

### 2018 METŲ UŽSIENIO KALBOS (ANGLŲ) VALSTYBINIO BRANDOS EGZAMINO REZULTATŲ

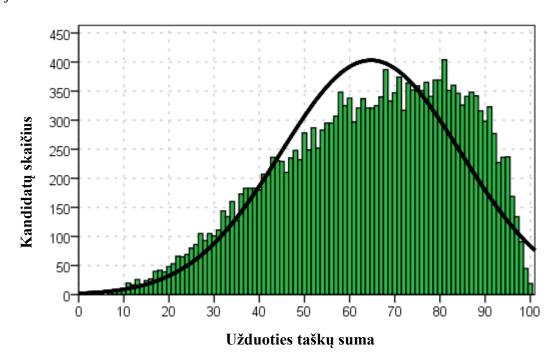
# STATISTINĖ ANALIZĖ

Pagal užsienio kalbos (anglų, prancūzų, rusų, vokiečių) egzamino programą egzaminą sudaro keturios dalys – klausymo (sakytinio teksto supratimo) užduotys, rašymo (rašytinės sąveikos ir raiškos) užduotys ir kalbėjimo (sakytinės sąveikos ir raiškos) užduotys. Kiekvienai iš šių dalių skiriama po 25 proc. taškų. Egzaminas vykdomas dviem etapais skirtingomis dienomis – pirmiausia mokiniai atlieka kalbėjimo dalies užduotis, o po to – klausymo, skaitymo ir rašymo užduotis. 2018 m. balandžio 4–6 d. įvyko užsienio kalbos (anglų) valstybinio brandos egzamino kalbėjimo dalis, o gegužės 5 d. – užsienio kalbos (anglų) valstybinio brandos egzamino klausymo, skaitymo ir rašymo dalys. Egzaminą leista laikyti 20 633 kandidatams – vidurinio ugdymo programos baigiamųjų klasių mokiniams. Dėl įvairių priežasčių į egzaminą neatvyko 427 kandidatai. Užsienio kalbos (anglų) egzamine dalyvavo ir įvertinimą gavo 20 206 kandidatai. 2018 m. birželio 26 d. ir liepos 2 d. įvyko pakartotinės sesijos užsienio kalbos (anglų) valstybinis brandos egzaminas. Jį leista laikyti 105 kandidatams; iš jų 82 kandidatai egzaminą laikė ir gavo įvertinimą, o 23 kandidatai į egzaminą neatvyko.

Maksimali taškų suma, kurią galėjo surinkti laikantieji egzaminą, – 100 taškų. Minimali egzamino išlaikymo taškų sumos riba – 16 taškų. Tai sudarė 16 proc. visų galimų taškų. Užsienio kalbos (anglų) valstybinio brandos egzamino neišlaikė 175 (0,87 proc.) laikiusiųjų, šie kandidatai surinko nuo 0 iki 15 užduoties taškų.

Toliau pateikiama statistinė analizė yra pagrįsta 2018 m. pagrindinės sesijos užsienio kalbos (anglų) valstybinį brandos egzaminą laikiusiųjų ir gavusiųjų įvertinimą rezultatais.

Užsienio kalbos (anglų) valstybinio brandos egzamino kandidatų surinktų užduoties taškų vidurkis yra 64,5 taško, taškų sumos standartinis nuokrypis yra 19,9. Šiemet daugiausia iš 100 galimų taškų buvo surinkta 100 taškų. Laikiusių užsienio kalbos (anglų) valstybinį brandos egzaminą kandidatų surinktų taškų pasiskirstymas pateiktas 1 diagramoje.



1 diagrama. Užsienio kalbos (anglų) valstybinį brandos egzaminą laikiusių kandidatų surinktų taškų histograma

Merginos sudarė 51,7 proc. visų laikiusiųjų egzaminą. Jos vidutiniškai surinko 64,0 užduoties taškų. Vaikinai vidutiniškai surinko 65,4 užduoties taškų. Tarp neišlaikiusiųjų egzamino buvo 86 merginos ir 52 vaikinai, tai sudaro atitinkamai 0,8 ir 0,5 proc.



