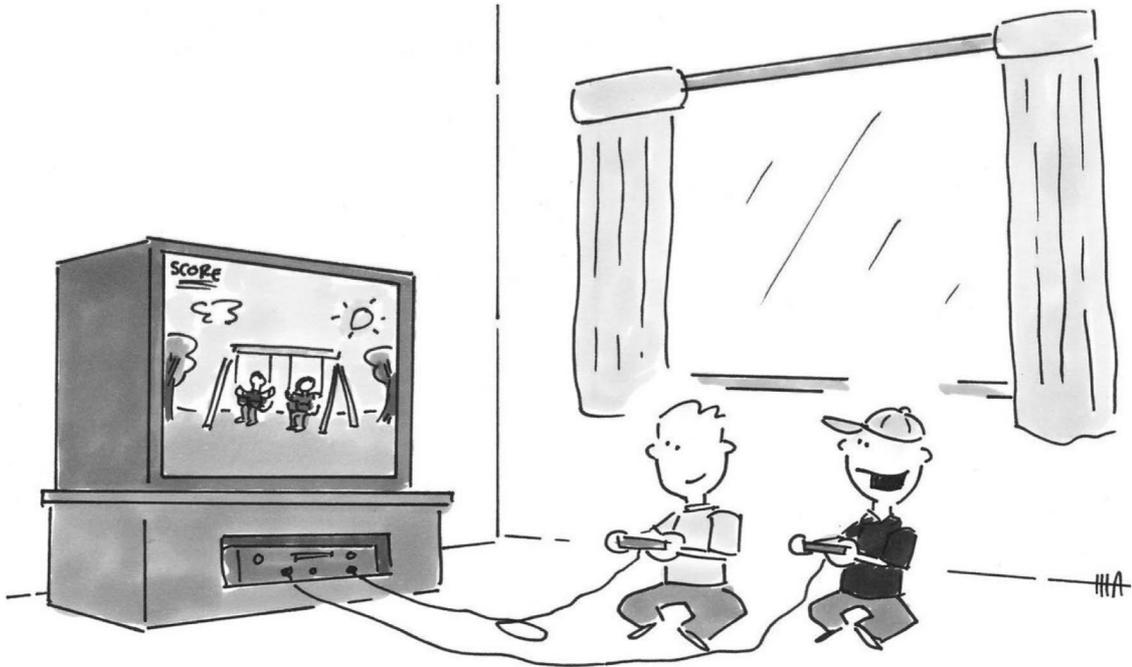


S4 INFO 2026	Reading/language	Speaking/activities	Listening (choisir entre 2)	Homework :
Class 1 : 8/1 Gaming part 1	A)Korean gamer ...P4 B)Cognitive benefits...P6	-2-min debates P11 -Gaming jokes pairwork P10/12	A) V. games changed world P7 B) Unplayable podcast P8	-Webquest: content descriptors, ratings P13
Class 2 : 15/1 Gaming part 2	Esports P16	Webquest P13 Riddles P15 Role play P22	A)The benefits of video games P18 B)Games International P20 C)Unpl. podcast suite: Moodle	Be prepared to talk for 1mn on one of next week's cartoons P23
Class 3 : 22/1 How computers have changed our lives	A)The history of computers P25 B) High tech, high yields P26 C) Computers could delete your thoughts P28+ write + Kahoot	-Cartoons (homework)P23 -Put pics in correct order P24 -Role play 'Digital medicine'P31	A)Paralysed man plays chess P29 B)Access to healthcare P30	Reading into the metaverse P34
Class 4 :29/1 Illusion or reality ? BILAN mi semestre	Into the Metaverse P34	VR: warm-up/brainstorming P33 Speaking/drawing P43/45 Emojis p44	A) Virtual influencers P35 B) I deepfaked myself P37 C) VR designer P39	Language practice P42
Class 5 : 5/2 Privacy and respect for users	Owner of spyware ends contract with Italy P48 Corriger Language practice P42	Conversation questions P47 Debate kit 'listening phones'P50 Quiz on privacy P52	A)Surveillance in China + Kahoot P54 B)Biometrics P56	Reading: The effects of chatbots on education P67/69
Class 6 : 12/2 Online learning	A)Education: lexical exercises P61 B) Offline exams and chatbots (integrated skills) P65/69 Language exercises p.74	Half a crossword P60/62 Conversation questions P63 Role Play Remote learning P64 Reading figures P70/72 Massive numbers P73	A)AI as teacher P75 B)Listen + write: How AI could save education P77	Language exercises P87
Class 7 : 5/3 Robots	2 readings + speaking P82/85 Language exercises P81	Pair work: crossword + Man or machine?P79/81 Create your robot P81 Emotional intel. test P92	A)Restaurant robots P86 B)Robotic exhibition + Kahoot P88 C)Robot podcast p90	Webquest on Google P94
Class 8 : 12/3 Big tech	Split reading: is Google evil? P95/98	Webquest Google P94 Big Tech board game P101 Jokes on Google (Moodle)	A) Google's next map: a healthy body P99 B) Google podcast P102	CO Singles'day P110 (en autocorrection)
Class 9 :19/3 Online retail	Shoplifting... the limits of AI P106	Cartoons P107 Pair work Unusual sale P105/108 Vocab of online shopping P109	Kahoot on Singles'day Listening test	
Class 10 : 26/3 AI	Could AI help cure loneliness? P114	Kahoot : quiz on AI Oral blanc, simulation oral...	AI and jobs P116	
Class 11 : 2/4	ORALS		Reading + language practice test	
Class 12 : 9/4	ORALS			

GAMING PART 1

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"This is so cool! It almost feels like we're actually playing outside!"



Before reading : make a story with these words

Korean gamer/ marathon/ Non-stop/ exhausted/ professional/fired/to take a break/
paramedics/ died/

Then read the text and list the differences between the 2 stories.

Korean gamer dies after 50 hours online

BNE: A 28-year-old South Korean man has died after playing an online computer game for almost 50 hours non-stop in an internet café in the city of Taegu. His marathon gaming session was apparently interspersed with only the occasional toilet break or five-minute nap. The man, known only by his family name of Lee, became engrossed in the popular battle simulation game *Starcraft* on August 3 and stayed rooted to his seat for over two days. Reuters News Agency reports police sources saying the man died from cardiac arrest "stemming from exhaustion". He had just finished playing when he suddenly collapsed. Paramedics could not resuscitate him and he died shortly after arriving at hospital.

Lee was apparently on a quest to become a professional gamer, an increasingly alluring and lucrative profession in South Korea. Top players can rake in substantial amounts of money each year in sponsorship deals alone. Lee had recently been fired from his job because of absences attributed to his obsession with gaming. The dangers of being addicted to fantasy games are becoming more apparent and tragic. Gamers become immersed in the games and are totally mesmerized by the events unfolding in front of them. In particular, MMORPGs, or massively multiplayer online role playing games, keep thousands of players glued to their screens for hours on end.

1.TRUE/FALSE ?

- a. A South Korean man died after spending two days in an internet café. T / F
- b. His marathon gaming session was interspersed with regular breaks. T / F
- c. The man died from dehydration. T / F
- d. Paramedics could not resuscitate the man after he arrived at hospital. T / F
- e. The man was on a quest to become a professional gamer. T / F
- f. His company allowed him time off to pursue his dream. T / F
- g. Gaming is becoming a recognized addiction. T / F
- h. Some role playing games keep players glued to their screens. T / F

2. SYNONYM MATCH: Match the following synonyms from the article:

- | | |
|-----------------|------------|
| a. marathon | engrossed |
| b. interspersed | attractive |
| c. engrossed | revived |
| d. rooted | sprinkled |
| e. resuscitate | fixation |
| f. alluring | immersed |
| g. rake in | epic |
| h. obsession | spellbound |
| i. immersed | earn |
| j. mesmerized | fixed |

3. PHRASE MATCH: Match the following phrases from the article (sometimes more than one combination is possible):

- | | |
|------------------------------|------------------------------|
| a. marathon | unfolding in front of them |
| b. interspersed only with | stemming from exhaustion |
| c. rooted to his | and lucrative profession |
| d. died from cardiac arrest | gaming |
| e. paramedics could not | seat for over two days |
| f. an increasingly alluring | glued to their screens |
| g. rake in | the occasional toilet break |
| h. his obsession with | resuscitate him |
| i. mesmerized by the events | substantial amounts of money |
| j. keep thousands of players | gaming session |

Discussion: : Talk about your history with video games using these prompts.

