



UTM
UNIVERSITI TEKNOLOGI MALAYSIA

Sekolah Pendidikan Profesional dan
Pendidikan Berterusan
(UTMSPACE)

**FINAL EXAMINATION / PEPERIKSAAN AKHIR
SEMESTER 2 – SESSION 2016 / 2017
PROGRAM KERJASAMA**

COURSE CODE : ULAB 1032
KOD KURSUS

COURSE NAME : INTRODUCTORY ACADEMIC ENGLISH
NAMA KURSUS

YEAR / PROGRAMME : 1 / ALL PROGRAMME /
TAHUN / PROGRAM SEMUA PROGRAM

DURATION : 2 HOURS / 2 JAM
TEMPOH

DATE : MAC / APRIL 2017
TARIKH

INSTRUCTION/ARAHAN :

1. Answer **ALL** questions in the spaces provided in this question paper .
Jawab semua soalan di ruang yang disediakan didalam kertas soalan.
2. Candidates are required to follow all intructions given by the invigilator.
Calon dikehendaki mematuhi semua arahan daripada penyelia peperiksaan.

(You are required to write your name and your lecturer's name on your answer script)
(Pelajar dikehendaki tuliskan nama dan nama pensyarah pada skrip jawapan)

NAME / NAMA	:
I.C NO. / NO. K/PENGENALAN	:
YEAR / COURSE TAHUN / KURSUS	:
COLLEGE NAME NAMA KOLEJ	:
LECTURER'S NAME NAMA PENSYARAH	:

This examination paper consists of **15** pages including the cover
Kertas soalan ini mengandungi 15 muka surat termasuk kulit hadapan

**PUSAT PENGAJIAN DIPLOMA
SPACE
UTM *International Campus*
PETIKAN DARIPADA PERATURAN AKADEMIK**

ARAHAN AM

1. PENYELEWENGAN AKADEMIK (SALAH LAKU PEPERIKSAAN)

1.1 Pelajar tidak boleh melakukan mana-mana salah laku peperiksaan seperti berikut:-

- (a) Memberi atau menerima atau memiliki sebarang maklumat dalam bentuk elektronik, cetak atau apa-apa jua bentuk lain yang ada kaitan dengan sesuatu kursus semasa peperiksaan bagi kursus tersebut dijalankan sama ada di dalam atau di luar Dewan/Bilik Peperiksaan melainkan dengan kebenaran Ketua Pengawas.
- (b) Menggunakan maklumat yang diperolehi seperti di perkara 1(a) di atas bagi tujuan menjawab soalan peperiksaan.
- (c) Menipu atau cuba untuk menipu atau berkelakuan mengikut cara yang boleh ditafsirkan sebagai menipu atau cuba untuk menipu semasa peperiksaan sedang berjalan.
- (d) Lain-lain salah laku yang ditetapkan oleh Universiti.

2. HUKUMAN

2.1 Sekiranya pelajar didapati telah melakukan pelanggaran mana-mana peraturan peperiksaan ini, setelah dibicara oleh Jawatankuasa Akademik Fakulti dan disabitkan kesalahannya, Senat boleh mengambil tindakan dari mana-mana satu, atau kombinasi yang sesuai dari dua atau lebih hukuman-hukuman berikut :-

- (a) Memberi markah SIFAR (0) bagi keseluruhan keputusan peperiksaan mata pelajaran yang berkenaan. (Termasuk kerja kursus).
- (b) Memberi markah SIFAR (0) bagi semua mata pelajaran yang didaftarkan kepada semester tersebut.
- (c) Pelajar yang didapati melakukan kesalahan kali kedua hendaklah diambil tindakan tatatertib mengikut peruntukan Akta Universiti dan Kolej Universiti, 1971, Kaedah-kaedah Universiti Teknologi Malaysia (Tatatertib Pelajar-pelajar), 1999.

SECTION A: READING COMPREHENSION (50 marks)

Text I (35 marks)

Read the text carefully and answer all the questions that follow.