Valstybinio brandos egzamino vertinimas yra kriterinis. Minimalus išlaikyto valstybinio brandos egzamino įvertinimas yra 16 balų, maksimalus – 100 balų. Šie balai į dešimtbalės skalės pažymį nėra verčiami. Jie įrašomi į kandidato brandos atestato priedą kaip valstybinio brandos egzamino įvertinimas. Visi kandidatai pagal gautą įvertinimą priskiriami vienam iš trijų pasiekimų lygių – patenkinamam, pagrindiniam ar aukštesniajam. Aukštesnijį pasiekimų lygį pasiekė 31,04 proc. kandidatų, pagrindinį pasiekimų lygį pasiekė 54,97 proc., o patenkinamąjį – 13,12 proc. visų laikiusiųjų.

Apibendrinus informaciją, esančią kandidatų darbuose, kiekvienam užduoties klausimui (ar jo daliai, jeigu jis sudarytas iš struktūrinių dalių) buvo nustatyti toliau pateikiami parametrai.

- Kuri dalis kandidatų pasirinko atitinkamą atsakymą (jei klausimas buvo su pasirenkamaisiais atsakymais) ar surinko atitinkamą skaičių taškų (0, 1, 2 ir t. t.).
- Klausimo sunkumas. Šį parametrą išreiškia toks santykis:

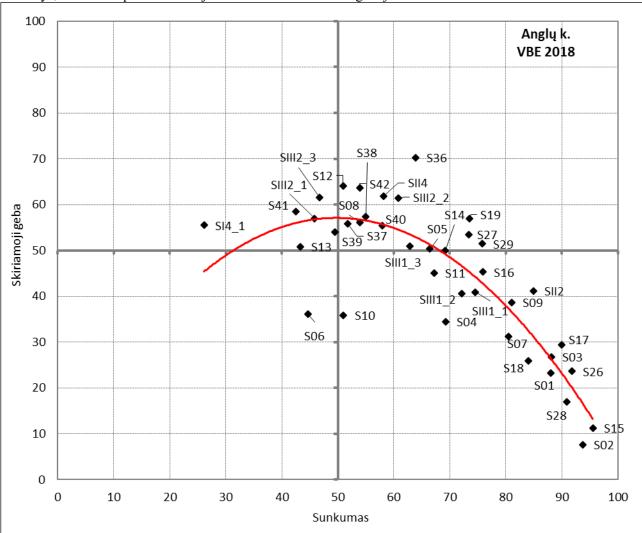
Visų kandidatų už šį klausimą surinktų taškų suma	— × 100.
Visų už šį klausimą teoriškai galimų surinkti taškų suma	— ^ 100.

Jeigu klausimas buvo vertinamas vienu tašku, tai jo sunkumas tiesiogiai parodo, kuri dalis kandidatų į tą klausimą atsakė teisingai.

- Klausimo skiriamoji geba. Šis parametras rodo, kaip atskiras egzamino klausimas išskiria stipresnius ir silpnesnius kandidatus. Jeigu klausimas buvo labai lengvas ir į jį beveik vienodai sėkmingai atsakė ir stipresni, ir silpnesni kandidatai, tai tokio klausimo skiriamoji geba maža. Panaši skiriamoji geba gali būti ir labai sunkaus klausimo, į kurį beveik niekas neatsakė. Neigiama skiriamosios gebos reikšmė rodo, kad silpnesnieji (sprendžiant pagal visą egzamino užduotį) už tą klausimą surinko daugiau taškų negu stipresnieji. Taigi neigiama skiriamoji geba prasto klausimo požymis. Pagal testų teoriją vidutinio sunkumo geri klausimai būna tie, kurių skiriamoji geba yra 40–50, o labai geri kurių skiriamoji geba yra 60 ir daugiau. Tačiau siekiant įvairių pedagoginių ir psichologinių tikslų kai kurie labai sunkūs arba labai lengvi klausimai vis tiek pateikiami teste, nors jų skiriamoji geba ir neoptimali.
- Klausimo koreliacija su visa užduotimi. Tai to klausimo surinktų taškų ir visų užduoties surinktų taškų koreliacijos koeficientas (apskaičiuojamas naudojant Pirsono koreliacijos koeficientą). Šis parametras rodo, kuria dalimi atskiras klausimas žinias ir gebėjimus matuoja taip, kaip ir visa užduotis. Daugiataškio klausimo koreliacija su visa užduotimi yra didesnė negu vienataškio.



