**ST. JOSEPH’S COLLEGE (AUTONOMOUS), BANGALORE - 27**

**END EXAMINATION — MAY - JUNE 2023**

**L1 GENERAL ENGLISH (IV SEM BCOM/BBA SPECIAL COURSE) L1 GE- 422**

**Time allotted: 2 hours Max Marks: 60**

**Instructions**

* This paper is for **IV semester** students who have opted for the **BCom/BBA Special course**
* Please write **BCOM/BBA SPECIAL** on the front page of your answer booklet.
* You are allowed to use a dictionary during the examination.
* This paper contains **TWO** sections and **TWO** pages

**Part A**

**I. Read the below excerpt from an article by David Kushner from *The Outside* magazine**

As long as there have been video games, critics have bemoaned their social and psychological consequences. Over the years, researchers have churned out studies showing that violent games can lead younger players to be more hostile and less empathetic. Not everybody buys this, and there’s research that says there is no connection.

Inarguably, too much gaming can lead to health problems. Last March, the Endocrine Society—an international organization of endocrinologists—released a study, involving a group of 33,900 teenagers, which found that heavy screen time and snacking could increase risk of heart disease and diabetes. In another study, scientists from the New York Institute of Technology found that gamers who played between three and ten hours per day reported a range of ailments, including eye fatigue and neck, back, wrist, and hand pain—yet only 2 percent were getting medical attention. The researchers also found that 40 of the people studied “did not participate in any form of physical activity,” though presumably the gamers at least walked to the bathroom and the fridge.

The concept that seriously overdoing video games counts as addiction is new, and it comes at a big moment in the evolution of the industry. If you haven’t worked a joystick since the days of Ms. Pac-Man, entering a modern gaming environment would be about as shocking as getting an iPhone in the 1880s. Today’s games are cinematic artworks. They enable players from around the world to share digital adventures that are so immersive, so full of surprise and delight and realistic living things, that they can fulfill the core human need to explore. So-called open-world games, which encourage players to travel through unrestricted landscapes as they live out cinematic narratives, have been around in less robust form for decades. Now, thanks to faster internet speeds and extraordinary graphics, thriving online communities have transformed franchises such as Fortnite, Minecraft, and League of Legends into multibillion-dollar businesses and, more profoundly, an entire way of life.

Last October, Rockstar Games, the Manhattan-based juggernaut behind the long-running Grand Theft Auto series, released its latest blockbuster for PlayStation and Xbox, Red Dead Redemption 2, a prequel to its 2010 action-adventure fantasy set in a fictionalized American West. The new game, which took more than seven years and hundreds of millions to produce, casts players as a gang of outlaws who ride and rob and shoot their way across the frontier. The lush landscapes of flowing rivers and snowy mountaintops, inspired by painters like Rembrandt and Bierstadt, cover many square miles of territory. This imaginary world teems with wildlife: bison roaming the plains, geese flying overhead, sockeye salmon jumping upstream. Completing the various missions that propel you through the story often feels secondary to simply exploring.

The scope of Red Dead Redemption 2 rivals the biggest Hollywood films: 300,000 animations, half a million lines of dialogue, 1,200 actors (700 with speaking parts), 2,200 days of motion-capture scene work, and a 2,000-page script. As Rockstar Games cofounder Dan Houser told New York magazine last year, the result is an experience “in which the world unfolds around you, dependent on what you do.” Red Dead Redemption 2 was released on October 26, 2018, and brought in $725 million during its first weekend, beating the strongest film opening of 2018, Avengers: Infinity War, by almost $100 million. Seventeen million copies shipped in just two weeks.

New science indicates that digital adventure may be just as thrilling as the real thing. An emerging body of research suggests that these virtual worlds can stimulate the same brain activity and physiological response as offline exploration. But taking epic journeys without leaving your basement can come at a price. In the most extreme cases—for people like Brian and the other patients at ReStart—the gaming world became so alluring that they left the real one behind.

**I A. Answer any THREE of the following questions in not more than 150 words each.**

**(3x10=30)**

1. ‘Violent games can lead younger players to be more hostile and less empathetic.’ Do you agree or disagree with the statement? Give reasons for your stance.
2. ‘New science indicates that digital adventure may be just as thrilling as the real thing.’ Does the idea of living in a virtual world appeal to you? What special powers would like if you had to live in this virtual world?
3. ‘The core human need to explore.’ What location would you like to be used as a virtual setting for an exploration based video game? Why do you think the place you have chosen would be ideal?
4. The researchers also found that some of the people studied “did not participate in any form of physical activity.” Is physical activity and sports important? How has participating in sports and games contributed to your well being?

**Part B**

**II. Answer any TWO of the following questions in not more than 200 words each. (2x15=30)**

1. Do your family members encourage you to play video games or use your phone for leisure? How do they justify their stance? Do you agree with their position?
2. ‘Schools are places where people are introduced to new sports and games.’ Do you agree with this statement? What sports or games did you play with your friends in school?
3. ‘Public playgrounds in Bangalore are few and far apart, but these are still spaces where there is a flurry of activity. Players, hawkers and onlookers, all make for a vibrant setting to study.’ Describe in detail a public playground that you have visited.

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