



# Prueba de Acceso a la Universidad de Extremadura

## Curso 2009-10

Asignatura: Lengua extranjera (inglés) \_\_\_\_\_ Tiempo máximo de la prueba: 1 hora y 30 minutos

El alumno deberá escoger una de las dos opciones, A o B, y responder **en Inglés a todas las preguntas** que se formulan en la opción elegida, sin mezclar preguntas de una y otra. **En el caso de la primera pregunta (la redacción), deberá escribir tan sólo sobre uno de los dos temas propuestos.**

Puntuación máxima del ejercicio: 10 puntos.

Puntuación máxima de cada pregunta: 1ª = 4 puntos; 2ª = 2 puntos; 3ª = 2 puntos; 4ª = 2 puntos.

### Opción A

#### Unemployment in Europe

According to official figures, around twelve per cent of the working population of the European Union is unemployed. Eighteen million European citizens, five million of them under the age of twenty-five, are officially looking for work. Relevant research institutes around Europe inform that the number of unemployed is continuing to rise. It is estimated that, over the next two years, at least another half million people will join the ranks of the unemployed.

The rise in unemployment in Europe has caused huge social problems in recent years. The rupture of social cohesion, the marginalization of a large part of the labour force, and the fall in living standards for a significant number of European citizens have shaken the faith of Europeans in the European ideal of "Social Europe". In some countries the supporters of Economic and Monetary Union now constitute a minority.

The rise of unemployment confirms those who are sceptic about the way the "new Europe" is constructed and the way the Euro is established in particular. The aforementioned scepticism, based on the theory of an optimum currency area, focuses on the mediocrity of the treaties signed at Maastricht 1992 and Amsterdam 1997, where the emphasis is exclusively on "inflation targeting" and public deficit reduction rather than on growth and employment.

However, the majority of experts, instead of blaming economic policies implemented since 1992, attribute the European disease of unemployment -and lost production as a consequence- on factors such as technology, globalization, labour market rigidities, and the so-called generous European welfare states.

1. Write **one of the following two** compositions:
  - a. Do you think unemployment is the most worrying problem in Spain today? Give your opinion in at least 80 words.
  - b. Write a story of at least 80 words **beginning with** this sentence: "*When Janet lost her job, she became very sad at first*". Remember that **the 11 words in this sentence cannot be counted in the 80 words you must write**.
2. Answer the following **two** questions:
  - a. Does the writer say that unemployment will soon stop growing in Europe? Explain your answer.
  - b. According to the text, do recent European agreements pay attention only to growth and job creation? Explain your answer.
3. Imagine a friend of yours does not want to look for a job. Advise him/her to do so and give him/her a good reason for it.
4. Grammatical transformation.
  - a. Rewrite the following sentence in the negative-interrogative (one sentence only):  
*The rise of unemployment has caused huge social problems.*
  - b. Rewrite the following sentence in the passive voice (do not omit any part of it):  
*At least another half million people will soon join the ranks of the unemployed.*

## Opción B

### Video games

Video games may be categorized into genres based on many factors such as method of game play, types of goals, art style and more. Because genres depend on content for definition, they have changed and evolved as newer styles of video games have come into existence. Advances in technology constantly encourage new life-like games and these, in turn, introduce new possibilities for players, like virtual pets or titles specifically designed for devices like Nintendo's *Wii Remote*.

One of the oldest and most popular genres is that of casual games. This name is given to games which are easy to access and have simple-to-understand rules. Casual games as a format existed long before the term appeared and include video games such as *Solitaire* or *Minesweeper*, which can commonly be found pre-installed with many versions of the Microsoft Windows operating system.

Serious games is another rather popular genre nowadays. These are games that are designed primarily to transmit information or a learning experience of some sort to the player. Serious games are games generally not made for simple entertainment. These games are often designed to be played by professionals as part of a specific job or for skill improvement. One early examples of this category is Microsoft's *Flight Simulator*, first published in 1982. Today, the popular virtual world of *Second Life* (Linden Labs) is currently used by several United States governmental departments (like the NASA) for research; by a number of universities (e.g., Ohio University, Michigan Institute of Technology) for educational and remote learning programs; and by business companies (e.g., IBM, Cisco Systems) for meetings and training.

1. Write **one of the following two** compositions:
  - a. What do you think about the popularity of video games today? Give your opinion in at least 80 words.
  - b. Write a story of at least 80 words **ending with** this sentence: "*As a result, Peter decided not to play any video games again in his life*". Remember that **the 15 words in this sentence cannot be counted in the 80 words you must write**.
2. Answer the following **two** questions:
  - a. Does the writer say that video games never change or evolve? Explain your answer.
  - b. According to the text, are all video games played just for fun? Explain your answer.
3. Imagine your younger brother/sister is always playing video games and never does his homework. Order him/her to change his/her attitude and give him/her a good reason for it.
4. Grammatical transformation.
  - a. Rewrite the following sentence in negative-interrogative (one sentence only):  
*Advances in technology constantly encourage new life-like games.*
  - b. Rewrite the following sentence in the present perfect tense:  
*These games are often designed to be played by professionals.*