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Part-time placement Test

Level: Upper & Pre-advance

Reading

Part1:

You are going to read an article about the video games industry. For questions ….., choose the answer (A, B, C, or D) which you think fits best according to the text.

A career in the video games industry?

Reporter Lauren Cope finds out about working in the video games industry.

Initially populated by computer scientists and the self-taught, the video game design industry used not to offer many routes into its midst. Often, perhaps unfairly, viewed as just a hobby for young enthusiasts, the video games industry is now being taken seriously. Surprised? Industry experts aren't.

It's not easy though. Video game son-offs that rapidly follow any new movie require dozens of team members and months of incredible skill, perseverance and intricacies. As with almost every industry, it's tricky to get into — but it is expanding. Jim Donnelly, a spokesman for an online games magazine says: 'It's certainly very difficult to make much headway within big companies, or to influence any of the really big mainstream games. But the truth is, the industry needs game designers more than ever. Not just director-level people who orchestrate an entire game, but the lower-level people who design systems and individual set pieces.'

So, how can you get into such a competitive industry? Although many companies prefer people to have a degree in computer science, Jim disagrees. 'There is only one route: make games. The tools are there. You won't get a job if you haven't made something, and you won't get anywhere independently if you are not making stuff. Game design is less a job than it is a way of life. Like any creative endeavor it must be done to be real.' Another industry expert, John Field, sees other options. 'There's a lot to be said for "just doing it", but it's really more complicated than that. There are lots of people who want to work in games, but few who measure up to the requirements of the industry these days; even fewer who have the create talent, technical know-

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how, vision and entrepreneurial ability to really contribute to the ever-changing face of an evolving medium.'

Can you do it on your own? 'Perhaps, but it's pretty tricky,' says John. 'However, a good postgraduate course in games can help, plus provide a year or two of top-level support and guidance. Most games designers start their careers as programmers, or artists, progressing their way up the ladder. They are interested in all forms of entertainment media, plus have a healthy appetite for all areas of the arts and contemporary culture. They may or may not have spent a few years in the working world post-graduation, but have realized that games is going to be their "thing". They are not merely fans, but are fascinated by the future possibilities of games, and are aware of the increasing breadth and diversity of the form. And finally connections can help. This is often *overlooked*, but in order to get ahead in games — as in many other areas— you need to network.'

The childish stereotype of the adolescent boy glued to his games console has long been replaced by the more accurate perception of a grown-up medium, grabbing our attention. Families frequently get involved on interactive consoles. Smart phones introduce a wealth of new games through apps, as well as social media. John believes there is plenty of room for expansion. 'Games have become pervasive play-things for increasingly large audiences. They are also a great way to learn things and I see this already big area as an expanding array of possibilities and opportunities.

1. What is the writer's main point about the video games industry in the first paragraph?

A. It is reasonable to consider making a living in this field.

B. Young people's contributions to it should be appreciated.

C. It offers a relatively limited number of career options.

D. Specialists in this area have failed to value it's potential.

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2. What does Jim tell us about the video games industry?

A. It can be hard to decide which idea will prove successful.

B. Many designers are required to take charge of each large project.

C. It is worth recognizing the value of having a long-term strategy.

D. There is room for people with different degrees of responsibility.

3. What does 'that' refer to in paragraph 3?

A. getting a degree in computer science

B. making games

C. being independent

D. seeing other options

4. What opinion does John express in the third paragraph?

A. It is a mistake to believe that the jobs people do in the industry are easy.

B. Many people lack the qualities needed to do effective work in the industry.

C. The industry could benefit from people who have a strong desire to work in it.

D. The industry is changing too rapidly for people to keep up with it.

5. What does 'overlooked' mean in paragraph 4?

A. not considered

B. understood

C. not used

D. required

6. In the final paragraph, we are told that

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A. video games have not been effectively exploited as learning tools.

B. young people are being offered more demanding games to play.

C. people used to misunderstand the true nature of video games.

D. other technologies have forced the games industry to complete.

Part 2:

You are going to read a newspaper article about the Hollywood sign in the United States of America. Six sentences hav been removed from the article. Choose from the sentences A-H the one which fits each gap (7-12). There is one extra sentence which you do not need to use.

A. Even so, people still try to climb over the barrier, mostly innocent tourists surprised that you can't walk right up to the sign. B. They mostly get turned down. C. If one of them ever fell down I would have to put it back up at exactly the same angle. D. We used to have real problems. E. Things have changed a lot since then. F. It's still there, of course, and it a symbol of the entertainment world. G. If the purpose is commercial — to promote something — payment has to be made.

A. Even so, people still try to climb over the barrier, mostly innocent tourists surprised that you can't walk right up to the sign.	**E.** Things have changed a lot since then.
B. They mostly get turned down.	**F.** It's still there, of course, and it a symbol of the entertainment world.
C. If one of them ever fell down I would have to put it back up at exactly the same angle.	**G.** If the purpose is commercial — to promote something — payment has to be made.
D. We used to have real problems.	

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The Sign on a Hill

At the top of a hill called Mount Lee in Los Angeles on the west coast of the USA is a very famous sign, recognizable to people around the world. My job is to look after this sign. It say *Hollywood* and that's of course the place where films have been made for over a hundred years. The first film was made there in 1907 and by 1912, at least 15 independent studios could be found making films around town.

The film industry continued to grow and the name Hollywood, which by the 1920s represented not just a city but also an industry and a lifestyle, was made official when the 'Hollywoodland' sign was erected in 1923. It was only supposed to last about a year. [7] But it wasn't always. It started out as a massive billboard advertising an upscale suburban development called Hollywoodland.

In the 1940s, TV started to become popular and some Hollywood film studios closed, but then TV companies moved in and took them over. At this point, the city of Los Angeles decided to renovate the sign. The letters spelling 'land' were removed and the rest was repaired. Modern Hollywood was born. the letter in the sign weren't straight and still aren't. [8] They follow the shape of Mount Lee and this is part of their fame.

I am responsible for maintaining and protecting the sign. [9] When I first arrived in 1989, security was pretty low-tech— we put a fence around the sign to stop trespassers messing with it. But people just jumped over the fence. The back of the sign was black with graffiti—there was barded wire across it, but they still got through. So I decided to improve the effectiveness of the security.

Now we have motion-detectors and cameras. Everything goes via the internet to a dedicated surveillance team watching various structures around the city. [10] But they can get a closer look on one of my regular tours.

It's also important to protect the sign's image as it's used in loads of adverts and news pieces. There's a simple rule about how the sign can be used. [11] However, it mostly comes down to the look. To take a different example, if you used 'Hollywood' in the name of your company it would depend what the word looked like, whether it was just spelled out or whether the image of the sign itself was used.

People call up with the most ridiculous ideas. They want to light the sign, paint it pink, or cover it in something to promote their product. You'll get a really enthusiastic marketing executive call up, terrible excited because they think they're the first person to think of this or that idea. [12] That's because we don't like to change the image and we hope it will have the same significance for generations to come.