-First game I played

-Best game

-How much time I spend/spent playing

-Consoles (have you got one? Are they all the same of different -Xbox, Playstation, Wii, Switch...)?

8 Cognitive Benefits of Playing Video Games for Kids

Source: <https://www.engageget.com>

The headings of the different sections (1-8) have been taken out of the article. Put them (a-h) back in!

- a- Enhances memory; b- Enhances multitasking skills; c- Improves attention and concentration; d- Improves coordination;**
- e- Improves problem-solving skills; f- Improves social skills; g- Improves the brain's speed; h- It is a great source of learning**

Contrary to the traditional belief that gaming is merely an additive source of entertainment and diversion, recent research has proved that gaming has numerous benefits and key among them, is the development of cognitive skills in both children and adults. Just as physical exercise helps in improving and strengthening your muscles, cognitive games help to indulge one's brain in constant stimulation, thus improving the brain's performance. The following are some of the cognitive benefits of playing video games.

1.

When an adult or child is playing a video game, he or she is not only staring at the computer inactively. The activities and actions on the screen provide a lot of mental stimulation. For one to play, he or she will need to coordinate their visual, aural and physical movement.

2.

Video games involve certain rules. This means that the player has to think carefully before making any move to ensure that they stay within the required rules of that particular game. The player needs to make split-second decisions that will determine whether or not he or she will advance to the next level.

3.

Playing your favorite video game may require both visual and aural memory. The player is required to read or listen

to the instructions which might only be provided at the beginning of the game, thus the need to remember them throughout the entire game. Mastery of the keys on your keyboard helps you easily move your characters in the game. This helps improve your memory, whether short-term or long-term.

4.

Video games especially action games, have proven to be able to capture the player's attention for the entire period of the game. This is brought about by the player's need to achieve certain objectives within the game, and be able to progress to the next level.

5.

Gaming is not only beneficial to adults and teenagers, but to children as well. Many modern education institutions incorporate video games as a teaching methodology. This helps these children improve their academic skills by providing video games that are specifically aimed at enhancing their cognitive and creative skills.

6.

While gaming, the brain receives multiple stimulations, both Visual and aural. According to research, individuals who play video games frequently can process these stimulators faster than others. These stimulators ensure that the brain is continuously working to interpret them.

7.

An action game, for example, may require you to be very observant. It requires you to be able to move your joystick or keys while looking at the various features on your screen such as energy levels, oncoming adversaries, ammunition levels, available time among other factors, all which are vital to winning. This ensures that the player can observe and react accordingly to all requirements of that particular game.

8.

Online gaming enables many players to engage in a particular game simultaneously. As such, there is constant communication between the players which in turn results in the development of meaningful as well as casual relationships among them.

This helps players meet new friends while also strengthening bonds with their old friends. Though computer games might be beneficial, there is need to play them in moderation. It is also important to pick the right game as not all of them provide the same cognitive benefits. Age should also be a factor. Small children should not be exposed to violent games.

Listening: How video games changed the world:

Match the words from two columns to create pairs of synonyms:

- A. pal
- B. fierce
- C. delight
- D. distinctive
- E. evade
- F. notable
- G. titillation
- H. quest
- I. alter
- J. devoted

- 1) amusement
- 2) buddy
- 3) excitement
- 4) avoid
- 5) different
- 6) loyal/dedicated
- 7) renowned
- 8) mission
- 9) intense
- 10) change

Chronology:

Order the games titles

- Super Mario Bros
- Minecraft
- Space Invaders
- World of Warcraft
- Pong
- Pac-Man
- Tomb Raider

Answer these questions:

What's the stereotype of video gamers that the speaker thinks is outdated?
Compared to Pong, what was new about Space Invaders?
How is Space Invaders still referenced in pop culture?
What was the plot of Super Mario Bros?
Why was Tomb Raider an important milestone for the gaming industry?
How many players did World of Warcraft have at its peak?
Why is Minecraft popular both among children and adults?

Fill in the gaps to create expressions used in the video. Next, explain these expressions.

- 1) Technology **has come a** **way** since the computers of the 1950s as children today can play games on smartphones before they can walk.
- 2) She was **in the** of her working life when the accident happened and she couldn't work anymore.
- 3) The Witcher 3 proved to be a smash hit, selling **by the** and winning game of the year awards.
- 4) The game of bingo has a **long and** history that dates back to as early as 1530.
- 5) This game saga will **capture your** with its dramatic plot, relatable characters and many twists and turns along the way.
- 6) While first seen as a fad or only as a silly plaything for the wealthy, the computer has made an undeniable mark upon history and is **here to**

Unplayable PODCAST

The podcast lasts 27 minutes + and has been divided into 7 parts:

PARTS	FROM... TO...	STUDENTS
Part 1	0-1min58	All students
Part 2	1min58 - 4min32	All students
Part 3	4min32 - 6min37	
Part 4	6min37 – 8min48	
Part 5	8min48 – 14min22	
Part 6	14min22 – 19min26	
Part 7	19min26 - end	

PART 1 questions:

1. Why is gaming important to the 1st player? What can he do when he is playing video games?
2. Speaker one says: “All these things are possible for me just the same as
3. Explain what the frustrating aspect was for one of the players.
4. One of the speakers says that a large part of the gaming was excluded. What term does she use to express the idea of exclusion?
5. What was the consequence of this for one of the speakers?
6. True or false? Select the correct answer and justify.
T F Studios and game developers realised that they were excluding people and reacted early on.
Justify:
7. What situation has been reversed?
8. What metaphor is used by one of the speakers to illustrate this reversal?

PART 2 questions: 1min58 - 4min32

1. What does Steve Saylor explain about the condition he suffers from – nystagmus?
2. Regular visual acuity is: .../...
3. Convert 20 feet into meters:
4. Something that is 20 feet away from Steve Saylor (with glasses on) looks like it is actually ...
5. So his visual acuity is: ...
6. What about with his glasses off:
7. True or False? Select the correct answer and justify.

T F Because of his condition, Steve Saylor is only allowed one kind of glasses.

Justify:

8. When did Steve Saylor grow up?
9. Where did Steve Saylor's mum take him and his brother? Describe this place in details.
10. What did Steve Saylor see in the video game section? What did he think about it at the time?
11. What was the first game that Steve Saylor played?

Gaming Jokes – SPEAKING ACTIVITY

STUDENT A

Speak to student B to see if he/she has the missing parts of your jokes (the beginning or the end).

1. But I grew up in the 1980s when all we had was Pacman and it's not like we spent all our time running around in the dark munching pills to weird repetitive music!
2. For example, on the sims, you can have a job and a house.
3. He said wii.
4. I broke up with my video game console
5. I'll open fire on anyone who says
6. In 2019 if you were unemployed and stayed home all day playing video games, you were a lazy bum.
7. My friend is kind of upset about which video game system to get.
8. Video games ruined my life.
9. Working in customer service already did that.
10. Yeah, he definitely lost Control.

Speaking: 2-minute debates on gaming

Debate each of the arguments below for just 2 minutes.
Student A agrees with the first argument, student B the second.

