FORMULA C1 ADVANCED

Progress Test 3

Name: _____

LISTENING

You will hear five different extracts. For questions 1–10, choose the correct answer (A, B or C). You will hear the recording twice.

Extract One:

You hear two friends talking about a new diet.

1 Where did Samantha get the inspiration for her diet**?**

A From her friend's recommendation.

B From seeing pictures on social media.

C From something the doctor gave her.

2 What is the man's advice?

A Make sure she seeks medical advice before continuing the diet.

B Find out whether the diet can be in any way harmful to her health.

C Be careful about following any diet that isn't evidence-based.

Extract Two:

You hear two friends talking about a newly circulated five-pound note.

3 What does Ben think about his brother-in-law?

A He's very knowledgeable in many areas.

B He's quite a dull person to speak to.

C He's obsessive about financial investments.

4 What does Ben say about the first polymer notes?

A They were popular in hot countries.

B They had some initial flaws.

C They had to withdraw them.

Extract Three:

You hear two friends talking about taking good photos.

5 What kind of background does Debbie recommend?

A Striking.

B Simple.

C Light.

6 When does Polly take photos?

A When she's in her bedroom.

B Early in the mornings.

C At random times.

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Extract Four:

You hear two women talking about their children.

7 What has recently changed about Ben?

A His height.

B His writing.

C His likes.

8 What's the problem with Rosie?

A She's too small for her age group.

B She doesn't show concern for others.

C She doesn't make friends easily.

Extract Five:

You hear two friends discussing live television broadcasts.

9 How does Harry feel about the seven-second delay?

A Reassured.

B Disillusioned.

C Sceptical.

10 How did the broadcast delay come about?

A To avoid problems with the limited technology at the time

B To check that no unsuitable content was broadcast

C To adhere to the legal requirements of the time

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FORMULA C1 ADVANCED

Progress Test 3
Name: _____

READING AND USE OF ENGLISH

Section 1
For questions 1–7, complete the second sentence so that it has a similar meaning to the first sentence, using the word given. Do not change the word given. Use between three and six words, including the word given.

1 Lisa only joined the book club because her friend Jane was a member.

NOT

If Jane hadn't been a member, Lisa _____ the book club.

2 'Don't forget you have an appointment at the dentist tomorrow morning.'

THAT

My friend _____ an appointment at the dentist the following morning.

3 In my view, of all my friends, Chen is the one that I can really trust.

MOST

I think that Chen is _____ of all my friends.

4 'You'll do well in the exam if you revise the relevant chapters.'

AS

Their teacher said that they'd do well in the exam _____ the relevant chapters.

5 Last year the company made a great deal less money than it did this year.

CONSIDERABLY

The company has _____ this year in comparison to last year.

6 The band cancelled the concert because they did not sell many tickets.

LACK

The concert was cancelled due _____.

7 Only employees who demonstrate excellent communication skills will be promoted.

THEY

Employees are unlikely to be promoted _____ excellent communication skills.

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FORMULA C1 ADVANCED

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Name: _____

Section 2
Read the advice given by four board game creators on creating successful board games. For questions 8–15, choose from the creators A–D. The creators may be chosen more than once.

An inside view: Creating a board game
Four creators of board games share their advice with readers.

A Jamie
The modern world of board games is a far cry from that of the tedious games of many people's childhoods. Nowadays it's vibrant, creative and highly competitive. As a result, taking the great idea you had over dinner one evening to an actual viable product requires you to be somewhat business-minded and have a proper plan, not just a few bullet points scribbled on the back of an envelope. It does not matter how innovative your game is; if you haven't got a clue about your intended audience and how to get their attention, your chances of success will be greatly diminished. It's not that you need to engage the services of a financial expert or marketing guru, just that you must lay out a series of goals over a reasonable amount of time with realistic costs. This is so that you can convince both yourself and any future publishers or investors that you've thought things through thoroughly and that they are dealing with someone with a business brain rather than just some vague dream.

B Nasreen
Well, one of the keys to modern board games is design. People tend to forget that the appeal of a board game has as much to do with the look and feel of it as the rules and excitement of playing. The amount of artistic and design software now available to amateurs is vast compared to even ten years ago. Added to that, the fact that the average person's IT skills have come on in leaps and bounds means that many more people are able to manipulate design software with relative ease, or at the very least, only require a few hours of watching online video tutorials. This means that modern games are invariably beautifully designed, and anyone wanting to enter the market will have to meet this high standard. In my view, it's best to choose a specific style early on in the process and stick to it so you can start to focus on other things such as typography and choice of colours.

C Jorge
As with any new product, its creators need to test it to see whether it fulfils a need, or whether anyone is likely to express an interest in it as a niche or luxury item. While it is tempting to try out your new long-play, space-themed, strategy game idea on friends and family, they might not always be the best testers. Remember that your most helpful feedback is probably going to come from experienced players who instinctively know when a game has touched them emotionally. It is essential that you seek out real test players unknown to you personally who do not have your best interests at heart. One way of doing this is to attend games conventions or conferences where there will be a steady stream of willing and eager volunteers.

D Xandra
As a board game lover since childhood, one of the things I always struggled with was the poor design. I always felt like the creators had missed an opportunity to make something with real artistic merit, something which went beyond just a mere game and could ultimately transport you to an entirely different world in the same way as a novel could. People that are fans of board games usually like to feel as if they are totally immersed in a new world, and that the whole experience is unlike any previous games that they have played. It can be difficult to capture this, but a good starting point is to play around with artistic styles until you're happy with your choice. Think about the best ways to communicate the themes of the game through its design. If you have cards, sketch out a range of designs incorporating art movements such as pop art or minimalism. With objects, take time to explore different materials such as wood or metal rather than plastic.

Which creator …

8 shares Jamie's view that creators should have a clear picture of their intended customers?

9 has a similar view to Jorge and believes that feelings are important for many board game players?

10 says people can create games even with minimal technical ability?

11 advises people to concentrate on their game's commercial aspects as much as its design?

12 believes that people should seek initial feedback from strangers?

13 is the only one to suggest involving others in the design process?

14 suggests that design impacts significantly on people's playing experience?

15 has a different view to Xandra about the time people should devote to choosing a style?

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