2 diagramoje pavaizduotas klausymo, skaitymo ir rašymo dalių užsienio kalbos (anglų) valstybinio brandos egzamino užduočių išsibarstymas pagal šių užduočių sunkumą ir skiriamąją gebą. Joje taškeliais vaizduojamos užduotys, o raudona parabolės linija – užduotis atitinkanti regresijos kreivė.



**2 diagrama.** Užsienio kalbos (anglų) valstybinio brandos egzamino užduočių sunkumo ir skiriamosios gebos išsibarstymo diagrama

1 lentelėje pateikiama informacija apie atskirų užduoties dalių tarpusavio koreliacija, koreliacija su bendra taškų suma ir koreliacija su taškų suma be tos temos užduočių.

1 lentelė. Informacija apie atskirų užduoties temų tarpusavio koreliacija

	Klausymas	Skaitymas	Rašymas	Kalbėjimas	Bendra taškų suma	BTS minus
	Telausymus	Skartymas	Rasymas	Raiocjinias	(BTS)	dalis
Klausymas		0,789	0,681	0,644	0,872	0,791
Skaitymas	0,789		0,721	0,663	0,901	0,815
Rašymas	0,681	0,721		0,673	0,882	0,773
Kalbėjimas	0,644	0,663	0,673		0,855	0,730

Toliau pateikiama užsienio kalbos (anglų) valstybinio brandos egzamino užduoties klausymo, skaitymo ir rašymo dalių klausimų statistinė analizė.



### 2018 m. UŽSIENIO KALBOS (ANGLŲ) VALSTYBINIO BRANDOS EGZAMINO UŽDUOTIS I. LISTENING PAPER

Duration: 30 minutes, 25 points.

**Part 1** (10 points, 1 point per item). You will hear people speaking in five different situations. For questions 1-10, choose the correct answer, A, B or C. There is an example (0). You will hear each situation twice. You now have 1 minute to look at the questions.

