

**Examenul de bacalaureat național 2017**

**Proba C**

**de evaluare a competențelor lingvistice într-o limbă de circulație internațională  
studiată pe parcursul învățământului liceal**

**Proba scrisă la Limba engleză**

Toate filierele, profilurile și specializările/ calificările

**Varianta 2**

- Toate subiectele sunt obligatorii.
- Timpul efectiv de lucru este de 120 de minute.

**ÎNȚELEGEREA TEXTULUI CITIT**

**SUBIECTUL I**

**(40 de puncte)**

**Read the text below. Are the sentences 1-5 'Right' (A) or 'Wrong' (B)? If there is not enough information to answer 'Right' (A) or 'Wrong' (B), choose 'Doesn't say' (C). Mark A, B or C on your exam sheet.**

Ten years ago, you couldn't throw a gnoll\* without hitting a blockbuster MMORPG\*\*. Every fantasy or science fiction brand wanted to be one, and every video game franchise seemed to be turning into one. In my regrettable foray into PR, I even represented a Michael Jackson MMO\* for a while, which never got anywhere near being made. But The Elder Scrolls got turned into one, Star Trek became one, DC comics became one – Star Wars even got turned into two!

But these days that style of MMORPG seems to be an endangered species, like Black Rhinos or innocent 1970s BBC presenters. Where before we had announcements every few weeks of another multi-million dollar Western MMORPG experiment – Warhammer Online, say, or The Matrix Online – these days we might hear something once every six months.

The focus of the announcements has changed as well. Before they were subscription-based MMOGs, with a substantial pay-up-front element, like World of Warcraft and EverQuest. These days the games are almost always free-to-play, or pay once and play forever, with no brand, whereas the few that stick to the old model come unstuck within a year. Almost every subscription MMO has gone that way: LOTRO, D&D Online, Rift, Defiance, with the relatively new Elder Scrolls Online turning down that same path in recent weeks.

(www.techradar.com)

\*gnoll – a fictional creature

\*\*MMO(RPG) – massively-multiplayer online (role-playing game)

1. Ten years ago, blockbuster MMORPGs were abundant.  
A. Right                      B. Wrong                      C. Doesn't say
2. The Michael Jackson MMO is on the verge of being made.  
A. Right                      B. Wrong                      C. Doesn't Say
3. Blockbuster MMORPGs are starting to disappear.  
A. Right                      B. Wrong                      C. Doesn't Say
4. Nowadays, MMORPGs require less financial resources from the players.  
A. Right                      B. Wrong                      C. Doesn't say
5. The first MMORPG ever made is still being played.  
A. Right                      B. Wrong                      C. Doesn't say

Read the text below. For questions 1-10, choose the answer (A, B, C or D) which you think fits best according to the text.

Isaac Asimov gave us the basic rules of good robot behaviour: don't harm humans, obey orders and protect yourself. Now the British Standards Institute has issued a more official version aimed at helping designers create ethically sound robots. The document, *BS8611 Robots and robotic devices*, is written in the dry language of a health and safety manual, but the undesirable scenarios it highlights could be taken directly from fiction. Robot deception, robot addiction and the possibility of self-learning systems exceeding their remit are all noted as hazards that manufacturers should consider.

Welcoming the guidelines at the Social Robotics and AI\* conference in Oxford, Alan Winfield, a professor of robotics at the University of the West of England, said they represented "the first step towards embedding ethical values into robotics and AI". "As far as I know this is the first published standard for the ethical design of robots," Winfield said after the event. "It's a bit more sophisticated than that Asimov's laws – it basically sets out how to do an ethical risk assessment of a robot."

The BSI document begins with some broad ethical principles: "Robots should not be designed solely or primarily to kill or harm humans; humans, not robots, are the responsible agents; it should be possible to find out who is responsible for any robot and its behaviour." It goes on to highlight a range of more contentious issues, such as whether an emotional bond with a robot is desirable, particularly when the robot is designed to interact with children or the elderly. Noel Sharkey, emeritus professor of robotics and AI at the University of Sheffield, said this was an example of where robots could unintentionally deceive us. "There was a recent study where little robots were embedded in a nursery school," he said. "The children loved it and actually bonded with the robots. But when asked afterwards, the children clearly thought the robots were more cognitive than their family pet."

