

SECTION A (50 marks)

READING: TEXT I (30 marks)

Read the passage below and answer all the questions that follow.

- I The controversial game Pokemon GO was launched in Malaysia on August 6, 2016. Using a smartphone, the highly popular location-based game requires players to move around in real life to catch virtual pocket monsters or Pokemon. Players can replenish ammunition and useful items at spots known as PokeStops which are located at offices, shopping complexes, places of worship and various landmarks. Besides PokeStops, there are also PokeGyms where Pokemon players can go to battle and train their monsters. Such PokeGyms are controlled by a winning team and can be taken over through battles. Generally, the game offers both advantages and disadvantages to the players and the public.
- II Ever since its launch, the game has been received with open arms by fans and even created new followers. Therefore, if you see people pacing around with their eyes fixed on their handphones while walking and fingers swiping furiously at the screen, you know they are most likely playing Pokemon GO. As the game continues to gain popularity, it has spawned a culture of people walking around in search of cyber monsters at their home, workplace, commercial areas and even places of worship. This phenomenon has caused a great concern among employers and various religious bodies.
- III The Malaysian Employers Federation (MEF) which is an umbrella body that is made up of 5,000 employers and corporations from 22 associations, expresses its worry that employees will not be giving their best at work if they are too engrossed playing Pokemon GO. Workers would tend to sleep later than usual or not at all, and come to work not fully alert. This can affect productivity. Some of them may even take emergency leave or sick leave to fulfill their craving to play the game. MEF hopes the employees are fully aware of company policies which require them to give their full commitment to the company during working hours. If any employee is caught playing Pokemon GO during working hours, it is a breach of discipline and can even lead to dismissal.
- IV Similarly, in the public sector, Chief Secretary to the Government Tan Sri Dr Ali Hamsa said that the government will not stop civil servants from playing the game but will monitor the situation to see if it has any effect on productivity. Human Resources Minister Datuk Seri Richard Riot has also highlighted that employers have the right to dictate to employees the dos and don'ts of engaging in the game during office hours. As some offices are tagged as PokeStops and PokeGyms, employees are distracted to play the game during office hours. Some workers may say such games are good to let off steam from work but employers fear that the behaviour may lead to addiction. If employers find this too distracting, they should report to Niantic Labs, the developer of Pokemon GO, to untag their premises.

- V Not only does the game worry the employers of private and the public sectors, it also causes some ripples among religious communities. This is because some PokeStops and PokeGyms are also places of worship like shrines, churches and mosques. While the Kedah Fatwa Council has deemed the game as *haram* (forbidden), the office of Federal Territories Mufti Datuk Dr Zulkifli Mohamed Al-Bakri has said otherwise. However, the mufti's office clarified that Muslims are discouraged from playing Pokemon GO as it can bring more harm than good. The National Evangelical Christian Fellowship of Malaysian Chairman Reverend Dr Eu Hong Seng, too, discourages Christians from playing the game and advises churches to request that their premises be removed as PokeStops and PokeGyms. "Our concern is the addiction to any computer game, not just Pokemon GO as this is affecting both children and young adults. Many of these games are fun but full of sinister spiritual connotations. They often promote mind-reading, use of poison, use of occultic powers and encourage fighting," he says. On the contrary, Malaysian Consultative Council of Buddhism, Christianity, Hinduism, Sikhism and Taoism Vice President Jagir Singh says the decision to play the game rests on the people. "If people find that it is against their religion, then they shouldn't play the game. It should not hurt anyone's feelings or go against the law. If you find it offensive, then avoid it," he says.
- VI Another interesting point of view comes from Reverend Father Lawrence Andrew, the editor of the Catholic Weekly *The Herald*. He acknowledges that some churches have been tagged as PokeStops and PokeGyms and to him there is no harm to this as long as it is not disruptive to church services and ceremonies. He believes the game has both positive and negative points. On the positive side, it strengthens friendships and unites people from various backgrounds in a common interest to search and catch Pokemon. The game encourages people to go outside instead of being sedentary and makes them excited to be in search of things. It may also encourage young people to come to church if it is a PokeStop. However, the negative effects can sometimes outweigh the positive side of the game. There is a possibility that the players may risk their security and life if they are too absorbed in the game. They may become vulnerable to strangers, lose personal status or privacy and get into accidents resulting in bodily injuries or even death.
- VII Meanwhile, Federation of Taoist Associations Malaysia President Dao Zhang Tan Hoe Chieow feels that tagging roadside shrines and temples as PokeStop and PokeGym is not an issue as players generally do not create any disturbance as they can access the stops and gyms without going into the building or coming too close. He believes that such stops can even promote a shrine or temple. He says society has to accept technological advancements including such augmented reality games. This is only a phase that will soon pass.
- VIII In response to the various issues related to Pokemon GO, including employers' concern on worker productivity and inappropriately located PokeStops and PokeGyms, gamers are in defence of the game. They say that the challenges and issues arise not because of the game but the irresponsible

