

## PAAU Practice Examination - OPTION B

**Read the text and the instructions to the questions very carefully. Answer all the questions in English.**

You have just killed the monster and rescued the prince, and now you are ready for the next level of your video game. Many people play video games (also called “gaming”) for fun, but an increasing number are now using these games as part of their treatment for physical or emotional disorders.

Sometimes the content of the games is the important therapeutic factor. Gradual exposure through video games is being used by psychiatric workers to help treat patients suffering from phobias ranging from fear of flying to claustrophobia. Even the United States Military is now trying gaming as treatment for Post-Traumatic Stress Disorder. Special programs allow war veterans to control simulated combat situations similar to those that had caused distress.

In other cases, game content is less important than the physical manipulation of the keyboard and mouse. Patients requiring physical rehabilitation find small, repetitive movements of the hands less boring when these are part of a game. And the concentration of children suffering from Attention Deficit Disorder (ADD) can be improved by gaming. Special helmets containing sensors measure brain waves, which are relayed to a system that controls the game. If there is a lapse in concentration, cars may crash or characters disappear.

As the cost of hardware such as sensors decreases, and the availability of suitable software increases, the use of gaming as therapy will expand. Some professionals are sceptical, claiming that there is insufficient research into the beneficial aspects of gaming, and that ignoring traditional therapies could be harmful. Others, however, are enthusiastic about such a fun treatment, but caution that therapy gaming sessions must be supervised by qualified professionals.

Wouldn't it be nice if, one day soon, a visit to the local doctor could produce a prescription for a “dose” of computer games?

### Questions

1. Write a summary of the text in English, including the most important points, using your own words. (Approximately 50 words, 1 point)
2. Mark the following sentences true or false (T/F) according to the text. Then write the part (and ONLY that part) of the text which justifies your answer. (1 point; 0.25 each)
  - a. Gaming is the official name for video games when used as therapy.
  - b. The content of the game is important when helping patients who need physical therapy.
  - c. Special helmets may be used during gaming to help children improve their concentration.
  - d. All health professionals believe that gaming is a useful therapy.
3. Find words or phrases in the text that correspond in meaning to the words and definitions given here (1 point; 0.25 each)
  - a) enable      b) imitated      c) anguish      d) positive
4. Pronunciation. (1 point; 0.25 each)
  - a) Write the word in which the underlined letters are pronounced /əʊ/ the same as “o” in “dose”: love - bone - four - other
  - b) Find a word in the text that includes the sound /θ/ like the “th” in “threat”.
  - c) In which of the following words is the “-s” pronounced /z/? : cases - games - increases - patients
  - d) Write the word whose underlined letter (“u”) is pronounced differently: cute – museum – sure - volume
5. Rewrite the following sentences without changing the original meaning. Use the word in brackets and/or the expression given, making the necessary changes. (1.5 points; 0.5 points each).
  - a) Gradual exposure through video games is being used by psychiatric workers.  
Psychiatric workers ...
  - b) Ignoring traditional therapies could be harmful.  
It could be harmful ...
  - c) Game content is less important than the physical manipulation of the keyboard.  
Game content is not ...
6. Write about the advantages and disadvantages of video games as entertainment. (approximately 120 words; 3 points)