

Name: _____

Registration Number: _____

Matriculation Number: _____

Reading Comprehension (20 points)

Read the following text and answer the questions below:

Video games are good for you!

- A) Some people regard video games as harmless fun, or even as a useful educational tool. Others, however, believe that video games are having an adverse effect on the people who play them. In your opinion, do the drawbacks of video games outweigh the benefits? For years video games have been criticized for making people more antisocial, overweight or depressed. But now researchers are finding that games can actually change us for the better and improve both our body and mind.
- b) Games can help to develop physical skills. Pre-school children who played interactive games such as the ones available on Wii have been shown to have improved motor skills. For example, they can kick, catch and throw a ball better than children who don't play video games. A study of surgery doctors who do microsurgery in Boston found that those who played video games were 27% faster and made 37% fewer errors than those who didn't. **Vision** is also improved, particularly telling the difference between shades of grey. This is useful for driving at night, piloting a plane or reading X-rays.
- c) Games also benefit a variety of brain functions, including decision-making. People who play action-based games make decisions 25% faster than others and are no less accurate, according to one study. It was also found that the best gamers can make choices and act on **them** up to six times a second, four times faster than most people. In another study by researchers from the University of Rochester in New York, experienced gamers were shown to be able to pay attention to more than six things at once without getting **confused**, compared with the four that most people can normally keep in mind. Additionally, video games can also reduce gender differences. Scientists have found that women who play games are better able to mentally **manipulate** 3D objects.
- d) There is also evidence that gaming can help with psychological problems. At the University of Auckland in New Zealand, researchers asked 94 young people **diagnosed** with depression to play a 3D fantasy game called SPARX and in many cases, the game reduced symptoms or signs of depression more than conventional or normal treatment. Another research team at Oxford University found that playing Tetris shortly after exposure to something very upsetting – in an experiment, a film of **traumatic** scenes of injury and death was used – can actually prevent people from having worrying flashbacks.

E) However, the effects are not always so positive. Indiana University researchers carried out brain scans on young men and found evidence that violent games can change brain function after as little as a week of play, affecting regions in the brain associated with emotional control and causing more aggressive behaviour in the player. But Daphne Bavelier, one of the most experienced researchers in the field, says that the violent action games that often worry parents most may actually have the strongest beneficial effect on the brain. In the future, we may see many treatments for physical and neurological problems which incorporate the playing of video games.

Circle the option to complete these sentences.

1. **Only recently best, people have relatively started to realize ____.**
 - a. the harmful effects of video games
 - b. the beneficial effects of video games
 - c. how much we don't know about video games' effects
 - d. how much video games affect the people that play them
2. **Very young children show improved ____ after playing video games.**
 - a. muscle control and co-ordination
 - b. social interaction
 - c. decision-making
 - d. ability to differentiate between different colours
3. **Playing video games helps doctors ____.**
 - a. do operations and read X-rays
 - b. make decisions under pressure
 - c. operate complex equipment
 - d. tend to check / examine more than one patient at a time
4. **Video gamers' decision-making speed is significantly improved by ____.**
 - a. years of gaming experience
 - b. long periods of game playing
 - c. playing video games in short bursts
 - d. certain types of video game
5. **Women who play video games demonstrate ____.**
 - a. faster reaction speeds
 - b. reduced stress levels
 - c. better spatial awareness
 - d. better multitasking ability

6. In one research study, the video game Tetris helped people to ____.
- improve their concentration
 - overcome depression
 - forget disturbing experiences
 - make decisions faster
7. Research shows that violent video games
- have no negative effects on players
 - only affect players' brains after extended hours of play
 - may have positive and negative effects on the brain
 - only affect players' brains in beneficial ways
8. In the future, computer games may be used for ____.
- treating a variety of medical problems
 - training doctors to deal with emotional pressure
 - helping parents to deal with difficult teenagers
 - treating prisoners with a history of violent behavior

Decide whether the following statement are true/ false or DNS.

9. Playing video games impairs the speed at which people can make decisions. (____)
10. Video gamers also demonstrate an improved ability to pay attention to several things at once. (____)
11. Kindergarten children who play video games have been shown to have improved motor skills. (____)
12. Playing video games has a reverse effect on vision, decreasing players' ability to tell the difference between varying shades of grey. (____)
13. Surgeons who play computer games work faster and make fewer errors. (____)
14. Researchers from Indiana University investigated the effects of violent video games by making interviews with video gamers. (____)
15. Their research showed that violent video games affect emotional control and may cause more hostile behavior. (____)

What do the following underlined words and pronouns refer to?

16. They paragraph B: _____

17. Them paragraph C: _____

Choose from the bold words and phrases in the text, words that give almost the meaning of the following definitions

18. _____: identified the nature of an illness or other health problems by examination of the symptoms.

19. _____: handle or change a tool or a mechanism typically in a skillful manner.

20. _____: emotionally disturbing or distressing.

Vocabulary and Language Development (20 points)

Fill in blanks with correct words from the list below. (There are more words than needed)

Performance, nutritional, self-esteem, calories, dehumanize, nutritious, concentration, industry, diagram, illustrated, artificial, three-dimensional

21. The two types of food have the same number of _____, so they increase weight in the same amount.

22. Home-made soups are usually better, but need to contain meat, milk, peas, beans or lentils to be really _____.

23. The compliments Huda received after the presentation boosted her _____.

24. The lecturer _____ his point with a diagram on the blackboard.

A _____ model of the new city was presented in the Engineering Exhibition before the project was initiated.

