

**Nom :** PHILIPPE Tom

**Groupe :** 101

**Note globale sur 40 :**

**Note finale sur 20 :**

# Anglais S2

**Durée 1h30**

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Ce dossier comporte 4 pages.

Vous devez répondre aux questions **à l'encre** sur une copie d'examen, après y avoir clairement indiqué vos noms et groupes. Indiquez également de manière très claire le numéro des questions traitées.

**Aucun document ou appareil électronique ne sont autorisés pendant la durée de l'épreuve.**

Bon courage et relisez-vous bien !

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**EXERCISE 1 (20 points)**

Answer the questions below in short, correct sentences after you have read the text that follows.

Qu1 - How can video games affect the future of work according to this article? (5 pts)

Qu2 - Give three types of business influenced by video games. (3 pts)

Qu3 – Give a personal definition of the expression “user engagement” (paragraph 6). (4 pts)

Qu4 - What is your personal reaction to this article? Do you agree with the journalist? (50 words minimum- 8 pts)

## How Gaming Is Shaping the Future of Work

KATY TYNAN - MAY 02, 2016 Harvard Business Review

1. It's Friday morning just before 10 AM, and I'm packed in a queuing area with over a thousand fans, all eagerly awaiting the rope drop, and the start of day one of the conference. To my left is a teenager dressed as a leafy sprite complete with vines growing out of her head. To my right is Batman. This is PAX (the Penny Arcade Expo), one of the largest gaming conventions in the world, and I'm here to see the future—the future of work.

2. One of the most recent developments in gaming is 4K, or Ultra High Definition. This advanced resolution requires incredible video processing power, but also allows for the creation of immersive, lifelike renderings of gaming environments. The auto industry was among the first to see the promise of technologies like Computer Assisted Design (CAD) and Computer Assisted Manufacturing (CAM). They use simulators programmed with real-world physics and advanced imaging pioneered in the gaming world to test how new car designs respond to different driving scenarios. Designs are refined in the virtual world before automakers spend a cent building actual cars.

3. And that's just the beginning of what games have to offer business. Technologies like virtual reality, multi-user environments, and real-time gameplay are immersing gamers in war zones or distant planets today, but will be used by organizations to build a more collaborative workforce tomorrow.

4. Imagine joining a meeting that exists in virtual space – a conference room rendered in 3-D, complete with chairs, a table, a whiteboard, and coffee. As your colleagues join, you see their avatars enter the room and sit around the table. The meeting is an immersive simulation of an in-person meeting, created with the help of motion sensors that track physical movement or gloves equipped to capture hand movements and body language. Audio is a live feed from each participant. In this scenario, it's difficult for team members to slip off to do their laundry, or

multitask on other projects, because their attention is fully committed to the virtual environment of the meeting.

5. People playing immersive 3-D games are already using this technology. The gear is expensive (the Oculus Rift Headset rings in at \$599, Sony's PlayStation VR headset is \$400, and the HTC Vive is \$800), but as with any new technology, prices will drop over time. So while you're probably not sitting in a virtual conference room today, you may be soon.

6. Gaming is leading the way in another important area of technology: user engagement. Extending gameplay is a top priority among game designers. One of the ways they hold people's interest is by fostering personal connection. Many of today's most popular games, from golf simulators to The Sims, allow you to customize an avatar. This creates an emotional connection between the player and the game. QVIT, an online clothing store, allows shoppers to create personal avatars to try on outfits. They are betting that by seeing your virtual self in the clothes, you're more likely to buy.

7. While this may be worrisome for parents whose children can't stop playing video games, it's been welcomed as a tool to engage learners. In 2014, Microsoft made headlines when it acquired Minecraft – one of the most popular gaming platforms on the market. In early 2016, they announced the release of Minecraft Education Edition, placing a huge bet that gaming is the future of learning. As companies see the benefits of increased engagement through games, the number and variety of learning applications will continue to grow.

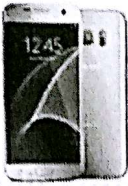

8. These are just a few of the technological advances coming out of the gaming industry. But one thing is clear: games are setting the pace. Are you paying attention?

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### EXERCISE 2 (10 points)

Write 5 sentences comparing the two smart phones below from the points of view of:

1. Overall dimensions
2. Weight
3. Screen size
4. Screen resolution
5. Battery

	 <b>Samsung Galaxy S7</b>	 <b>iPhone 6</b>
Display size	5.1-inch	4.7-inch
Display type	Super AMOLED / Gorilla Glass	IPS LCD Retina display / unknown
Resolution and ppi	1440 x 2560 pixels / ~577ppi	750 x 1334 pixels / 326ppi
Processor	64-bit Snapdragon 820 MSM8996 / 64-bit Exynos 8 Octa 8890	64-bit A8 processor
CPU	Dual-core 2.15 GHz & dual-core 1.6 GHz / Quad-core 2.3 GHz + quad-core 1.6 GHz	Dual-core Cyclone (ARM v8-based)
Dimension	142.4 x 69.6 x 7.9 mm	138.1 x 67 x 6.9mm
Weight	152g	129g
Battery	3,000 mAh / non-removable	1,810mAh / non-removable
Colors	Black Onyx, Silver Titanium, Gold Platinum	Gold, Silver, Space Gray

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**EXERCISE 3 ESSAY ( 100 words max ) 10 points**Select ONE of the following subjects :

- 1) Do you like video games ? Why / why not ?
- 2) Which smartphone do you prefer today ? Justify your answer .