- I If you are a parent in this era of information and communication, chances are you have a child who has played, is playing or will be playing video games. Prior to the 1980's, there were rudimentary computer games, commercially sold coin-operated games and home consoles. Now, the gaming world has expanded and has been subdivided into numerous categories. There are **casual**, serious and educational games ranging from console games to online role-playing games (RPGs) to the most recent and flourishing market of mobile games. Because video games are so **prominent** in children's lives, it is difficult to prevent them from playing video games entirely – but is that even necessary? However, with such a variety of game types out there, it is difficult to say if video games in general are good or bad. Fortunately, there have been countless studies done on this and information on the pros and cons can be easily found.
- II Some video games can be violent. A study found that violent games have been consistently popular among boys and girls. Educational games are more popular for some girls but throughout all age groups, **violent video games have never lost their superior power in the gaming industry**. In addition, several studies have shown the negative effects violent video games have on the younger generation. A study was conducted on children where the differences between playing violent and non-violent video games were compared. It was found that children who played a violent virtual reality game experienced more dizziness and nausea and exhibited more aggressive thoughts than those children who played a non-violent game. Although this study does not directly determine if **aggression** increases when they spend more time playing violent games, this study was able to observe behavioural changes that include more aggressive patterns.
- III Another negative aspect of video games is the fact that children are spending too much time playing the games rather than physically playing outside. It is evident that children are spending 13 to 14 hours a week playing video games rather than just a few hours a day. By spending too much time on their game console or on the computer, children are missing out on their social life. They are less likely to go out and get involved in extracurricular activities which inhibit them from meeting new people and making friends. Spending many hours in front of a screen and not having enough social interaction can also cause social problems thus resulting in these children becoming shy and introverted individuals.

- IV Playing computer games increases health risks among children if they are not monitored. There are some who claim that gamers are exposed to certain level of radiation from the monitor. However, it was reported that while there are no proven radiation-related health risks linked to computers and monitors, the level of screen brightness and the length of time that children spend focusing on the computer monitor sometimes lead to eye strain. Children can also potentially have weight problem. Playing games can make them more likely to become obese, as it stimulates their appetite by encouraging them to snack. Experts believe that this may explain why children who spend hours on game consoles are often obese.
- V However, research has also shown that playing video games can be beneficial for a number of cognitive and social functions. The most important thing one discovers in a game is following directions. In order to progress in games, one must first learn to follow the guidelines, restrictions and their components. As the player faces new challenges, he must also engage in problem-solving activity to find solutions. This is true for educational games, mind games and RPGs alike. The player cannot get through with what he already has or knows and must find new combinations and incorporate old skills with new skills to overcome obstacles.
- VI Gamers also get used to multitasking and quick thinking. As games become more intricate, players must juggle different objectives while keeping track of all the changing elements and connecting ideas. According to cognitive scientists, people who play video games become more attuned to their environment and are able to keep visual tabs on friends in crowds, are able to **navigate** better and better at everyday things like driving and reading small print. Playing games also significantly reduces reaction time that allows players to make quick and correct real-world decisions. Because of this effect on perceptual reaction time, even the U.S. military uses warfare **simulation** games in training and claims its benefits.
- VII Finally, gaming is a stimulating learning experience and a social activity. The reason why people find it so enjoyable is that games provide the right degree of challenge and the player takes an active role (unlike watching television). In addition, playing video games has become a social activity. In fact, nearly 60 per cent of frequent gamers play with friends, 30 per cent with siblings and 10 per cent with a spouse or parents. Many games require cooperative play and logistics, comradeship and frequent interactions between team members which improve social relationship between them and family members.

VIII Like so many other issues these days, the concept of video games is controversial. **Parents tend to approach video games like junk food.** The line between a healthy amount of gaming and an excessive amount is easily blurred especially when video games are as addictive as some studies claim. Banning games entirely may be good for some, but others will find that it may socially isolate their children and take away a source of joy. Opening the door to the good, however, will also allow access to the bad including exposing the children's minds to the realm of violence and taking their free time away from doing other things. In the end, it is important that parents monitor what kinds of games children are playing and being exposed to. This can help parents to make more informed choices for their children.