Example (0). You will h	ear a ra	uilway information announcement.					
<b>0.</b> How often are the trains from London to		<b>00.</b> How long does the journey take in the evening?					
Cambridge?							
A every hour		A 50 minutes – 1 hour 30 minutes					
<b>B</b> every half an hour		<b>B</b> 50 minutes $-1$ hour 25 minutes					
C every couple of minutes	x	C 30 minutes – 50 minutes	X				
<b>Situation 1.</b> You will hear some information about post office services.							
<b>01.</b> What additional service is mentioned?		<b>02.</b> What is the minimum cost to send a parcel to a U	K				
		destination?					
A signed delivery		<b>A</b> £ 0.97					
<b>B</b> parcel weighing		<b>B</b> £ 2.80					
C item packing		C £ 5.70					
Situation 2. You will he	ar a stud	lent calling the doctor's reception.					
<b>03.</b> Why is the student making the call?		<b>04.</b> What does the student decide to do?					
A to cancel his appointment		A to wait for an appointment					
<b>B</b> to get his prescription		<b>B</b> to see the doctor immediately					
C to find out his diagnosis	Ш	C to consult the doctor on the phone					
Situation 3. You will hear t	he weatl	her forecast for two days in England.					
	he weat	1	<u>⊔</u> g?				
Situation 3. You will hear t	he weat	her forecast for two days in England.	 g? □				
Situation 3. You will hear t 05. What weather is expected for Tuesday night?	he weat	her forecast for two days in England. <b>06.</b> What weather is expected for Wednesday evening	g?				
Situation 3. You will hear to 05. What weather is expected for Tuesday night?  A dry	he weatl	her forecast for two days in England. <b>06.</b> What weather is expected for Wednesday evening <b>A</b> changeable	g?				
Situation 3. You will hear to 05. What weather is expected for Tuesday night?  A dry B wet C thundery		her forecast for two days in England.  06. What weather is expected for Wednesday evening  A changeable  B thundery  C less rain	g?				
Situation 3. You will hear to 05. What weather is expected for Tuesday night?  A dry B wet C thundery		her forecast for two days in England. <b>06.</b> What weather is expected for Wednesday evening <b>A</b> changeable <b>B</b> thundery	g?				
Situation 3. You will hear to 05. What weather is expected for Tuesday night?  A dry B wet C thundery  Situation 4. You will hear an in 07. What is usually planned for the summer event?		her forecast for two days in England.  06. What weather is expected for Wednesday evening  A changeable  B thundery  C less rain  on announcement about charity festivals.  08. What can people do at the winter festival?	g?				
Situation 3. You will hear to the summer event?  A dry B wet C thundery  Situation 4. You will hear an in the summer event?  A art displays		her forecast for two days in England.  06. What weather is expected for Wednesday evening  A changeable  B thundery  C less rain  on announcement about charity festivals.  08. What can people do at the winter festival?  A go to art shops	g?				
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Situation 3. You will hear to the observation of the summer event?  A dry B wet C thundery  Situation 4. You will hear an in the observation of the summer event?  A art displays B workshops C theatre plays	oformation	her forecast for two days in England.  06. What weather is expected for Wednesday evening  A changeable  B thundery  C less rain  on announcement about charity festivals.  08. What can people do at the winter festival?  A go to art shops  B watch artists at work  C express their creativity	g?				
Situation 3. You will hear to 05. What weather is expected for Tuesday night?  A dry B wet C thundery  Situation 4. You will hear an in 07. What is usually planned for the summer event? A art displays B workshops C theatre plays  Situation 5. You will hear a man spear	oformation	her forecast for two days in England.  06. What weather is expected for Wednesday evening  A changeable  B thundery  C less rain  on announcement about charity festivals.  08. What can people do at the winter festival?  A go to art shops  B watch artists at work  C express their creativity  out his activities in different weather conditions.	g?				
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Užd. Nr.	Toisinggs	Та	škų pasis	kirstyma	s (%)	_			
Ozu. IVI.	Teisingas	Α	В	С	Neatsakė	Sunkumas	Skiriamoji geba	Koreliacija	
1.	Α	88,1	7,9	3,8	0,3	88,1	23,3	0,290	
2.	В	4,0	93,7	2,0	0,2	93,7	7,7	0,150	
3.	В	3,2	88,2	8,4	0,2	88,2	26,8	0,352	
4.	С	11,5	18,9	69,3	0,3	69,3	34,4	0,300	
5.	В	24,4	66,4	8,9	0,2	66,4	50,3	0,431	
6.	С	46,3	8,7	44,7	0,3	44,7	36,1	0,262	
7.	Α	80,4	6,5	12,9	0,2	80,4	31,2	0,320	
8.	С	28,5	17,4	53,9	0,2	53,9	56,2	0,448	
9.	С	3,9	15,0	81,0	0,2	81,0	38,7	0,411	
10.	Α	51,0	16,2	32,5	0,3	51,0	35,9	0,298	



**Part 2** (4 points, 1 point per item). You will hear an interview with a flash mob expert. For questions 11–14, choose the correct answer, **A, B** or **C**. There is an example (0). You will hear the recording twice. You now have 30 seconds to look at the questions.

**0.** Flash mobs are mostly coordinated with the help of

A face-to-face arrangements.	
<b>B</b> communication technologie	es.×
C newspaper adverts.	
11. The majority of flash mob perf	ormers are
A professional dancers.	
<b>B</b> trained volunteers.	
C casual bystanders.	
12. The reading flash mob presente	ed book quotations on
A e-reader displays.	
<b>B</b> cell phone displays.	
C wall displays.	
13. The crowd around may get star	tled when flash mobs
<b>A</b> are being rehearsed.	
<b>B</b> appear online later.	
C break into action.	
<b>14.</b> Some artists united to show that	at they support a different
A world view.	

11¥4 N	Taiainana	Та	škų pasis	kirstymas	s (%)			
Užd. Nr.	Teisingas	Α	В	С	Neatsakė	Sunkumas	Skiriamoji geba	Koreliacija
11.	В	16,0	67,2	16,4	0,4	67,2	45,1	0,383
12.	С	31,7	17,0	50,9	0,3	50,9	64,1	0,496
13.	С	10,0	46,4	43,3	0,3	43,3	50,8	0,395
14.	Α	69,2	11,2	19,4	0,3	69,2	50,0	0,433

**Part 3** (5 points, 1 point per item). You will hear some people express their opinion about national identity. For questions 15–19, match the extracts that you hear with statements **A–G**. There is **one** statement that you do not need to use. There is an example (0). You will hear the recording twice. You now have 30 seconds to look at the questions.

What does each speaker emphasise?