players or human behaviour. Work productivity is reduced by indisciplined employees not good workers who are professional enough to refrain from playing the game while working. Thus blaming the game for certain individuals' stupidity, laziness, insensitivity and carelessness, is similar to blaming the existence of knives which can be used for mass killings instead of blaming the individual mass killer. Gamers however acknowledge that companies have the right to ban online games during office hours similar to banning Instagram or Facebook checking. As for places of worship being game stops, as long as gamers respect the rules of the site, do not disturb prayers or dirty the compound, they should welcome people with open arms. A more optimistic view is that they will be able to get more people to perform prayers in their premises by utilising their advantage as PokeStops or PokeGyms.

- IX In order to minimise the negative impact of Pokemon GO, measures must be taken by various parties involved. Companies that fear a decline in productivity among their workers are advised to issue memos reminding them to refrain from playing the game during office hours. If the problem continues, verbal and written warnings can be issued. To study the impact of PokemonGo on work productivity among Malaysian workers, MEF Executive Director Datuk Shamsuddin Bardan says a survey will be conducted soon among its members from various industries. The results of the survey will be collated to recommend best practices for employers to deal with the situation. Meanwhile, the Malaysian Communications and Multimedia Commission (MCMC) advises the public to observe the existing rules and regulations at various areas, including their workplace and places of worship. To ensure safety, the public are advised not to play the game when driving, cycling or riding motorcycle. Gamers should avoid meeting strangers especially when playing the game alone.
- X In conclusion, like any other technological advancements, Pokemon GO brings both advantages and disadvantages to the players and the public. Technology must be embraced for the right purpose – be it for recreational, therapeutic or competitive purposes. Technology can be harmful, destroy interpersonal relationship, blur the lines between appropriate and inappropriate behaviours and cause confusion between reality and the virtual world. In order to benefit from technology, knowing how to embrace technology in a balanced manner is the answer.

Adapted from: Meiking, Y. (2016, August 14). Reaching the Pik-achu. *SUNDAY STAR*, pp. 18-20.

A I Write the main ideas for paragraphs II, V, VIII and IX in the blank spaces provided.

Paragraph	Main Idea
II	
III	MEF concerns on work productivity of Pokemon GO players
IV	The impact of Pokemon GO on workers in the public sector
V	
VI	Reverend Father Lawrence Andrew's views on Pokemon GO
VII	The opinion/view of President Dao Zhang Tan Hoe Chieow on Pokemon GO
VIII	
IX	

(4 x 2m = 8m)

A II Answer the following questions based on the text.

1. What is the main objective of catching the Pokemon virtual monsters?

(1m)

2. According to the Malaysian Employers Federation, what are the factors that negatively affect workers output due to playing Pokemon GO?

i. _____

ii. _____

(2m)

3. In the following excerpt, what does the highlighted phrase mean?

*"Some workers may say such games are good to **let off steam from work** but employers fear that the behaviour may lead to addiction."*

(2m)

4. State the difference in view regarding Pokemon GO between the Kedah Fatwa Council and the Mufti of Federal Territories?

(2m)

5. Why does Reverend Dr Eu Hong Seng discourage people from playing Pokemon GO?

i. _____

ii. _____

(2m)

6. What is the argument given by Pokemon GO players to counter the claim that playing the game leads to reduced productivity at work?

(1m)

7. Give two measures to reduce the adverse influence of Pokemon GO.

i. _____

ii. _____

(2m)

A III State in the brackets provided whether each of the statements given below is True (T) or False (F).

