Part 1 *(4 points, 1 point per item). Read the text about visiting Geneva. For questions 26–29, choose the statement from* ***A–F*** *which best summarises each paragraph. There is* ***one*** *statement that you do not need to use. There is an example (0).*

A *Attractive scenery around the city*
B Entertainment events
C For science and nature lovers
D For those interested in global affairs
E Guided tour by bus
F Means of getting around

Geneva: what to do while you're there

0. ***A***

Commonly mistaken as the Swiss capital, the attractive city of Geneva sits nestled at the southern tip of Lake Geneva, surrounded by the Alps and with views of Mont Blanc. It offers skiing and snowboarding for fans of the slopes, as well as hiking, culture, and cuisine for summer visitors.

26. ____

Discover CERN (European Council for Nuclear Research), a physics laboratory that holds some of the most fascinating secrets of the universe. Also, don't forget that a visit to Geneva would not be complete without a mountain hike. Mont Salève is popular for a day trip; 20 kilometres from the city centre, it offers views of the lake and beyond into France.

27. ____

Explore the home of the United Nations at the *Palais des Nations*. Take a tour through the building, where some of the most important negotiations the world has ever seen have taken place. The *International Red Cross Museum* first opened in 1988 and underwent a significant renovation from 2011 to 2013. Explore the thought-provoking *Humanitarian Adventure*, which offers the opportunity to enter into the history of humanitarian action.

28. ____

The live music scene in Geneva is varied, from laid-back jam sessions at *Le Chat Noir* to rock and reggae at funky *L'Usine*. Join the city for the ultimate fireworks celebration to mark the end of Geneva's summer festival, which takes place during the second weekend of August. This is a grand affair that unites the city.

29. ____

Geneva has a public transport network consisting of trams, buses, boats, and trains. The whole system uses the same ticket. Public transport is free within the city for anyone who has booked a hotel. There are also free transfers to the city from the airport, making travel stress-free.

Part 3 *(7 points, 1 point per item). Read the text about robots and a new industrial revolution. Seven sentences have been removed from the text. For questions 36–42, choose from sentences **A–I** the one which best fits each gap. There is **one** sentence that you do not need to use. There is an example (0).*

Does the next industrial revolution spell the end of manufacturing jobs?

Robots have been taking our jobs since the 1960s. ***(0)*** *A* It comes down to the question of what a robot really is. **(36)** _____ For example, in the 20th century, traditional robots didn't look human but were automated machines or robotic arms building cars in factories. Commercial 21st century robots include supermarket self-checkouts, automated guided warehouse vehicles, and even burger-flipping machines in fast-food restaurants.

Ultimately, humans haven't become completely redundant because these robots may be very efficient, but they're also kind of dumb. They currently do not think; they just act, in highly accurate but very mechanical ways. **(37)** _____ But the need to physically supervise robotic machines is all set to change thanks to a new wave of smarter, better value robots that can adapt to multiple tasks. This change will be so significant that it will create a new industrial revolution.

This era known as 'Industry 4.0' is being driven by the same technological advances that enable the capabilities of the smartphones in our pockets. **(38)** _____ This combination will produce smarter robots with better sensing and communication abilities that can adapt to different tasks, and even coordinate their work to meet demand without the input of humans.

Industry 4.0 machines are flexible, collaborative, and can operate more independently, which ultimately removes the need for a highly-skilled workforce. But while these machines are getting smarter due to Artificial Intelligence, they are still not as smart as us. **(39)** _____ So, programmers are still necessary.

What's coming next is known as 'deep learning'. Similar to big data analysis, it involves processing large quantities of data in real time to make decisions about the best action to take. **(40)** _____ A perfect example of deep learning was demonstrated by Google's *AlphaGo* software, which taught itself to beat the world's greatest *Go* players.

Exactly what impact a smarter robotic workforce with the potential to operate on its own will have on the manufacturing industry is still widely disputed. **(41)** _____ It could well be the 22nd century before robots really have the potential to make human labour obsolete by developing not just deep learning but true artificial understanding that mimics human thinking.

Ideally, Industry 4.0 will enable human workers to achieve more in their jobs by removing repetitive tasks and giving them better robotic tools. **(42)** _____ Technology that has made humans redundant in the past has forced us to adapt, generally with more education.

A So why are politicians and business leaders only now becoming so worried about robots causing mass unemployment?

B After reviewing the data, business analysts decided to invest in the production of more powerful microchips.

C However, the majority do agree that Artificial Intelligence, as we know it from science fiction, is still in its infancy.

D In theory, this would allow us humans to focus more on business development, creativity and science, which would be much harder for any robot to do.

