays video games on a regular basis, is now 37, according to the Entertainment Software Association, an industry trade group. That’s up from last year, when the average came in at around 35 years old.

Surprised? Don’t be. After all, these “greying gamers” were the first generation to grow up with video games as children. As they’ve aged, many apparently kept on playing, going even deeper into the gaming universe through consoles, PCs, and now, their mobile devices.

If you want to see this older, more “refined” sort of gamer, then make your way to this year’s E3 Electronic Entertainment Expo in Los Angeles, the gaming industry’s biggest trade show. There you will see plenty of senior gamers moving around, many of them still wearing untidy beards and iconic T-shirts as if it was 2007.

Nowadays, this older generation of gamers have more money to spend on their hobby than a few years ago, assuming they are not married and have kids (which, unsurprisingly, many don’t).

However, the gaming industry seems to be stuck in time. Content makers have become lazy, failing to innovate on both the hardware and content side of the business. Potential young consumers feel left out and alienated, whereas older gamers are getting angry. Each new game unveiled this week in Los Angeles will almost undoubtedly be a mixture of characters and scenes derived from popular movie franchises that debuted in the late 1990s and early 2000s, such as *The Matrix*, *Starship Troopers*, *The Terminator*, *Sailor Moon*, and *The Hobbit*.

PART 2

The result of all this nostalgic and creative laziness is a much smaller market. Video game sales in the U.S. actually peaked in 2010, at \$17 billion, but have fallen progressively ever since (\$15.4 billion in 2014, according to NPD Group). This is expected to continue unless the industry finds a new source.

To be sure, this drop-off isn’t just because younger people don’t watch TV or because they are Snapchatting or whatever all day on their mobile phones. They aren’t interested because the content doesn’t speak to them. Either the games are terribly simple (and quickly forgettable), like *Candy Crush*, or they are worse versions of console games.

Nevertheless, the industry feels forced to “capture” this market. For example, on Sunday evening, Bethesda Game Studios, a major game developer, showed off its newest *Fallout 4*, but also revealed a new *Fallout* mobile game, apparently to “capture” the yet unnamed generation of kids today. Todd Howard, director of Bethesda Gaming, said the mobile *Fallout* version was “inspired by games we love going back 30 years,” and that gamers will see inspirations from older retro games which “we really, really like.”

It would be nice to see some real innovation as well as some fresh content aimed at a younger sector of the population. Virtual reality (VR), for example, has been talked about for years, but we have to see it come to market. It means building new games specifically designed for the virtual reality experience. If the content fails to impress consumers, then they won’t pay hundreds of dollars to acquire a VR system, and VR will die a quick death, just as it did in the 1990s.

So, given all that, what’s on the schedule for Monday at E3? Microsoft starts things off at noon (Eastern Time), followed by EA and Ubisoft later in the day. Sony will have its flashy press conference this evening around 8:30pm ET while Nintendo will have theirs tomorrow at noon, which is actually the official first day of the conference. *Fortune* will have people on the ground, so look out for news briefs throughout the day.

Source: <http://fortune.com/2015/06/15/video-game-industry-innovation>

# TEXT 2

## LANGUAGE CULTURE

There are 0 when I feel extremely lucky to be a mother-tongue English speaker. It's a great language! The spelling might be 1, but the grammar is relatively simple. It's perfect for songs, slogans, computer language, and anyone can learn a few phrases for travelling. I have always been secretly 2 that the "passport language" of the world is my language. I guess life would have been far tougher if I'd had to struggle with Chinese pronunciation or German word order. The 3 is that English is not really a passport language for everyone, and in any case perfect English might 4 be enough.

### TODAY'S WORLD

International and cross-cultural contacts are a fact of life these days. 5 the recent explosion in travel and tourism, multinational corporations increasingly require their employees to take part in negotiations, conferences and design projects with people from different countries. Teams of scientists from all over the world congregate at universities and research centres. Large international organisations collaborate on environmental issues such as 6. Even small-to-medium European enterprises are starting to do business abroad.

In these situations the Scandinavians are at a distinct advantage. They are used to watching English channels and are exposed to natural English from an early age, as opposed to most other parts of the world where English language films are 7, and where in many schools English is taught by non-native speakers with very little training. Poor levels of English are often matched by a(n) 8 of willingness to improve. Foreigners usually prefer to speak to other foreigners in English because it's easier. But they can stay in their comfort zone and get by with a very simplistic language similar to Orwellian 'newspeak'. 9 they don't realise, though, is that in Orwell's *1984* the simplistic language of 'newspeak' is used by the regime as a means of control to stop people from expressing themselves. Only a 10 command of any language will allow effective communication and subtlety of meaning.

### THE RIGHT GESTURE

But, as we know, words are only a small part of communication. People of different nationalities have different gestures, attitudes and etiquette. A few years ago there was an advert for a well-known brand of tea on TV. At the end, the young lady who was sipping the tea raised two fingers in what she thought was a Winston Churchill-style salute. 11, when you make the 'V for victory' sign, you should always use the inner part of your fingers. The lady on the advert showed the outside of her fingers, which for a British person is very rude -- much like raising your middle finger in Spain and the US.

This just goes to show how one small mistaken gesture can lead to misunderstanding. Think of all the gestures the Italians use! 12 of them, however, are international and well-known. The first time one of my friends poked her cheek with her forefinger to suggest that her food was delicious, I thought she'd broken a tooth!

*Source: Speak Up*