	Student A	Student B
1	Gaming is anti-social	Gaming means you have lots of friends
2	Gaming is also called esports for a reason (gaming should be recognized as a sport)	Gaming is not a sport, it is actually a very unhealthy activity.
3	Top graphic designers are real artists, just like Picasso	How ridiculous!
4	Gaming makes you less intelligent	Gaming sharpens your mind
5	Gaming can be a good career choice	Gaming will always be just a game



Gaming Jokes – SPEAKING ACTIVITY

STUDENT B

Speak to student A

to see if he/she has the missing parts of your jokes (the beginning or the end).

- A. I asked a French man if he played video games...
- B. Video games never made me angry or want to hurt people.
- C. Video games are great, they let you try your craziest fantasies.
- D. People are forever going on about how video games are an unhealthy influence on the young.
- E. My roommate was playing a video game last night and when he died he completely smashed his keyboard...
- F. Good thing I have 2 extra lives!
- G. Now it's my ex-box. Nothing personal, it was just time for a switch!
- H. video games make children violent! Wait....
- I. Today, this would make you a responsible adult.
- J. Nobody can console him.

Webquest on age ratings and content descriptors

Ratings:

- What is PEGI? How do they determine ratings?
- What are ESRB and CERO?
- Compare the ratings received by the Sims 4 in different countries (PEGI, ESRB, USK, ACB).

What are these content descriptors about?



GAMING PART 2



RIDDLES: match the riddles with the answers below

1. A man dies and suddenly sees 2 computers which are identical. Then he sees 2 identical doors. Then he hears a voice:
“One computer tells the truth, one lies. One door leads to heaven, one door leads to the devil. You may ask either computer one question (so you can only ask one computer one question). Then you must pick a door. Find out what the man’s question should be.
2. This device can add, subtract, multiply, divide, do any mathematical problem, write in any language, find out any universal problem, tell you any secret and solve all human questions. It was invented quite a long time ago, it is small enough to fit in your pocket, has a deleting device on it as standard equipment and only costs a few cents.
3. What did the computer do at lunchtime?
4. I have an end but no beginning, a home but no family, a space without room. I never speak but there is no word I cannot make. What am I?
5. What did the spider do on the computer?
6. What is an astronaut’s favourite key on a keyboard?
7. Why did the computer get glasses?
8. How do you know that a computer is sad?
9. Why did the computer keep sneezing?
10. Why was the computer cold?
11. What do the cookie and the computer have in common?
12. Why can’t computers play tennis
13. What do you get if you cross a computer with a hamburger.

Answers:

- | | |
|--|------------------------------|
| A. A big Mac. | |
| B. A keyboard | H. It had a byte! |
| C. A pencil | I. It had a virus. |
| D. A website! | J. It left the window open! |
| E. Because it breaks down. | K. The spacebar |
| F. chips | L. They try to surf the net. |
| G. His question should be: “Which door would the other computer say is the door that leads to heaven?” and then he should open the opposite door. (explain why now!) | M. To improve his web site. |

OLYMPIC ESPORTS WILL LEVEL THE PLAYING FIELD, SAYS BOSS

16 July 2024, Andrew Rogers, BBC Newsbeat



The Olympic Esports Games will put gaming "at the same level as the Winter and Summer Olympics", according to the boss of one of the world's biggest teams.

This week the International Olympics Committee announced a 12-year partnership with Saudi Arabia to stage the standalone event.

The Kingdom recentlythe Esports World Cup, with some fans, players and commentators boycotting the event in protest over its human rights record.

Alban Dechelotte, CEO of G2 Esports, tells BBC Newsbeat the esports version of the Olympics will aim for equal participation of male and female gamers.

Alban says he was approached to advise the International Olympic Committee (IOC) as part of its plans to attract younger audiences.

He believes it's a huge opportunity for competitive gaming to reach new people.

"For 20 years esports and gaming has been growing," he says.

"It's clear it's not just a trend. We have years of seeing millions of people watching the biggest finals.

'Now we get it'

Alban tells Newsbeat the turning point came at the 2022 Commonwealth Games and Asian Games, which held esports events more traditional sports.

"People from the Olympic Committee attended and were like 'OK, now we get it'," he says.

Despite declaring the experiment a success the Commonwealth Games Federation announced esports would not at the 2026 games in Australia.

At the time, it didn't reveal plans to a separate event.

Alban thinks it's the right decision as it stops existing games from getting even bigger.

"It would be difficult for any city to host," he says.

"I think it gives more space for a celebration of gaming and esports instead of being one of the additional sports."

Call of Duty v Olympic values

It's not clear which games will be included in the competition yet, but Rocket League, League of Legends, EA FC and Street Fighter featured in the Asia and Commonwealth Games.

There's a question over whether first-person shooters such as Call of Duty and Counter-Strike 2, which both have massive scenes, will be included.

One big difference will be players competing under their national flags - a prospect Alban is particularly excited about.

"Everybody wants to see what a Danish team will do against a Korean team," he says.

It also raises the possibility of superstar players from rival teams joining up to compete for their national sides.

Women 'failed' by esports

Organisers of the Esports World Cup have defended the decision to hold the event in Saudi Arabia.

The Arab country, where homosexuality is illegal, has come in for criticism over its on LGBT relationships and lack of rights for women.

Similar concerns over "sportswashing" - accusations of hosting big events to from these issues - have followed the Olympic announcement.

Alban says his own experiences in Saudi Arabia, where a number of esports events have been staged, have been positive.

Like the world cup bosses, he also says he's had assurances from Saudi officials that the competition will be open to anyone of gender or sexuality.

Not everyone is convinced, and the world cup has also faced criticism for a of female representation, with just one out of 22 events specifically for women.

The rest are open to anyone but don't include many female pros.

Alban admits the esports industry has so "failed" female players who are currently under-represented at the top level.

1) Put these missing words where they belong

Alongside
distract
Feature
High-profile
Hold

Hosted
Lack
Regardless
Stance
Tournament

2) Why has Saudi Arabia faced criticism for hosting esports events?

3) What could the Olympic Esports Games be like?

- Part of the traditional Olympics or separate? Why?
- Games included?
- What about the players?

4) What convinced the IOC (International Olympic Committee) to recognize esports?

-
-

5) Language focus:

- a 12-year partnership with Saudi Arabia: why no 's' at the end of 'year'?
- Saudi Arabia's human rights record: how would you translate 'record'? What is a second meaning of that word?
- What's the difference between 'female' and 'feminine'? What is the noun derived from the adjective 'feminine'?
- Which word is used in surveys to ask about whether the respondent is male or female?
- What's the English for 'un drapeau'? This word can be used as a verb: make a sentence giving an example.
- 'We get it' is an informal way of saying ...
- What's the difference between 'assurance' and 'insurance'?
- What's the difference between 'audience' and 'public'?
- What's the difference between 'currently' and 'actually'?

6) **Role play:**

A: You are a journalist at the Esports World Cup: interview a young adult who has travelled all the way from Britain to watch the tournament.

Use the words: recognition/ inclusivity/ sportswashing/popular/audience/

B: You are in Saudi Arabia at the Esports World Cup, you won a free ticket to the competition and feel incredibly lucky to be able to attend the tournament. Answer a journalist's questions.

Use the words: boycott/ superstar/ rival/atmosphere/ Olympic Games

THE BENEFITS OF VIDEO GAMES



I Fill in the blanks /4pts

" If you have a who loves to play video games, you'll any information about the benefits of this electronic Stanley Pierre Louis is president and of the Entertainment Software Association. Thank you so much for us. Thank you. to have you here. So tell me first and about this most study.