1. Pokemon GO players can restore their gaming resources by visiting a PokeStop. []
2. According to the Malaysian Employers Federation, workers caught playing Pokemon GO while working will be dismissed. []
3. Workers in the government sectors are allowed to play Pokemon GO. []
4. According to Vice President Jagir Singh, people should be given the freedom to choose to play or not to play Pokemon GO. []
5. Gamers are positive that more people will pray at places of worship tagged as PokeStops and PokeGyms. []

(5 x 1m = 5m)

A IV Choose the correct meaning of the words highlighted in the following sentences according to the context in which they are used. Circle the correct option.

1. Therefore, if you see people pacing around with their eyes fixed on their handphones while walking and fingers swiping **furiously** at the screen, you know they are most likely playing Pokemon GO.
 - A. fiercely
 - B. violently
 - C. frantically

2. If any employee is caught playing Pokemon GO during working hours, it is a **breach** of discipline and can even lead to dismissal.
 - A. gap
 - B. break
 - C. violation

Text II (20 marks)

Read the text below and then complete the tasks that follow.

- I Video games are unique forms of entertainment because they encourage players to become a part of the games' script. Although video games have been available for more than 30 years, today's sophisticated video games require players to pay constant attention to the game. In today's video games, players are involved on deeper level both physically and emotionally than people do when playing previous video games.

- II There has been a lot of news about the negative effects of video games on children. According to the Centers for Disease Control and Prevention in America, video games are responsible for an increase in childhood obesity. Besides childhood obesity, Science Daily reports that video games increase anxiety, stress levels and violent behaviour. However, not all the effects of video games are negative. Children can experience some positive benefits from a moderate amount of time playing either violent or non-violent video games.

- III Playing video games benefits children in several ways. First, video games develop critical thinking among children and force them to think quickly. According to a study explained on the Daily Tech website, action video games in particular encourage players to make fast decisions using evidence gathered throughout the game. Kids who play video games are given unusual problems to solve, many of which must be solved very quickly. This process improves critical-thinking skills and can teach kids the value of trying several different solutions to a problem, a skill that will benefit them for life. Additionally, children who are able to pay attention to a sequence of events in a video game are more likely to apply this skill to their real lives.



relationship skills.

- VI Moreover, video games also improve hand-eye coordination in children. Children do not necessarily need to play sports to improve their hand-eye coordination. At Deakin University in Australia, health researchers found that pre-schoolers who play interactive video games, such as Wii, have better motor skills than kids who do not play them. The study found that children who played those games were better at skills such as kicking, catching or throwing a ball.
- VII Video games are also a platform for emotional outlet. For children who are not into football or other aggressive sports, video games may act as a channel to release unexpressed aggression and frustration. Voicing frustration or anger in a game may help reduce stress. They also give introvert kids a chance to exert a dominant behaviour.
- VIII In conclusion, scientists and psychologist find that video games can have many benefits to children. The benefits are developing critical thinking and social development skills, enhancing

3.

Title: _____ (1m)	
Benefit	How
1. Develop critical thinking skill	i. _____ _____ _____ (1m)
	ii. _____ _____ _____ (1m)
2. Develop social skill	i. _____ _____ _____ (1m)
	ii. _____ _____ _____ _____ (1m)
3. Enhance cognitive skill	i. _____ _____ (1m)



<p>4. _____ _____ _____ (1m)</p>	<p>i. Anticipate movements ii. _____ _____ _____ _____ (1m)</p>
<p>5. _____</p>	<p>i. Improve motor skills such as</p>



II Match the bold words in the following sentences with the words that mean the same as in the text. Refer to the part of the text indicated in brackets. Write the word from the text in the spaces provided.

1. The objective of the recycling campaign is to persuade the public to recycle their waste.
(Paragraph I) _____
2. Lung cancer is one of the adverse effects of smoking.
(Paragraph II) _____
3. Critical patients need quick help treating their pain and suffering in the hospital.
(Paragraph V) _____
4. The child is expressing his anger by throwing his toys all over the room.
(Paragraph VII) _____
5. It was a relief to discover that the old man was not in the building during the fire last night.
(Paragraph VIII) _____

(5 marks)



SECTION B (10 marks)

Fill in each blank with the correct word from the options given in the box.

involved	sample	average	particularly	allow
relationship	basis	opposite	concluded	higher

According to one Australian study published in the International Journal of Communication, playing online games may boost teenagers' school results. In contrast, the study found that spending time on social networks such as Facebook could do just the (1) _____.

The research based on the performance of 1 _____