A caring for nature

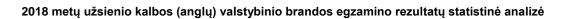
**B** art form.

C organisation.

- **B** a global national community
- C accepting different cultures
- D family heritage
- E local traditions
- F a native language
- G being useful to the country

<b>0.</b> Speaker 0	A
<b>15.</b> Speaker 1	
<b>16.</b> Speaker 2	
17. Speaker 3	
18. Speaker 4	
19. Speaker 5	

IIšd Nr	Toisingas			Taškų	pasiskirs	stymas (	%)				
Užd. Nr.	Teisingas	В	С	D	Е	F	G	Neatsakė	Sunkumas	Skiriamoji geba	Koreliacija
15.	F	1,2	0,6	0,3	1,3	95,5	0,7	0,4	95,5	11,3	0,232
16.	G	7,3	3,3	1,7	10,8	0,7	75,8	0,4	75,8	45,3	0,426
17.	С	4,4	89,9	0,8	2,5	0,3	1,7	0,4	89,9	29,4	0,431
18.	D	1,8	1,0	84,0	11,3	0,2	1,3	0,4	84,0	25,9	0,277
19.	В	73,5	3,7	2,0	11,1	0,7	8,5	0,5	73,5	57,0	0,523





Part 4 (6 points, 1 point per item). You will hear a forecast for urban growth worldwide. For questions 20–25, complete the sentences. You may write one word only. Write the word exactly as you hear it. There is an example (0). You will hear the recording twice. You now have 1 minute to look at the questions.

Taškų pasiskirstymas (%)									
0	1	2	3	4	5	6	Sunkumas	Skiriamoji geba	Koreliacija
38,7	21,8	12,7	9,9	8,1	5,7	3,2	26,1	55,5	0,720

#### II. READING PAPER

Duration: 60 minutes, 25 points.

**Part 1** (4 points, 1 point per item). Read the text about visiting Geneva. For questions 26–29, choose the statement from **A–F** which best summarises each paragraph. There is **one** statement that you do not need to use. There is an example (0).

- A Attractive scenery around the city
- **B** Entertainment events
- **C** For science and nature lovers
- **D** For those interested in global affairs
- **E** Guided tour by bus
- F Means of getting around

Geneva: what to do while you're there

Commonly mistaken as the Swiss capital, the attractive city of Geneva sits nestled at the southern tip of Lake Geneva
surrounded by the Alps and with views of Mont Blanc. It offers skiing and snowboarding for fans of the slopes, as well as
hiking, culture, and cuisine for summer visitors.
26
Discover CERN (European Council for Nuclear Research), a physics laboratory that holds some of the most fascinating secrets
of the universe. Also, don't forget that a visit to Geneva would not be complete without a mountain hike. Mont Salève is
popular for a day trip; 20 kilometres from the city centre, it offers views of the lake and beyond into France.
27

Explore the home of the United Nations at the *Palais des Nations*. Take a tour through the building, where some of the most important negotiations the world has ever seen have taken place. The *International Red Cross Museum* first opened in 1988 and underwent a significant renovation from 2011 to 2013. Explore the thought-provoking *Humanitarian Adventure*, which offers the opportunity to enter into the history of humanitarian action.

20		
28.		

The live music scene in Geneva is varied, from laid-back jam sessions at *Le Chat Noir* to rock and reggae at funky *L'Usine*. Join the city for the ultimate fireworks celebration to mark the end of Geneva's summer festival, which takes place during the second weekend of August. This is a grand affair that unites the city.

#### 29. \_\_\_\_

Geneva has a public transport network consisting of trams, buses, boats, and trains. The whole system uses the same ticket. Public transport is free within the city for anyone who has booked a hotel. There are also free transfers to the city from the airport, making travel stress-free.