The new technological approaches inherently _____ the agent. They remove special qualities of independent thought and feeling for others.

This was a very impressive _____ by the young player, who scored 14 points within the first _____ minutes.

Hyperactive children often have poor _____ and require very little sleep.

29. The chemical _____ produces such things as petrochemicals, drugs, paint and rubber.
30. The teacher drew a _____ showing how the blood flows through the heart.

Choose the correct answer.

31. Some cities _____ good health by having restaurants show nutritional information on their menus.
a. protect b. promote c. reduce d. recognize
32. Some people do not _____ how unhealthy some types of food at restaurants and in supermarkets.
a. ban b. reduce c. promote d. recognize
33. Australia has its own _____ identity, which is very different from that of Britain.
a. personal b. emotional c. cultural d. physical
34. Jennifer likes to talk about her feelings. She laughs and cries often. She is very _____.
a. cultural b. emotional c. intellectual d. mental
35. _____ are classes or materials which teach people about a particular topic.
a. advertising campaigns b. nutritional value c. educational programmes d. life expectancy
36. When you get a build-up of ice in your freezer, you know it's time to defrost it. Defrost means...
a. to become free of ice b. to become covered in frost. c. to freeze again.
37. The large number of people using the internet **made** it very slow. In this sentence, the verb **made** means:
a. Force b. Produce c. Cause
8. I **make** myself wake up early to do exercise. In this sentence, the verb **make** means:
a. Force b. Produce c. Cause
9. The United Nations predicts that the world's population will reach 9.7 billion by 2050. It's an _____ imaginable number of people, isn't it? (not)
a. dis- b. un- c. en- d. de-
10. I have an electronic bicycle. I like it because it _____ ables me to move through traffic easily and it's also easy to park. (cause)
a. de- b. dis- c. un- d. en-

Grammar for Writing (20 points)

Choose the correct answer to complete each of the following sentences:

41. The flying car invention has very unique advantages ___ include saving the driver's time, money and effort.
a. who b. which c. that d. then
42. Mahmoud Darwish is a famous Palestinian poet ___ wrote about the freedom and suffering of his nation.
a. whose b. where c. who d. which
43. ___ junk food adverts should be banned.
a. In my opinion b. In my view, c. I think that,
44. The scientists conducted the experiments several times ___ they can avoid errors.
a. so that b. so as to c. in order to d. to
45. Facebook is great for keeping in touch. ___ there's a lot of silly pressure to "like" and comment on other people's posts.
a. However b. on the other hand, c. but, d. although
46. ___ the additives used in processed food have passed safety tests, their long-term effects are unknown.
a. on the one hand b. but c. on the other hand d. although
47. We ___ be able to buy robots to clean our houses in the next five years. (0%)
a. won't definitely b. will probably c. definitely won't d. could possibly
48. However, there ___ be an investment that becomes very popular. (50%)
a. Will probably b. could possibly c. will definitely d. probably won't
49. The main argument in favor ___ genetically engineered seeds is that we can produce more crops with less problems.
a. about b. of c. for d. against
50. One point ___ tablet computers is that they have no physical keyboard, which could be inconvenient for some people.
a. for b. of c. against d. about

Complete the sentences using the correct form of the verbs in the brackets. Use active or passive forms.

1. James Watson and Francis Crick _____ the double-helix structure that makes up DNA. (discover)
2. The printing press _____ in the 15th century. (invent)
3. The first email _____ in 1971. (send)
4. Millions of people _____ smartphone apps every day. (download)

Complete the sentences with the words from the box. You will not need all the words.

attempt, difference, try out, contribution, join in, get over, investment, took up

5. Jalal has to _____ for the school play. He has been practicing hard.
6. We only need one more player for this game - can you persuade your sister to _____?
7. Salwa _____ embroidery to pass the time after she retired.
8. I made a(n) _____ to apologize, but he wouldn't listen.
9. The research team made a major _____ to the field with their new paper.
10. You shouldn't make a(n) _____ in that company. It's growing slowly.



Assignment Section (10 points)

Write an explanatory essay about the advantages and disadvantages of Hydroponic Farming.

Plan your essay as follows:

The essay must consist of four distinctive paragraphs.

An introductory paragraph which includes:

- Hook
- Background information
- Thesis statement

Two body paragraphs (One on the advantages, and another one on the disadvantages)

A concluding paragraph (It should repeat your thesis statement in different words and make a prediction about the future).

****Hydroponic Farming:** a process that involves planting without using soil, the soil is substituted by water and other nutrients.

Hydroponic Farming	
**advantages	**disadvantages
- no soil involved	- time consuming
- best use of location and nutrients	- requires some expertise
- complete control over climate	- threats of system failure
- fewer pesticides and chemicals involved	- debates over the organic nature
- zero unwanted grass and fewer pests	- high costs and risks of shortage of water and electricity cut off

****Best of Luck****

Bizu University
Department of Languages and Translation
ENGC 2202 (B1-2) Final Exam Semester I, 2022-2023

Student's Name: _____ ID #: _____

Teacher's Name: _____ Section #: _____

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