II Right/Wrong? Justify with elements from the recording. /6pts

1. Stanley Pierre Louis sums up the findings of a study carried out every 5 years.

R/W

2. More than 50% of Americans play video games.

R/W

3. Studies on the link between gaming and mental health differ depending on who carried out the research.

R/W

4. Covid 19 had no effect on how popular gaming is .

R/W

5. Madden Football was created by Nintendo.

R/W

6. Stanley Pierre Louis used to play video games with his parents as a child.

R/W

III Answer the following questions with elements from the recording. /10pts

- What is the 2 main goals of the study 'Essential Facts'? /1

- What do these figures correspond to? /2

-97:

-91:

-48:

-83:

- List 3 life skills (besides empathy) players feel gaming helps them develop? /1,5

- How does gaming help with empathy? 1

- What kind of games do younger and middle-aged players favor? /1,5

- What do puzzle games help with? /1

-

-

- Find equivalents: /2

Dominant, most widespread:

Category of the population sharing common characteristics:

Conclude, finish (the show):

Keep watching this channel:

GAMES INTERNATIONAL

Lia is starting as an intern at a computer games company. The manager is introducing her to the people in the office.

A) Listen to the conversation and correct one false piece of information in each sentence.

Lia will be working at the company for three months.

1.

Ric works in planning and he likes creating puzzle games.

2.

Danny, who also works in planning, helps to design the game's levels.

3.

The testing team, headed by Remi, has the easiest job.

4.

Natasha from the launch team isn't in the office because she's working from home.

5.

Lia doesn't know much about computer games.

6.

B) Listen again and fill in the blanks. Circle passive verbal forms.

1. At the planning stage, the budget _____, and the target audience _____.

2. Okay, so, before we _____ on the budget and _____ the target audience, we come up with an original idea for a game.

3. ...Annie _____ some basic artwork for the characters and backgrounds.

4. After the basic artwork _____, we work with the engineers to create a prototype of the game.

5. Character models _____, and the voice and sound effects _____.

6. Marlon _____ the models and Eloise _____ the sound effects.

7. When everything is ready, the game _____ by lots of people.

8. My team _____ the game to make sure everything works.

9. When we _____ a bug, we have to edit the code.

10. Sometimes new bugs _____ months after the game goes on sale!

C) Find three words with these meanings:

1. a phrasal verb (3 words) which means to suggest something new :

2. the first working example of a new product :

3. a problem or mistake in the code of a computer programme :

D) Language practice (passive sentences)

Another intern is working with a company that produces websites for customers. The manager is explaining this process. Use the correct active or passive form of the verb in brackets to complete each sentence.

I'm not sure how much you know about how a website (build) _____ , so I'll start at the beginning. A customer comes to us with their ideas. These ideas (discuss) _____ at a meeting. At the meeting, the client also (choose) _____ a domain name for the site and this name (register) _____. We also (find) _____ a platform to host the site. Our designer (suggest) _____ a theme so the website looks attractive. Then content, or information, (add) _____. Sometimes a blog or online store (include) _____ on the site. The site (link) _____ to other social media. Finally, the new site (launch) _____ at a party or online event.

Speaking: role play on gaming

Do video games have a positive effect on society?

Background:

65% of homes in the US own a video game-playing device, with each 'gamer' spending 6.5 hours a week playing on their devices. Video games have therefore become a pretty central feature in most US families' daily lives, but what effect are they having on society at large?

Video games have been accused of encouraging violence, promoting sexist imagery and encouraging young people to waste away their days on something useless and antisocial. On the other side of the debate, many are keen to point out the educational benefits that video games have to offer, the economic benefits of such a popular and growing industry and the fact that they are just plain fun.

So, what will it be? Are they sucking away the lives of our children or bringing families closer together? Encouraging violence, or building friendships?

SPEAKING

ROLE PLAY: This role play is to discuss whether or not video games should be regulated by the government. Team up with classmates who have been assigned the same role as you. Develop your roles and discuss ideas and "strategies" before the role play begins.

Introduce yourself to the other role players.

Role A – Distressed Parent

Vous pensez que le gouvernement devrait interdire certains jeux vidéo. Vous êtes inquiet à propos de votre enfant de 15 ans qui passe la majeure partie de son temps à jouer, manque l'école, ne se nourrit pas correctement, communique peu, devient agressif.

Role B – Game Designer

Vous êtes un graphiste hautement qualifié et pensez que les jeux vidéo sont inoffensifs et divertissants. Ils améliorent la coordination main/œil et développent l'imagination. Contrairement à la télévision, ils permettent une interaction et rendent l'enfant actif.

Role C – University Professor

Vous avez effectué des recherches sur l'influence des jeux vidéo sur le comportement. Vous pensez qu'ils rendent les joueurs sociaux et violents. Les joueurs tendent à oublier leurs responsabilités et deviennent facilement dépendants. Vous recommandez une meilleure catégorisation des jeux et une sensibilisation des parents.

THINK OF MORE REASONS WHY VIDEO GAMES ARE DANGEROUS

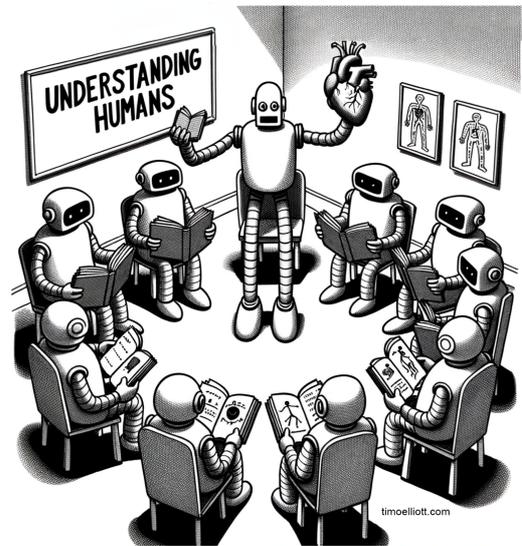
Role D – CEO of Game Company

Vous jouez depuis de nombreuses années et êtes un individu normal, équilibré et avez à votre actif une belle carrière. Vous pensez que les parents sont responsables et doivent mieux s'occuper de leurs enfants, assumer leur responsabilité éducative. Vous estimez que la télévision est bien plus dangereuse que les jeux vidéo.

THINK OF MORE REASONS WHY VIDEO GAMES ARE GOOD FOR KIDS

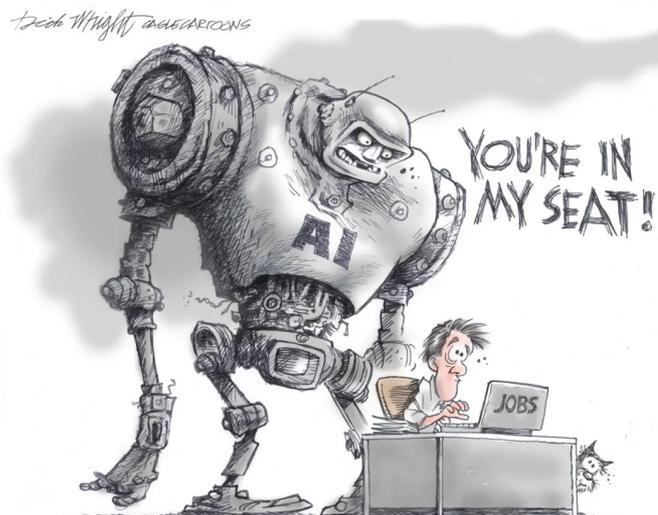
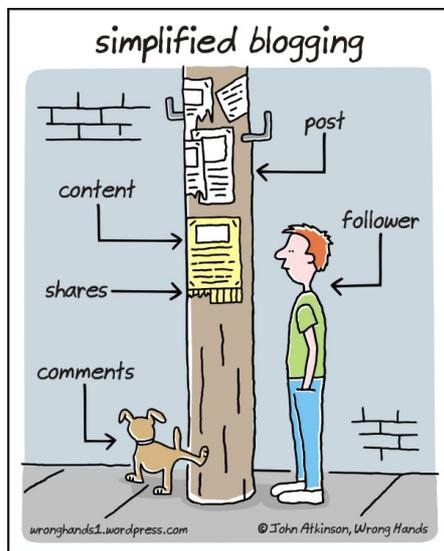
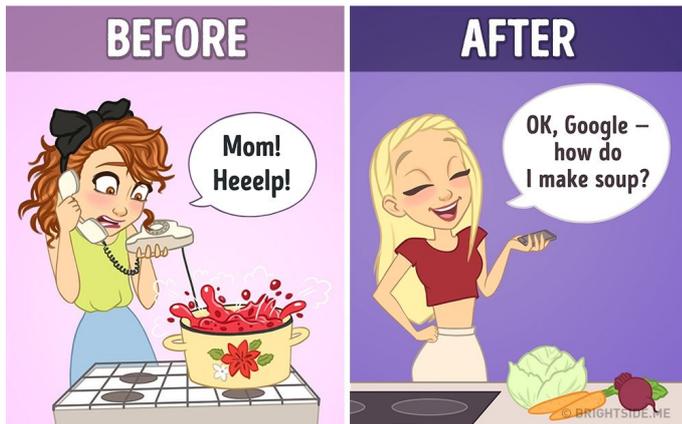
HOW COMPUTERS HAVE CHANGED OUR LIVES