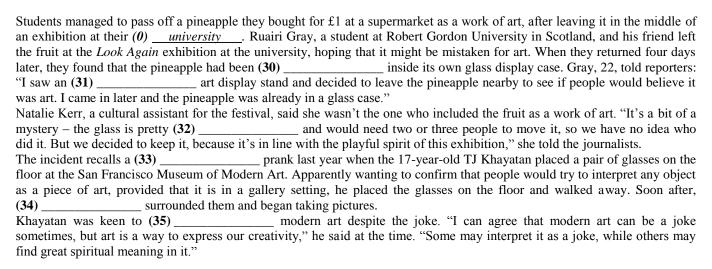


IIZA Nu	Toisingas		T	aškų pasis	kirstymas					
Užd. Nr.	Teisingas	В	С	D	Е	F	Neatsakė	Sunkumas	Skiriamoji geba	Koreliacija
26.	С	0,6	91,8	3,5	1,3	2,6	0,2	91,8	23,6	0,385
27.	D	4,5	4,7	73,4	9,4	7,7	0,3	73,4	53,4	0,481
28.	В	90,9	0,5	6,3	0,5	1,4	0,3	90,9	17,0	0,250
29.	F	0,5	0,2	2,2	20,8	75,8	0,4	75,8	51,5	0,495

**Part 2** (6 points, 1 point per item). Read the text about an incident at an exhibition at Robert Gordon University. For questions 30–35, complete the text with the words from the box below. There are **two** words that you do not need to use. There is an example (0).

cost defend empty energetic heavy put similar <i>university</i> visitors	
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#### Pineapple mistaken for art



		Taškų p	asiskirstyı	mas (%)					
0	1	2	3	4	5	6	Sunkumas	Skiriamoji geba	Koreliacija
1,3	2,9	5,1	6,8	9,4	8,2	66,2	84,9	41,2	0,698

**Part 3** (7 points, 1 point per item). Read the text about robots and a new industrial revolution. Seven sentences have been removed from the text. For questions 36–42, choose from sentences **A–I** the one which best fits each gap. There is **one** sentence that you do not need to use. There is an example (0).

#### Does the next industrial revolution spell the end of manufacturing jobs?

Robots have been taking our jobs since the 1960s. (0) <u>A</u> It comes down to the question of what a robot really is. (36) \_\_\_\_\_ For example, in the 20th century, traditional robots didn't look human but were automated machines or robotic arms building cars in factories. Commercial 21st century robots include supermarket self-checkouts, automated guided warehouse vehicles, and even burger-flipping machines in fast-food restaurants.

Ultimately, humans haven't become completely redundant because these robots may be very efficient, but they're also kind of dumb. They currently do not think; they just act, in highly accurate but very

mechanical ways. (37) \_\_\_\_\_ But the need to physically supervise robotic machines is all set to change thanks to a new wave of smarter, better value robots that can adapt to multiple tasks. This change will be so significant that it will create a new industrial revolution.



This era known as 'Industry 4.0' is being driven by the same technological advances that enable the capabilities of the smartphones in our pockets. (38) \_\_\_\_\_ This combination will produce smarter robots with better sensing and communication abilities that can adapt to different tasks, and even coordinate their work to meet demand without the input of humans.

Industry 4.0 machines are flexible, collaborative, and can operate more independently, which ultimately removes the need for a highly-skilled workforce. But while these machines are getting smarter due to Artificial Intelligence, they are still not as smart as us. (39) \_\_\_\_\_ So, programmers are still necessary.

What's coming next is known as 'deep learning'. Similar to big data analysis, it involves processing large quantities of data in real time to make decisions about the best action to take. (40) \_\_\_\_\_ A perfect example of deep learning was demonstrated by Google's *AlphaGo* software, which taught itself to beat the world's greatest *Go* players.

Exactly what impact a smarter robotic workforce with the potential to operate on its own will have on the manufacturing industry is still widely disputed. (41) \_\_\_\_\_ It could well be the 22nd century before robots really have the potential to make human labour obsolete by developing not just deep learning but true artificial understanding that mimics human thinking.

Ideally, Industry 4.0 will enable human workers to achieve more in their jobs by removing repetitive tasks and giving them better robotic tools. (42) \_\_\_\_\_ Technology that has made humans redundant in the past has forced us to adapt, generally with more education.

- A So why are politicians and business leaders only now becoming so worried about robots causing mass unemployment?
- **B** After reviewing the data, business analysts decided to invest in the production of more powerful microchips.
- C However, the majority do agree that Artificial Intelligence, as we know it from science fiction, is still in its infancy.
- **D** In theory, this would allow us humans to focus more on business development, creativity and science, which would be much harder for any robot to do.
- E Such innovations use low-cost and high-power computers, high-speed communication and Artificial Intelligence.
- **F** The difference is that the machine learns from the data so it can improve its decision making.
- **G** This is because today's industrial Artificial Intelligence operates at a narrow level, which gives the appearance of human intelligence exhibited by machines, but it still needs to be designed by humans.
- H This means that humans are still needed to work around robots, doing the jobs machines can't, and fixing them when they break down.
- I While science fiction has often portrayed robots as androids carrying out tasks in the much the same way as humans, the reality is that robots take much more specialised forms.