Adapted from:
<https://my.vanderbilt.edu/developmentalpsychologyblog/2014/04/effect-of-video-games-on-child-development/>, Effect of Video Games on Child Development, retrieved on 10 January, 2017.

AI Identify the paragraphs with the main ideas given below. Write the paragraph number in the spaces provided.

Main Idea	Paragraph
Behavioural changes and health effects in children due to violent video games	
Inactive lifestyle due to video games	
Video games enhance learning experience and social skills	
Playing video games improve problem solving ability	
Health risks to children when playing games	
Video games enhance multitasking and quick thinking skills	

(6 x 1m = 6 marks)

All Answer the following questions based on the above text.

1. Write the central idea of the text in the spaces below.

(1 mark)

2. What are the consequences of playing violent video games?

i) _____

ii) _____

(2 x 1m = 2 marks)

3. How does inactive physical activity affect children's social life?

i) _____

ii) _____

iii) _____

(3 x 1m = 3 marks)

4. How does playing video games develop problem-solving ability?

(2 marks)

5. Playing video games can develop multitasking and quick thinking ability among children. List the evidence to support the claim.

i) _____

ii) _____

iii) _____

iv) _____

(4 x ½m = 2 marks)

6. What is the dilemma that most parents experience in managing their children in playing video games?

(2 marks)

7. How can parents make a good decision on whether to ban or to allow their children to play video games?

(1 mark)

All State whether each of the following statements is TRUE (T) or FALSE (F).

1. It is difficult to determine whether playing video games is bad or good for children. []
2. The behavioural changes among children playing violent video games are positive. []
3. Educational games are more popular than violent video games among gamers regardless of their age. []
4. Playing video games enhances the development of good decision making ability. []
5. Engaging in challenging games makes gaming enjoyable. []
6. Children spend more time playing video games with their family members. []

AIV What can you infer from the underlined statement below?

1. Educational games were more popular for some girls but throughout all the age groups, violent video games never lost their superior power in the gaming industry. (Paragraph II, Line 3)

(2 marks)

2. Parents tend to approach video games like junk food. (Paragraph VIII, line 1 – 2)

(2 marks)

explains the meaning of each word in bold in the sentences that

educational games ranging from console games to online RPG's (role
playing games) to the most recent and flourishing market of mobile games.

tion

so **prominent** in children's lives, it is difficult to prevent them from playing
games that even necessary?

not directly determine if **aggression** increases when they spend more time
playing video games. This study was able to observe behavioural changes that include more

aim

Scientists, people who play video games become more attuned to their
surroundings. People who play video games, are able to **navigate** better and
more accurately in real life situations like driving and reading small print.

Because of this effect on perception and reaction time, even the U.S. military uses warfare **simulation**
games to train its soldiers and maximize its benefits.

(5 x 1m = 5 marks)

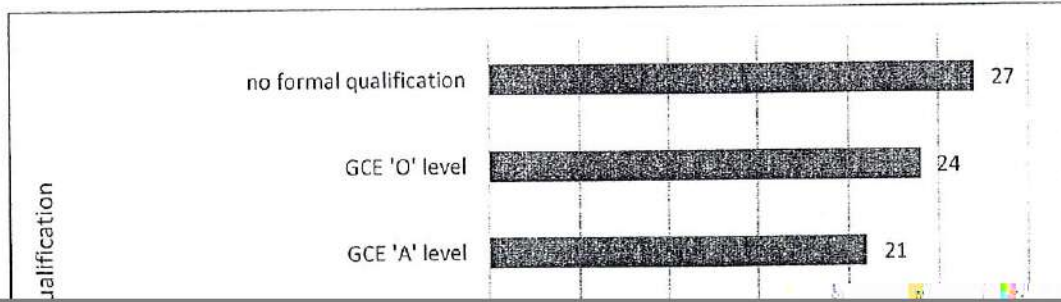
AV Circle the correct option that
follow.