Cartoons : Choose your favorite carton and explain why you like it



"It turns out that this part isn't just for pumping coolant!"

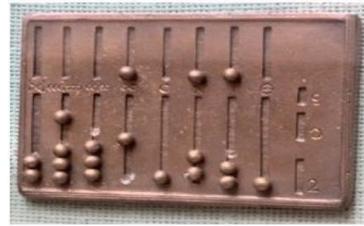
LOOKING FOR RECIPES



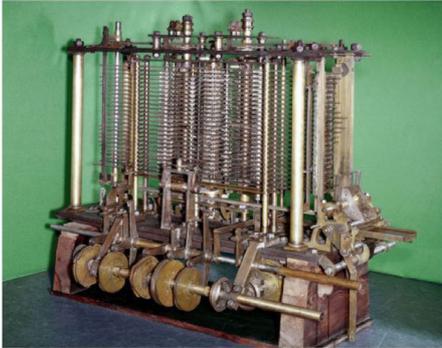
Put these 10 inventions in chronological order

```
P1 max3 (V0[:8.0],V1[:8.0],V2[:8.0]) => R0[:8.0]
max(V0[:8.0],V1[:8.0]) => Z1[:8.0]
max(Z1[:8.0],V2[:8.0]) => R0[:8.0]
END
P2 max (V0[:8.0],V1[:8.0]) => R0[:8.0]
V0[:8.0] => Z1[:8.0]
(Z1[:8.0] < V1[:8.0]) -> V1[:8.0] => Z1[:8.0]
Z1[:8.0] => R0[:8.0]
END
```

Plankalkul, the first high-level programming language



Babylonian abacus



Babbage's analytical engine



Intel 1103, The world's first RAM chip



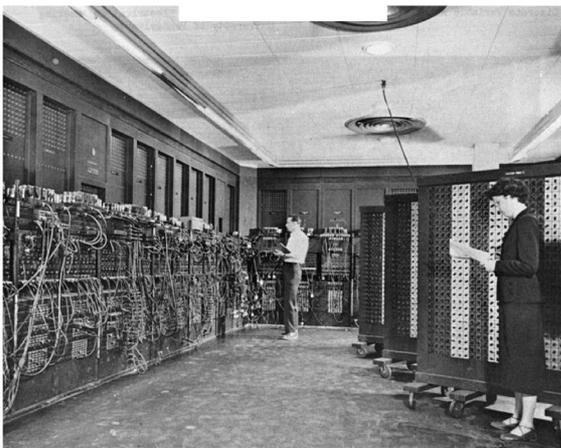
The Compact disc



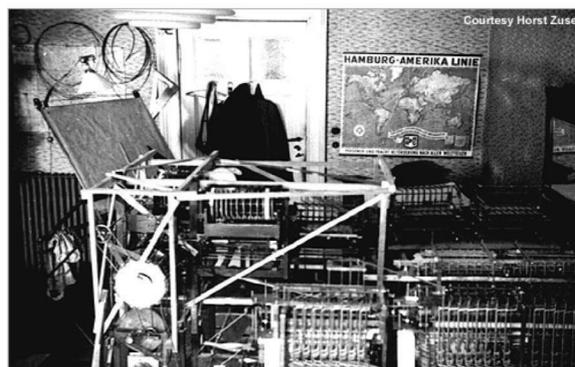
The UNIVAC, 1st commercial computer 1



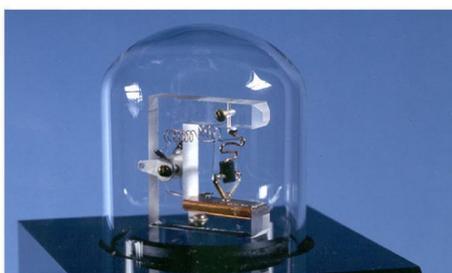
Spacewar, the first ever computer game invented by an MIT student



The Eniac can do 50,000 calculations in 1 second



Konrad Zuse's Z1, the first process computer



The transistor, Bell Laboratories

The History of Computers – Adrian Tennant

In some ways computers have been around for thousands of years. For example, the abacus was invented by the Babylonians nearly 4,000 years ago. Of course, an abacus is very different from our computers today, but for many it's the starting point for the development of computers.

In the industrial age of the 19th century there were lots of machines invented with the purpose of calculating sums. One of the most famous was Charles Babbage's Analytical Engine invented in 1834. These machines were the true prototypes of modern computers but it wasn't until the 1940s that the age of the computer really started.

In 1940 Konrad Zuse, a German engineer and computer pioneer, founded the first computer company and two years later he developed the first process computer - the Z1.

Then, three years later, he came up with Plankalkul, the first high-level programming language.

But, it was probably the invention of the transistor in 1947 at the Bell Laboratories in the USA that was to have the greatest impact on the design of computers. The small size and low cost of transistors has made the digital age a reality and led to computers becoming smaller and cheaper. For example, in 1946 - the year before the development of the transistor - the ENIAC was the most powerful computer in the world capable of doing around 50,000 calculations a second. However, it had 18,000 electronic valves and weighed approximately 27,000 kg - not really something you'd want in your bedroom!

The year 1951 is special in the history of computers. In this year the first commercial computer was launched - the UNIVAC - and the first 'real-time' computer was built at MIT (the Massachusetts Institute of Technology). It was also the first year that the first business application was run on a computer by J. Lyons, a British food company.

In 1962 Steve Russell, a student at MIT, wrote the first ever computer game called Spacewar. Players tried to shoot spaceships using a type of joystick. However, not many people were likely to play the game as the cost of computers was still quite high - for example, in 1964 the DEC PDP-8, the first 'mini computer' cost around \$16,000.

Nowadays, when we think about the computers we have in our homes we think of companies like Microsoft, Apple and Intel. The first of these companies to start was Intel in 1968, then Microsoft in 1975 and, a year later, Apple. The 1970s also saw a number of key inventions such as the RAM chip in 1971, the first programme that could send emails between machines developed by Ray Tomlinson and, eight years later in 1979, the compact disc (CD).

Since then the cost of computers, the size of the memory and the speed at which they operate have changed drastically. It's amazing to think that just over 20 years ago there was no such thing as the Internet and that the idea of most people having their own personal computer was only just becoming a possibility. To go back to our history lesson - in 1977, the founder of Digital Equipment Corporation in the USA said, 'There is no reason anyone would want a computer in their home.'

Read the article again. Are these sentences true (T) or false (F)?