The code suggests designers should aim for transparency, but scientists say this could prove tricky in practice. "The problem with AI systems right now, especially these deep learning systems, is that it's impossible to know why they make the decisions they do," said Winfield. Deep learning agents, for instance, are not programmed to do a specific task in a set way. Instead, they learn to perform a task by attempting it millions of times until they evolve a successful strategy – sometimes one that its human creators had not anticipated and do not understand. The guidance even hints at the prospect of sexist or racist robots, warning against "lack of respect for cultural diversity or pluralism". "This is already showing up in police technologies," said Sharkey, adding that technologies designed to flag up suspicious people to be stopped at airports had already proved to be a form of racial profiling.

Winfield said: "Deep learning systems are quite literally using the whole of the data on the internet to train on, and the problem is that that data is biased. These systems tend to favour white middle-aged men, which is clearly a disaster. All the human prejudices tend to be absorbed, or there's a danger of that."

([www.theguardian.com](http://www.theguardian.com))

\*AI – Artificial Intelligence

1. The document *BS8611 Robots and robotic devices* is written by
  - A. Isaac Asimov.
  - B. officials.
  - C. the British Standards Institute.
  - D. Alan Winfield.
2. What is the purpose of *BS8611 Robots and robotic devices*?
  - A. to help ordinary people deal with robots
  - B. to highlight an ethical problem
  - C. to assist in making robots ethical
  - D. to help make robots sound ethical
3. The negative developments that the document *BS8611 Robots and robotic devices* refers to
  - A. are dangers that have to be taken into account.
  - B. are likely to be considered fictional by the public.
  - C. are impossible to be foreseen.
  - D. are going to lead to the shutdown of robots.
4. Alan Winfield's attitude towards the document *BS8611 Robots and robotic devices* is positive because
  - A. it is a document that he had been working on for some time.
  - B. it is based on Asimov's guidelines for robot behaviour.
  - C. he is going to help promote it in the future.
  - D. it is a pioneering effort.
5. The document *BS8611 Robots and robotic devices* is considered to be more advanced than Asimov's laws because
  - A. it analyses the prospect of robots' doing harm.
  - B. establishes guidelines on how to evaluate the robot ethics.
  - C. takes ethical concerns one step further.
  - D. it is the last document to be released on the topic of robot ethics.
6. One of the controversial issues being described in the document *BS8611 Robots and robotic devices* is
  - A. the uncertain effects of the emotional connection between people and robots.
  - B. the emotional bond created between children and robots.
  - C. whether robots should be allowed to interact with the elderly.
  - D. the lack of safety concerns when it comes to robots interacting with children and the elderly.
7. Deep learning systems successfully perform tasks by
  - A. making decisions programmed by their human creators.
  - B. anticipating the end-result.
  - C. resorting to different solutions, regardless of the end-result.
  - D. trying different paths until they find the right one.

8. Disrespectful attitudes towards cultural diversity and pluralism
- A. is not an issue of current concern.
  - B. are being spotted in the current behaviour of robots.
  - C. are displayed by people in their interactions with robots.
  - D. lead to people mistreating robots.
9. The problem with the online data that deep learning systems use in order to evolve is that it is
- A. prejudiced.
  - B. uncontrollable.
  - C. neutral.
  - D. uninterpretable.
10. The overall tone of this article is
- A. subjective.
  - B. negative.
  - C. reassuring.
  - D. matter-of-fact.

**PRODUCEREA DE MESAJE SCRISE**

**SUBIECTUL I**

**(40 de puncte)**

You have recently participated in an exchange programme, having spent a week abroad. Write an email to a friend, telling him/her about your experience. Include information about who you stayed with, what you did and how you benefited from the exchange.

**Write your email in 80 - 100 words.**

**SUBIECTUL al II-lea**

**(60 de puncte)**

In your debate club you have had a discussion on the importance of work and talent in our life. Your teacher has given you this quote: *Hard work beats talent when talent doesn't work hard.* (Tim Notke) and has asked you to write an opinion essay expanding on the quote.