

Question-Answer Book - Intermediate level (Set 1)

Read the passage and answer questions 1-20. (42 marks)

1. What is the ‘one point’ that is referred to in line 3?

2. According to paragraphs 2-3, decide whether the following statements are True (T), False (F) or Not Given (NG). (4 marks)

Statements

T	F	NG
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

3. Why is the phrase ‘tool kits’ (line 9) in quotation marks?

4. What is the meaning of ‘code-savvy’ as it is used in line 9?

- A. curious about code
- B. addicted to code
- C. wary of code
- D. knowledgeable about code

5. What does Tara DeVeaux mean when she says, “It’s not enough to be told about something” (line 12)?

6. Give a meaning for the word ‘avenue’ as it is used in line 15.

7. What does 'this' in line 18 refer to?

8. How did the workers at Nascar feel after people used their tool kit?

- A. jealous of the creativity of users
- B. uncomfortable with giving up control
- C. amazed at how innovative people were
- D. irritated by the use of corporate branding

9. Complete the table using the information in paragraph 6. Your answers must be grammatically correct.
(4 marks)

Time Period	Attitude of Nascar
Past	(i) Nascar was protective and not _____. _____. (ii) Nascar worried that content created by users _____. _____.
Present	(iii) Nascar decided to stop _____. _____. (iv) Nascar feels that handing a tool kit to users has been _____. _____.

10. Complete the following sentences using the information in paragraph 7. Your answers must be grammatically correct. (3 marks)

Nascar has created a scenario in which fans are (i) _____ in the production of content. However, in the music business, the issue of whether (ii) _____ from the original creator should be split with another is tricky to decide. When a remix has (iii) _____, should the person who remixed it get some profit?

11. What does 'that' in line 33 refer to?

12. What is the meaning of 'pundit' as it is used in line 36?

- A. expert
- B. musician
- C. user
- D. artist

13. What situation does the word 'messyverse' (line 38) refer to?

14. (i) What is the metaphor used in paragraph 10? (2 marks)

(ii) What does the metaphor mean?

15. What evidence is given in paragraph 11 that *Roblox* has branched out from gaming?

16. Does Shannon Pruitt agree with the writer that 'the question is meaningless' (line 48)? Explain.
(2 marks)

17. Find a word in paragraph 12 that can mean the same as 'different identities' (line 52).

18. According to paragraphs 13-15, there are different opinions on the metaverse. Complete the table below with a word or phrase taken from these paragraphs. Decide whether the expert believes the future will be a dystopia (D), utopia (U) or neither (N) and write the appropriate letter in the final column. Your answers must be grammatically correct. (6 marks)

Expert	Opinion on the metaverse	Background of expert	Dystopia, Utopia or Neither
John Hanke	He thinks that virtual reality prevents (i) <hr/> <hr/>	He believes that the (ii) <hr/> technology offered by his company is a better choice.	(iii)
David Chalmers	He thinks that virtual reality provides(iv) <hr/> <hr/>	He sometimes (v) <hr/> on the subject of the digital world.	(vi)

19. What are three words or phrases used in paragraph 16 to illustrate the concept of 'independent thinking'?
(3 marks)

(i) _____

(ii) _____

(iii) _____

20. Use the information in the whole passage to match each of the following comments with a person (A-D) mentioned. A person may be used more than once. Write the letter of the person on the line next to the comments. One comment is NOT mentioned by any of the four people and you should choose 'E. Not stated.' (6 marks)

A. John Hanke	B. Shannon Pruitt	C. Tim Clark	D. Jonathan Vlassopoulos	E. Not stated
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Comment	Person
The next generation are digital natives who will be at home in the metaverse.	(i)
Our company provides a platform where users can participate in a large variety of online experiences.	(ii)
I believe that the best way forward is a mixture of online and real world experiences.	(iii)
We are showing the possibilities of the metaverse by providing a space for real artists to reach fans.	(iv)
The metaverse will be a utopia because humans can make the real-world problems disappear.	(v)
We discovered that users can be just as innovative, if not more so, than our company's designers.	(vi)

END