1. Charles Babbage invented the Abacus. T / F
2. The Analytical Engine was invented in 1834. T / F
3. Konrad Zuse was a German engineer. T / F
4. The transistor was invented by Konrad Zuse. T / F
5. Plankalkul is the name of a computer language. T / F
6. ENIAC used transistors. T / F
7. ENIAC could do about 18,000 calculations every second. T / F
8. J. Lyons was the first company to use a computer for business. T / F
9. Steve Russell created the first computer game. T / F
10. Apple was founded in 1975. T / F
11. The first email programme was written in 1971. T / F
12. Ray Tomlinson developed the compact disc. T / F

Find these words in the article and then match them to the correct definition.

- | | |
|----------------|---|
| a) development | 1. the process of creating a new product |
| b) impact | 2. the first form of something new |
| c) joystick | 3. one of the first people to do something important |
| d) key | 4. an effect or influence |
| e) launch | 5. to start selling a new product |
| f) operate | 6. an upright handle that you use to control objects on the screen in a computer game |
| g) pioneer | 7. very important |
| h) prototype | 8. work, do what it is designed to |

AI apps are increasingly popular among small-scale farmers seeking to improve the quality and quantity of their crop

Carlos Mureithi

30 September, 2024

- 1 In Kenya, coffee farmer Sammy Selim sent his farm's coordinates to Virtual Agronomist, a tool that uses artificial intelligence to provide advice. The chatbot asked some questions before producing a report saying that Selim should target a yield of 7.9 tonnes and use three types of fertiliser in specific quantities to achieve that goal.
- 2 "My God!" Selim said when he received the report. He had planned to use much more fertiliser than Virtual Agronomist was recommending. "I could have wasted money."
- 3 AI apps are increasingly popular among small-scale farmers seeking to improve the quality and quantity of their crop
- 4 Pests, diseases and a lack of technical knowhow mean farmers have become used to suffering crop losses on a large scale. Selim started using Virtual Agronomist on his 0.4-hectare farm in 2022. Following its recommendations, his farm produced 7.3 tonnes of coffee, his highest yield ever. He's optimistic that the new recommendations will work too. "Technology helps," he said.
- 5 Before he started to use Virtual Agronomist, Selim would simply apply fertiliser using what he described as "general farmer's knowledge", putting different types at different times of the year without knowing the soil health. The farm's productivity was low. In one season, he only produced 2.3 tonnes of coffee.
- 6 "A big challenge for farmers is not knowing exactly what their soil needs," said Florah Maritim, factory manager at a cooperative society, which buys coffee from local farmers.
- 7 The story is similar for farmers trying to determine what pests and diseases have affected their crops. Musau Mutisya said he used to rely on his own knowledge to identify pests and diseases, but he wasn't always right.
- 8 On a recent sunny morning on his 0.6-hectare (1.5-acre) farm, he stood next to a maize plant, pointing his phone's camera at a torn leaf using PlantVillage, an AI-powered app for diagnosing pests and diseases.
- 9 A voice assistant instructed him on where to hold the phone, identified the pest and gave him advice on how to control it. "We were just guessing in the past," he said. "You end up using more money treating what you don't know."
- 10 A report released in July found that most uses of AI in Kenya were in agriculture and food security. The report said the potential for the technology to support socioeconomic growth on the continent was massive, but to realise that potential, efforts needed to be made to improve digital skills and get more smartphones in people's hands.
- 11 Both PlantVillage and Virtual Agronomist use a "lead-farmer" model, which means that farmers with smartphones are trained to use the tools not only on their own farms but also on neighbouring plots. PlantVillage is free to use and so is Virtual Agronomist for all crops apart from coffee, for which it charges 300 Kenyan shillings (about 1.70 British pounds) for advice.
- 12 Despite the potential, some scientists warn about dependence on AI tools for agriculture. Angeline Wairegi, who has researched the use of the technology in agriculture in east Africa, said most AI training datasets exclude local knowledge, meaning the information they provide can exclude successful local practices.
- 13 But for farmers such as Boniface Nzivo, AI is a game changer. He uses a system called FarmShield to monitor temperature, humidity and soil moisture, and advise him on when to water his cucumbers – aspects that he used to have problems with.
- 14 "I don't waste time trying to work out how much water to use," he said while inside a greenhouse for growing the plants, which need a consistent water supply. "It's a great technology."

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First published in The Guardian, 30/09/2024

WARMER

These countries are the world's leading producers of the following crops. Match the countries with the crops.

- | | |
|----------------|--------------------|
| 1. Brazil | a. olives |
| 2. China | b. sunflower seeds |
| 3. Ivory Coast | c. coffee |
| 4. Spain | d. potatoes |
| 5. Russia | e. maize |
| 6. the USA | f. cocoa |

Find the following words in the text. The paragraph numbers are given to help you.

1. a noun meaning the set of numbers that gives the exact position of something on a map _____ (§1)
2. a noun meaning a natural or chemical substance added to soil in order to help plants grow _____ (§1)
3. a noun meaning knowledge that is needed to do something, especially something practical _____ (§ 4)
4. a noun meaning the amount of something that is produced _____ (§ 4)
5. a noun meaning an insect or small animal that damages plants _____ (§ 7)
6. a noun meaning a piece of land used for a particular purpose _____ 11)
7. an adjective meaning not changing _____ (§ 14)

Answer the questions

1. What is Virtual Agronomist? What is PlantVillage? Do you need to pay to use them?
2. The report Sammy Selim received was useless (True or false? Justify).
3. Farmers in Kenya suffer large crop losses as a result of wet weather.
4. Selim's farm produced 2.3 tonnes of coffee after he started using Virtual Agronomist.
5. In Kenya, AI is mostly used in medicine.
6. Selim's farm is bigger than Mutisya's farm.
7. What are the limits or downsides to the use of AI in farming in Kenya according to the text?
-
-
8. Under the 'lead-farmer' model, farmers with smartphones help their neighbours.
9. How can AI be a game changer for farmers? Give 3 precise examples for 3 different farmers
-
-
-



New computers could delete thoughts without your knowledge, experts warn

New human rights laws are required to protect sensitive information in a person's mind from 'unauthorised collection, storage, use or even deletion'

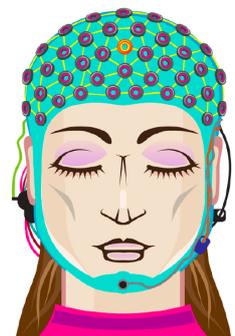
1. Technological advances in machines that can read our thoughts mean that the privacy of our brain is under threat.
2. Now, two biomedical scientists are calling for the creation of new human rights laws to ensure people are protected. The new laws include the right to mental privacy and the right of humans to control their own mental processes.
3. Scientists have already developed devices capable of telling whether people are politically right-wing or left-wing. In one experiment, researchers were able to read people's minds to tell with 70 per cent accuracy whether they planned to add or subtract two numbers.
4. Facebook also recently revealed it had been secretly working on technology to read people's minds so they could type by just thinking.
5. Medical researchers have also managed to connect part of a paralysed man's brain to a computer to allow him to stimulate muscles in his arm so he could move it and feed himself.
6. The scientists also stressed the "unprecedented opportunities" that would result from the distribution of cheaper and easier to use applications that would make neurotechnology* part of our everyday lives.
7. However, the academics made it clear that these devices were open to abuse on a frightening level.
8. And they warned that the techniques were so sophisticated that people's minds could be read or interfered with without their knowledge.
9. They said that illegal intrusion into a person's mind could happen not because they were persuaded to allow it, but because they weren't aware it was happening.
10. Professor Roberto Andorno, an academic at Zurich University's law school and a co-author of the paper, said that brain imaging technology had already reached a point where there had been discussion about whether it could be used in a criminal court, for example when assessing the risk of a criminal re-offending.
11. He also said that consumer companies were using brain imaging for 'neuromarketing' to understand consumer behaviour and to achieve desired responses from customers.
12. He added that there were also tools such as 'brain decoders' which can turn brain imaging data into images, text or sound.
13. His colleague Marcello Lenca, of the Institute for Biomedical Ethics at Basel University, said: "The mind is considered to be the last refuge of personal freedom and self-determination, but advances in neural engineering, brain imaging and neurotechnology put the freedom of the mind at risk."
14. He admitted such advances might sound like something out of the world of science fiction.
15. But he added: "Neurotechnology featured in famous stories has in some cases already become a reality, while others are inching ever closer, or exist as military and commercial prototypes."
16. "We need to be prepared to deal with the impact these technologies will have on our personal freedom."