1. There are **casual**, serious and competitive (serious and competitive playing games) to the most recent (serious and competitive playing games) to the most recent and flourishing market of mobile games.
A. relaxed situation
B. without interest and attention
2. Because video games are so **prominent** in children's lives, it is difficult to prevent them from playing games that even necessary?
A. significant
B. noticeable
3. Although this study does not directly determine if **aggression** increases when they spend more time playing video games, this study was able to observe behavioural changes that include more aggressive patterns.
A. violent behaviour
B. forceful pursuit of one's aim
4. According to cognitive scientists, people who play video games become more attuned to their surroundings. People who play video games, are able to **navigate** better and more accurately in real life situations like driving and reading small print.
A. explore
B. manage
5. Because of this effect on perception and reaction time, even the U.S. military uses warfare **simulation** games to train its soldiers and maximize its benefits.
A. imitation
B. deception

Text II (15 marks)

Read the text carefully and answer the questions that follow.

- I England has joined the rest of the United Kingdom in banning smoking in most public places. It is a move that affects most Britons, from the nonsmokers happy to leave the pub without smelling of cigarettes to the millions of smokers whose habits may change. There seems to be a never ending debate on the effectiveness of the smoking ban, but it has been imposed because of well-known reasons.
- II Hundreds of thousands of deaths can be prevented by England's smoking ban. According to the Cancer Research UK, about 50,000 cancer deaths and a further 70,000 deaths from heart disease and strokes are caused by smoking each year. Supporters of the ban argue that besides helping active smokers, it can protect many nonsmokers from the effects of **passive smoking**. However, many children will still be exposed to smoking, as their parents will smoke at home instead. England will have to think of alternative strategies to protect children from passive smoking.
- III In terms of revenue, some argue that smoking is good for England's treasury. Smoking has earned the treasury more than £8 billion in 2014. However, this does not imply that England enjoys collecting taxes from cigarette sales. Medical treatment on smoking related diseases is costly. According to the UK's National Health Service, the government spends £2.5 billion a year on medical treatment due to smoking related diseases.
- IV According to those who oppose the move, the ban will badly hit cigarette manufacturers and their workers. However, supporters of the ban point out that cigarette prices have already been raised to offset any fall in sales, and that they believe the livelihood of manufacturers and their workers are protected. Furthermore, "smokers will continue to smoke regardless of the ban", said Imperial Tobacco Company.
- V To effectively deal with smoking and its pressing issues, it is therefore necessary for the government to have detailed demographic information on smokers in England. A crucial demographic information is education. Since education plays an important role in raising awareness on the benefits of nonsmoking and the dangers of smoking, it is therefore necessary to gauge the education level of smokers in England. Figure 1 illustrates the level of education of smokers based on their qualification in England in 2015.



1. What is the main reason for England to introduce the nonsmoking ban?

2. What does the phrase '**passive smoking**' in paragraph II, line 4 refer to?

(1 mark)

3. Why did England not benefit much from the high revenue collected from cigarette taxes?

(2 marks)

4. Based on information in the text, which of the following statements are **NOT TRUE**?

(2 marks)

- I. The ban will protect children from smoking.
- II. The ban will be supported by passive smokers.
- III. The ban will not decrease the number of smokers in England.
- IV. The ban will result in a decrease in taxes for England's treasury.

- A. I and II
- B. I and IV
- C. II and III
- D. II, III and IV

(1 mark)

5. Which of the following statements is **TRUE** about Figure 1?

- A. The percentages of smokers in the GCE 'O' level and GCE 'A' level were somewhat similar.
- B. The percentage of smokers from the lowest to the highest qualification groups showed an increasing trend.
- C. The percentage of smokers from the GCE 'O' level group was higher than that of the no formal qualification group.
- D. The percentages of smokers from the degree level and higher education group were almost half of the tertiary education group.

(1 mark)

6. Which of the following statements is **TRUE** about Figure 2?
- A. It showed the percentage of smokers based on types of education.
 - B. The percentage of smokers in the routine and manual labour occupation was lower than that in the intermediate occupation.
 - C. Smokers from the managerial and professional group spent more on cigarettes than those in the routine and manual labour occupations.
 - D. The combined percentage of smokers from the intermediate and the managerial and professional groups was lower than that of the routine and manual labour group.