**************************************	<i>T</i>				Taškų p	oasiskir:	stymas (	(%)				Skiriamoji	
Užd. Nr.	Teisingas	В	C	D	Е	F	G	Н	I	Neatsakė	Sunkumas	geba	Koreliacija
36.	I	2,7	3,7	9,8	5,9	3,7	6,3	3,5	63,9	0,4	63,9	70,2	0,574
37.	Н	5,5	6,1	7,4	3,8	8,9	11,8	51,8	4,2	0,5	51,8	55,8	0,427
38.	E	21,0	2,1	3,5	55,0	6,4	3,4	1,2	7,0	0,5	55,0	57,4	0,447
39.	G	2,4	8,4	3,4	2,6	5,1	49,5	26,5	1,7	0,4	49,5	54,0	0,414
40.	F	15,6	4,1	4,0	9,2	57,9	3,2	0,9	4,5	0,6	57,9	55,4	0,438
41.	С	7,5	42,5	12,7	5,0	5,1	13,5	5,2	7,9	0,6	42,5	58,5	0,451
42.	D	4,4	14,2	53,9	5,7	2,9	5,5	7,4	5,5	0,5	53,9	63,7	0,501

Part 4 (8 points, 1 point per item). Read the text about advances in gaming. For questions 43–50, complete the answers by inserting no more than one word from the text. There is an example (0).

#### The advances in gaming in the last decade

There were open-world games *before* 2004, but the era of *GTA V*, *Assassin's Creed*, *Far Cry*, *Skyrim* and *Witcher* has seen the level design evolve from linear experiences to playful experimental spaces. Open-world games have encouraged players to be more curious, creative and collaborative, and that's been amazing to watch.

Before the broadband era, it was difficult for small teams to get their games seen by a large number of players. But gradually we had *Xbox Live*, the *App Store* and *Steam*, and a broader audience for independent productions was created. Later, cheap or free tools, such as *Game Maker*, became accessible. All of this combined to give small studios the tools and support to make brilliant games, from the deeply personal to the deeply political.

With broadband internet, we also got the irresistible growth of online multiplayer gaming, overtaking both the sofa-based experience of traditional two-player console games and the local area network complexity of early 1990s PC titles. The arrival of friends' lists and mass online get-togethers allowed us to meet up on virtual battlefields and in simulated sports arenas to compete, or also just to chat. Games became shared social spaces and benefited the community enormously.



It used to be that games existed in a cultural ghetto kept away from other art forms. Now there are video games at the *Tate Gallery* and in the *Victoria and Albert Museum*. There are theatre companies, art collectives, television shows and movies drawing heavily from the aesthetics and structure of games. Arguably the best TV series of the last year, *Westworld*, is a commentary on the ethics of virtual violence.

It is inarguably a good thing that video games are being made and played by a wider spectrum of people than ever before. From the millions of commuters engrossed by *Candy Crush Saga* to the small communities exploring gender and identity issues through visual novels, there are more voices, more points of view and more opportunities to see heroes like you being available and controllable on screen.

In the past, if you wanted to make your own *Doom* levels, you had to be technically literate. Then along came games, such as *Minecraft* and *The Sims*, and user creativity rose to the forefront as vast communities grew up around building and sharing content. Games are no longer to be consumed and discarded; many have become universal creative workshops.

A lot of the people who make games are getting older and more thoughtful. At the same time, new people are entering the medium who understand games as a form of self-expression, rather than just as entertainment products. This has led to shifts in the storylines of games, away from saving the princess and towards more complex ideas of redemption and self-discovery. Titles such as *Bioshock* and *Valiant Hearts* have all explored dark, difficult themes while also making us feel part of the action. This has been a decade of extraordinary creativity. What we do within games now depends on our choices. If you want to spend hours in *GTA V* just playing golf, or working out how to blow up planes, you totally can. As G. K. Chesterton once wrote, "It might reasonably be maintained that the true object of all human life is play."

