



Task 4

Read this article on urban games, and then read the statements following it. Your task is to decide if the statements correspond to the information in the article. If a statement means exactly what the article says, mark it A. If it means something different, mark it B. If it says something that is not mentioned in the article, mark it C. Look at the examples first.

Gamers turn cities into a battleground

Matt has been abandoned on Tower Bridge, London, with nothing except his clothes and a mobile phone. A woman dressed in black walks past, and Matt receives a text message to follow her. He doesn't know who she is, or where she is going. All he knows is that he must follow her if he is to find Uncle Roy.

Matt is playing *Uncle Roy All Around You*, where for one day he is the main character in an elaborate experimental fantasy game played out across the streets of London. He also happens to be a pioneer of a new social phenomenon, urban gaming. If you thought the computer games of the 21st century are only ever played by couch potatoes addicted to the new generation of Xbox, Nintendo or PlayStation consoles, you'd be mistaken. For urban gamers are harnessing the power of global positioning systems (GPS), high-resolution screens and cameras and the latest mobile phones to play games across our towns and cities, where they become spies, celebrities and even Pac-Man.

"The limitations of physical space makes playing the game exciting," says Michele Chang, a technology ethnographer with Intel. "There is also a social element," says Chang. Last year, as a social experiment to see how people behave with real-world games, she created *Digital Street Game*, which ran for six months in New York. The aim was to acquire territory by performing stunts dictated by the game at public locations around the city, such as playing hopscotch at a crossroads while holding a hot-dog. "People are more reserved than you would imagine," says Chang. Some players took to performing their stunt on rooftops to avoid being seen, she says, while others relished being ostentatious - like players of *Pac-Manhattan*, in which New Yorkers dress up as the video game icon Pac-Man and flee other gamers dressed up as ghosts.

Soon you may even be able to play games using phones without GPS hardware. One being played by 30,000 people in Sweden, Russia, Ireland, Finland and now China is called *BotFighters*, a role-playing game in which players explore an arena - in this case a city. Stumble into another player's territory, and you have to fight them by exchanging virtual blows boosted by acquired superpowers. Each blow is sent via a text message. The game exploits the location-based services provided by cellphone companies, where the position of each phone is tracked by its network. As location-based services become ever more sophisticated and accurate, so will the games.

0)	B	
0)	C	
24)		
25)		
26)		
27)		
28)		
29)		
30)		

0) Matt carries several electronic gadgets while trying to find Uncle Roy.

0) The woman in black is going to tell him how the game continues.

24) A very large number of people in Britain have already tried games like *Uncle Roy All Around You*.

25) People who like spending a lot of time in front of the TV are no longer the only ones who play computer games.

26) Players in urban games can even take the part of famous people.

27) Many urban games like *Digital Street Game* are produced by Intel.

28) In *Digital Street Game* all players are happy to do their acts in the middle of the street.

29) *BotFighters* will be available in Hungary from next year.

30) Thanks to mobile technology urban games are now as highly developed as they will ever be.

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This is the end of this part of the exam.