E Such innovations use low-cost and high-power computers, high-speed communication and Artificial Intelligence.

F The difference is that the machine learns from the data so it can improve its decision making.

G This is because today's industrial Artificial Intelligence operates at a narrow level, which gives the appearance of human intelligence exhibited by machines, but it still needs to be designed by humans.

H This means that humans are still needed to work around robots, doing the jobs machines can't, and fixing them when they break down.

I While science fiction has often portrayed robots as androids carrying out tasks in the much the same way as humans, the reality is that robots take much more specialised forms.

Part 4 *(8 points, 1 point per item). Read the text about advances in gaming. For questions 43–50, complete the answers by inserting* ***no more than one word*** *from the text. There is an example (0).*

The advances in gaming in the last decade

There were open-world games before 2004, but the era of *GTA V*, *Assassin's Creed*, *Far Cry*, *Skyrim* and *Witcher* has seen the level design evolve from linear experiences to playful experimental spaces. Open-world games have encouraged players to be more curious, creative and collaborative, and that's been amazing to watch.

Before the broadband era, it was difficult for small teams to get their games seen by a large number of players. But gradually we had *Xbox Live*, the *App Store* and *Steam*, and a broader audience for independent productions was created. Later, cheap or free tools, such as *Game Maker*, became accessible. All of this combined to give small studios the tools and support to make brilliant games, from the deeply personal to the deeply political.

With broadband internet, we also got the irresistible growth of online multiplayer gaming, overtaking both the sofa-based experience of traditional two-player console games and the local area network complexity of early 1990s PC titles. The arrival of friends' lists and mass online get-togethers allowed us to meet up on virtual battlefields and in simulated sports arenas to compete, or also just to chat. Games became shared social spaces and benefited the community enormously.

It used to be that games existed in a cultural ghetto kept away from other art forms. Now there are video games at the *Tate Gallery* and in the *Victoria and Albert Museum*. There are theatre companies, art collectives, television shows and movies drawing heavily from the aesthetics and structure of games. Arguably the best TV series of the last year, *Westworld*, is a commentary on the ethics of virtual violence.

It is inarguably a good thing that video games are being made and played by a wider spectrum of people than ever before. From the millions of commuters engrossed by *Candy Crush Saga* to the small communities exploring gender and identity issues through visual novels, there are more voices, more points of view and more opportunities to see heroes like you being available and controllable on screen.

In the past, if you wanted to make your own *Doom* levels, you had to be technically literate. Then along came games, such as *Minecraft* and *The Sims*, and user creativity rose to the forefront as vast communities grew up around building and sharing content. Games are no longer to be consumed and discarded; many have become universal creative workshops.

A lot of the people who make games are getting older and more thoughtful. At the same time, new people are entering the medium who understand games as a form of self-expression, rather than just as entertainment products. This has led to shifts in the storylines of games, away from saving the princess and towards more complex ideas of redemption and self-discovery. Titles such as *Bioshock* and *Valiant Hearts* have all explored dark, difficult themes while also making us feel part of the action.

This has been a decade of extraordinary creativity. What we do within games now depends on our choices. If you want to spend hours in *GTA V* just playing golf, or working out how to blow up planes, you totally can. As G. K. Chesterton once wrote, "It might reasonably be maintained that the true object of all human life is play."

But what do I really think about the last 14 years of this industry? I'll borrow the final words from my favourite game series of the decade, and perhaps of all time, *Portal*. "This was a triumph. I'm making a note here: huge success. It's hard to overstate my satisfaction."

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0. What effect did the transition from linear experiences to experimental spaces have on video game players?

Players were __encouraged__ to be more adventurous.

43. What impact did broadband internet have on computer games?

The games created by small studios became _____ to a broader audience.

44. What kind of social experience did broadband internet create?

Friends' lists and online multiplayer gaming _____ players by creating shared social spaces.

45. Why does the reviewer mention the fact that games can be found in art museums, theatres, and on television?

He wants to show that games have a growing influence on _____ aspects of life.

46. Why is the greater diversity of game designers and players a good thing?

According to the reviewer, this provides more opportunities for _____ different issues.

47. Compared to the past, which ability is appreciated by the gaming community?

Player _____ has become more important, because the creation and development of game content have become part of the entertainment itself.

48. What has happened to games since a new generation began designing?

There have been _____ in the themes of games.

49. What opportunities do modern video games provide?

They allow players to make _____.

50. How does the reviewer express his opinion about the last 14 years of the video game industry?

The reviewer chooses to _____ someone else's words to express his satisfaction.