(1 mark)

7. Based on the levels of occupation, which of the three groups (high, middle and low) have the highest and lowest tendency to smoke?

(2 marks)

8. What is meant by the phrase '**pleasures of the poor**' in paragraph VI, line 3?

(1 mark)

9. What is the key demographic information focused by the report? Quote the complete sentence from the text that shows the importance of this demographic information.

(2 marks)

10. Figure 1 shows that the percentage of smokers in the degree level and higher education group is the lowest. In your opinion why is this so?

(2 marks)

SECTION B: WRITING (10 marks)

England has set new targets to reduce smoking among the general population to 10 per cent for adults and to one per cent or fewer for children by 2020. Across all ages, especially adults, there has been an increase in hospital admissions and deaths which are related to smoking. The escalating medical treatment cost as a result of smoking related diseases is a strain on public funds. To address this problem, an investigation was carried out to study the number of smokers based on their age in England.

Write a report on the percentage of smokers based on their age in England.

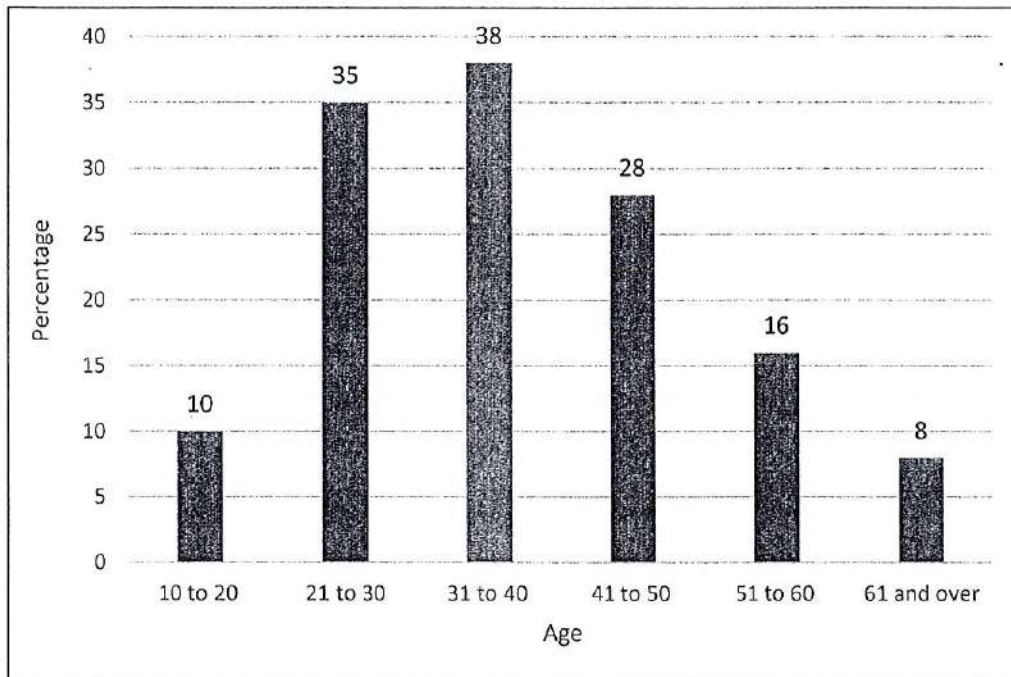


Figure 1: The percentage of smokers based on age group in England in 2014

Adapted from <http://content.digital.nhs.uk/catalogue/PUB20781/stat-smok-eng-2016-qual.pdf>, Statistics on Smoking, England (2016), retrieved on 31 January 2017

1.0 Introduction

What does Figure 1 show?

(1 mark)

2.0 Analysis

2.1 Describe the percentage for the first three age groups of smokers.

(2 marks)

2.2 Describe the percentage for the last three age groups of smokers.

(2 marks)

2.3 Compare the percentage of smokers between the youngest and the oldest age groups.

3.0 Conclusion

(2 marks)

Conclude your writing by giving a summary of the findings.

(3 marks)

End of Question Paper

Mukasurat ini sengaja dibiarkan kosong

[This page is purposely left blank]