But what do I really think about the last 14 years of this industry? I'll borrow the final words from my favourite game series of the decade, and perhaps of all time, *Portal*. "This was a triumph. I'm making a note here: huge success. It's hard to overstate my satisfaction."

<b>0.</b> What effect did the transition from linear experiences to experimental spaces have on video game players?	
Players were <u>encouraged</u> to be more adventurous.	
<b>43.</b> What impact did broadband internet have on computer games?	
The games created by small studios became to a broader audience.	
<b>44.</b> What kind of social experience did broadband internet create?	
Friends' lists and online multiplayer gaming players by creating shared social spaces.	
<b>45.</b> Why does the reviewer mention the fact that games can be found in art museums, theatres, and on television?	
He wants to show that games have a growing influence on aspects of life.	
<b>46.</b> Why is the greater diversity of game designers and players a good thing?	
According to the reviewer, this provides more opportunities for different issues.	
<b>47.</b> Compared to the past, which ability is appreciated by the gaming community?	
Player has become more important, because the creation and development of game content ha	ve become
part of the entertainment itself.	
<b>48.</b> What has happened to games since a new generation began designing?	
There have been in the themes of games.	
<b>49.</b> What opportunities do modern video games provide?	
They allow players to make	
<b>50.</b> How does the reviewer express his opinion about the last 14 years of the video game industry?	
The reviewer chooses to someone else's words to express his satisfaction.	

		•	Taškų po	asiskirsty	ımas (% <sub>.</sub>	)			Cunkumas	Skiriamaji aaba	Koreliacija	
0	1	2	3	4	5	6	7	8	Sunkumas	Skiriamoji geba		
5,5	7,5	8,7	10,2	12,4	13,8	14,2	15,9	11,9	58,2	61,8	0,825	

#### III. WRITING PAPER

Duration: 90 minutes, 25 points.

Part 1 (10 points). Write a semi-formal email.

## STREET MUSIC DAY

Originally started in Vilnius back in 2007, this celebration of music has since spread abroad and throughout the European Union.

MAY 19, 2018

#### **VOLUNTEERS NEEDED!**

Have fun and help by

- giving directions and maps
- helping street musicians
- picking up litter and recycling
- taking photos and filming
- welcoming foreign guests

Apply by email: applications@volunteering.com

You want to become a volunteer\* for Street Music Day 2018.



Write an application email to Ms Griffin, who is coordinating the event and

- choose the task that you would like to do;
- explain why you would be good at this task (give at least two reasons); and
- describe what you hope to learn from volunteering.

\* A volunteer is a person who offers to help and is not paid.

You should write at least 80 words. Please count the number of words and write the word count in the space below the email. Sign your email as Vardaitis Pavardaitis or Vardaitė Pavardaitė.

	Maksimalus		Taškų p	asiskirsty	mas (%)		Skiriamoji		
Vert. kriterijus	taškų sk.	0	1	2	3	4	Sunkumas	geba	Koreliacija
Turinys	4	1,7	6,6	19,2	37,0	35,6	74,6	40,9	0,688
Teksto struktūra. Forma	3	3,9	14,4	43,2	38,5		72,1	40,6	0,616
Leksinių ir gramatinių formų bei struktūrų įvairovė ir taisyklingumas, rašyba ir skyryba. Registras	3	5,5	23,9	47,1	23,5		62,9	51,0	0,747

Part 2 (15 points). Write an essay on the following topic:

# Which has a more positive impact on academic achievement at school: a student's self-motivation or a motivating teacher?

In your essay, give at least two arguments to support your opinion.

You should write at least 180 words. Please count the number of words and write the word count in the space below the essay.

	Maksimalus		Та	iškų pa	siskirst	ymas (:		Skiriamoji			
Vert. kriterijus	taškų sk.	0	1	2	3	4	5	6	Sunkumas	geba	Koreliacija
Turinys	6	9,3	17,4	20,3	19,3	15,6	11,7	6,4	45,9	57,0	0,794
Teksto struktūra	4	10,7	11,0	25,4	30,3	22,6			60,8	61,3	0,789
Leksinių ir gramatinių formų bei struktūrų įvairovė ir taisyklingumas, rašyba ir skyryba. Registras	5	14,0	15,5	22,7	24,9	16,3	6,6		46,8	61,5	0,838