Adapted from the Independent by Ian Johnston, 26th of April 2017

* neurotechnology = technology used to interact with the brain and nervous system

MAKE A SUMMARY OF THE TEXT USING THESE 10 WORDS:

1. Laws
2. Political opinions
3. Disabled
4. A new realm of opportunities
5. Scary
6. (to be) Aware of
7. Justice
8. Advertising
9. (to) endanger
10. Science fiction



PARALYSED MAN PLAYS CHESS WITH MUSK'S BRAIN IMPLANT



1) Match words and phrases with the correct definitions.

- ADHD
- Beam
- Markedly
- Recipient
- Tremendous
- Wire
- a length of metal used to conduct current in electrical systems.
- a person who receives something
- a condition, usually beginning in childhood, that makes it difficult for somebody to pay attention and concentrate
- send signals, such as radio or television signals over long distances using electronic equipment
- very great
- in a way that is easy to notice

2) Which two items were not mentioned in the audio?

1. shoulders
2. event
3. company
4. doctor
5. device
6. pigs
7. monkeys
8. cats
9. dogs
10. information

3) Answer the following questions:

1. How old was Noland Arbaugh when he became paralysed?
2. How did Arbaugh become paralysed?
3. Where was Arbaugh's online chess game broadcast?
4. Apart from chess, which game is mentioned in the report?
5. How big is the implant?
6. According to a Reuters report, who recently found problems with Neuralink's record keeping and quality controls?
7. Which country is the company Neurode from?
8. Who is working on a project that aims to decode dreams?

4) Discuss the following questions.

1. Would you like the ability to access your subconscious whenever you wanted? Why/why not?
2. Do you agree with Musk that modifying humans through microchips and other technology will be the only way to keep up with AI?
3. Can you think of any ways in which human microchips could be misused by corporations or governments?
4. Do you think microchip implants will become commonplace in the future?
5. Should microchip implants in human beings be made illegal? If so, should it be allowed in certain situations, such as for medical purposes?

How technology is revolutionizing access to healthcare

I Fill in the blanks /4pts

From drones to data, technology is the new _____ in the _____ for universal health _____. UHC means providing the care people need without _____ a financial _____. But right now only half the world's population have access to _____ health services. And of those who do, about 100m are being _____ into _____ just to pay for them.

II Right/Wrong? Quote from the recording to justify. /7pts

1. Zipline is an African company.

R/W

2. Be He@lthy wants to raise awareness on contagious diseases.

R/W

3. Users in India thought the smoking programme was useless..

R/W

4. The end of AIDS is in sight.

R/W

5. Thanks to digitisation, companies in Estonia can access and use health data.

R/W

6. Huge amounts of private health data have leaked in Estonia.

R/W

7. Clinicas des Azucar offers free healthcare.

R/W

III Answer the following questions using elements from the recording /9pts

- What does Zipline use drones for? /1

- What does data digitisation mean /2
-for GPs?

-for ambulance rescue services?

- What do these figures (in chronological order, second part of the video) correspond to? /4

-77:

-14:

-8.1:

-80:

- Find the synonym in the recording (they are in chronological order) /2

-To fill a void:

-Group of people working together:

-To examine systematically:

-Treatment of a convalescent patient:

SPEAKING ON DIGITAL MEDICINE



- Discuss these questions.

Do you think patients would find an online appointment more comfortable if they had sensitive issues to discuss with the doctor? Why/Why not?

When do you think patients would be advised not to have an online appointment and to go into the physical clinic instead? What kinds of medical problems might they have?

Digital healthcare is likely to become more common as time goes on. What do you think digital medical services will look like in 20 years' time?

- Role play:

A: You are the **designer of a new type of software** that helps patients staying in hospitals with mental health support. The software can talk to the patient on their mobile phone and send them positive messages to help them improve their health. It has advanced artificial intelligence that allows it to take note of a person's tone of voice and read their facial expressions to help it understand their emotional state. It can then adjust the support depending on the individual and how they are feeling.

You are going to give a lecture about the software and then provide a question-and-answer (Q&A) session with staff at a large hospital that is interested in buying it. You need to assure them that your software can deliver an excellent mental health support service and get the staff to see the positives of buying your product.

B: You are **a senior nurse** on a busy ward in a hospital. You know that the managing director of the hospital is planning to run a mental health campaign that will encourage patients to install mental health support software on their phones. You are keen for patients to access this kind of technology as it will help them recover and stay positive. However, you are worried that the technology will be too basic and unable to help patients.

The designer of a new type of support software is coming into the hospital to give a Q&A session with staff about the software's capabilities. You need to make sure that you have asked key questions to help you decide whether you want the hospital to adopt the software.

ILLUSION OR REALITY ?

VIRTUAL ACTUAL REALITY



"THIS IS RUBBISH, I CAN'T EVEN SEE MY PHONE"

VR Warm-up : brainstorming

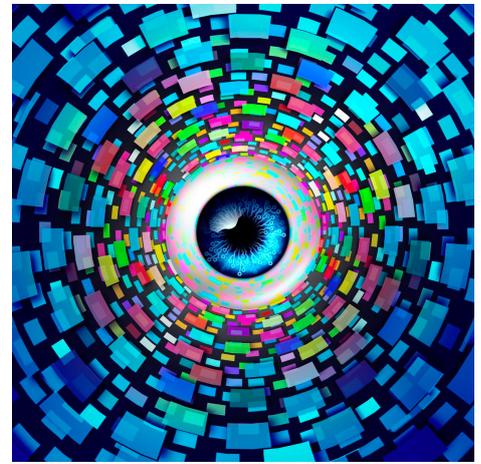


What is VR? Is it the same as augmented reality?

List ways it can be used:

How does it change the way people live/work/interact?

INTO THE METAVERSE: THE NEXT STEP FOR THE INTERNET?



1. It's been making headlines around the world, **A** - but what is the metaverse, and is it really the next "big thing"?

In broad terms, the metaverse is a label given to a hypothetical virtual world, in which users could connect using virtual reality headsets and take part in a variety of activities, such as watching live concerts, conducting office meetings or socialising with friends. Facebook founder Mark Zuckerberg describes the metaverse as a type of "embodied internet, **B**."

2. Zuckerberg in particular has taken a special interest in the metaverse. Recent reports suggest that Facebook is planning to rebrand itself **C**. The company also announced that it is creating 10,000 jobs in the European Union with the intention of building what Zuckerberg describes as "the successor to the mobile Internet." In 2016, Facebook released their first Oculus headset, **D**. More recent projects have included VR (virtual reality) apps for social and work situations, such as Facebook Horizons, which the company heralded as a step to the metaverse.

3. **E**. Roblox, a popular children's game, describes itself as a metaverse company. Nvidia, best known for its range of graphics cards, is developing an Omniverse, a platform allowing three dimensional worlds to be connected in a shared virtual universe. The company has suggested that its Omniverse could have real-world applications, **F**. It has also suggested the technology could enable the creation of digital twins, simulations of buildings and factories from the physical world. This is something that is already being used in industry. **G**. When built, the physical factory will use the same AI (artificial intelligence) and software as the virtual factory.

4. Whilst the metaverse may offer a bright future for business, is it wise to invest so heavily in an idea that is, at best, vaguely defined? The concept hinges on virtual reality- technology which has actually been available to consumers since the early 1990s. VR headsets have been linked with a variety of health issues, including headaches, eye strain, blurred vision and even long-term visual problems. **H**. Additionally, the metaverse may have to contend with "Zoom fatigue", as millions of people around the world tire of virtual meetings and long for physical contact with colleagues, friends and loved ones.

5. Is the metaverse, then, the next big thing? **I** Only time will tell. Some of the technology already exists, and there have been some early successes, such as singer Ariana Grande's virtual concert in the online game Fortnite, which was watched by millions around the world. On the other hand, the buzz around the metaverse may bring back memories of Google Glass, a gadget that was supposed to bring about the age of AR (augmented reality). **J**. A variety of factors were blamed for the failure, including an expensive price tag and public backlash. Users reported feeling trapped in the online world, being unable to disconnect as notifications popped up in their line of sight throughout the day. Perhaps we're not quite ready to leave reality behind just yet.

I Missing segments: Match the letters in the text with the missing segments.

A	B	C	D	E	F	G	H	I	J

1. A DEVICE THAT ENABLED CONSUMERS TO CONNECT TO VIRTUAL REALITY GAMES
2. ATTRACTING INTEREST FROM GLOBAL CORPORATIONS AND HAS BEEN CALLED THE NEXT PHASE OF THE INTERNET
3. CAR MANUFACTURER BMW HAS USED NVIDIA’S SOFTWARE TO CREATE A FUTURE MANUFACTURING PLANT, ALLOWING OPERATORS TO SIMULATE KEY PROCESSES
4. FACEBOOK ISN’T THE ONLY BUSINESS TO HAVE INVESTED HEAVILY IN THE CONCEPT
5. OR IS IT ANOTHER FALSE DAWN, OVERHYPED BY TECH BILLIONAIRES, SOON TO FIZZLE OUT?
6. SUCH AS ALLOWING HUMANS AND ROBOTS TO COLLABORATE
7. THESE "SMART GLASSES" WERE PULLED FROM CONSUMER MARKETS WITHIN A YEAR OF RELEASE
8. THEY CAN ALSO BE PROHIBITIVELY EXPENSIVE AND MANY REQUIRE POWERFUL COMPUTERS OR NEXT-GEN CONSOLES TO FUNCTION
9. WHERE INSTEAD OF JUST VIEWING CONTENT - YOU ARE IN IT
10. WITH A NEW NAME RELATED TO THE METAVERSE

II Complete the following sentences with one, two or three words from the text.

1. To put it simply, the metaverse can be described as a _____.
2. Released in 2016, the first Oculus headset _____ to play virtual reality games.
3. According to Nvidia, its "Omniverse" technology could allow _____ to be created.
4. A potential problem with the metaverse concept is that it _____ virtual reality.
5. One of the reasons that Google Glass failed was its _____, which many consumers couldn’t afford.

III Find the word

Part A: Scan through the text again to find a word that:

1. describes a physical presence in a virtual world (para 1)
2. has announced something in a positive way (para 2)
3. is a synonym for unclearly (para 4)
4. means extreme tiredness (para 4)
5. something exaggerated for marketing purposes (para 5)

Part B: Focus on Paragraph 5. Keeping the context in mind, find the phrasal verbs (in chronological order) that correspond to the definitions below.

1. end gradually in a disappointing way
2. recall something or make someone think of the past
3. cause something to happen
4. appeared or happened suddenly or unexpectedly
5. abandon or move on from something

IV Talking point

1. Do you think that the metaverse will be the next phase of the internet, or is it overhyped?
2. Have you ever paid for virtual items, such as in-game items or digital products that don’t exist in reality?
3. Can you think of any real-life applications for the metaverse, other than the ones mentioned in the article?
4. Imagine you attended an online concert. Describing the experience and compare it to real-life events you have attended.

VIRTUAL INFLUENCERS



I Fill in the blanks (end of video) /4pts

Another gave us a statement from its, saying in part the next of young people, who can smell whether something seems or not, will be the main in the age of the, adding virtual humans are a to humans to teach us what we really should

II Right/Wrong? Justify with elements from the recording. /6pts

1. People feel uncomfortable when they look at faces that clearly seem virtual.

R/W

2. As time goes by, people become accustomed to the 'uncanny feeling'.

R/W

3. Their human appearance imparts power to digital influencers.

R/W

4. Ray features on the cover of a magazine alongside a virtual influencer.

R/W

5. According to Donna Hertalik, virtual influencers are becoming more popular because they are a novelty.

R/W

6. The company that called virtual influencers '*a new way to storytell*' was very willing to answer the reporters' questions.

R/W

III Answer the following questions with elements from the recording. /10pts

- Give 2 examples of 'typical teen stuff' these computer-generated stars do? /2

-

-

- What are social media in general, and digital influencers in particular, doing which is a great cause for concern? /1

- How do these digital stars make money? (3 elements) /1,5

- What can virtual influencers do to become 'someone' young people relate to? (3 elements) /1,5

- What do these figures refer to? /2

- 15:

-11:

- Find in the recording words that correspond to these definitions: /2

Weird and scary:

Amusing, diverting:

Trustworthy, capable of being believed:

Magician, sorcerer:

LISTENING: "I DEEP FAKED MYSELF, HERE'S WHY IT MATTERS"



1) What 2 aspects of the Tom Cruise video are giveaways that the video is not real?

-

-

2) **The good sides of deep fakes:** what are the good sides of deep fake videos mentioned in the video?

-

-

-

2) **The bad sides of deep fakes:** what are they?

-

-

-

- A threat to the public: / / / /

3) Misinformation

The American congress warned that *"by blurring the line between fact and fiction, deep fake technology could undermine public trust in recorded images and videos as objective depictions of reality."* What example demonstrates it here? Explain.

Fill in the blanks: "As deepfake technology gets better, yes, it allows people to create _____ fake evidence and that is _____. But it also allows people to _____, real footage, as, "Oh, that's just a deepfake. We can do that now. We can't _____ anything."

“It's not just what they could create. It's the _____ that is _____ on _____ video and audio.”

4) The legal system: what is the problem of deep fakes for judges and juries? What is the example given?

-

-

5) Cyber crime

Give examples of the use of deep fakes for cybercrimes.

-

-

Who are the main victims of deep fakes? Explain.

6) Solutions: what solutions could there be?

- China:

-Europe:

-The UK:

-YouTube:

-Most promising solution:

VR designer... QUESTIONS

1. Fill in the blanks:

STEVE INSKEEP, HOST: How does it feel to be totally in a that you've only read about in ?

- 2. What is the name of the game?
- 3. What is the name of its creator? What is his role?
- 4. What sport can you experience through that game?
- 5. In what context and historical period?

6. True or False? Circle the correct answer and justify by quoting the podcast.

- a. T F Derek Ham says that his game is like a historical video you can watch.

Justify:

- b. T F Derek Ham says his game helps remove an obstacle.

Justify:

7. The designer says that his game is supposed to offer 2 things that players experience (one positive, one negative). What are they?

- a. ... +
- b. ... -

8. Fill in the blanks: "When you want to share the of another person, it doesn't have to just be and You could also feel what it's like for or a of
..... and"

9. True or False? Circle the correct answer and justify by quoting the podcast.

T F The Negro League was created by African American Negro players.

Justify:

10. Where can you play the game?

11. Vocabulary. Find the terms that match these definitions.

- a. What do you call footwear used by athletes that are also called cleats, and are characterized by the presence of small protuberances on the soles of the shoe that allow for better traction on grass or dirt, especially under wet conditions?
.....
- b. (The same word fits all the blanks in this question) In athletics terminology, refers to sports teams or individual athletes who travel to various locations, usually small towns, to stage exhibition matches. The term is primarily used in the United States. teams differ from traveling teams in that they operate outside the framework of an established athletic league.

..... allowed athletes to compete in two sports; for example, Goose Reece Tatum played basketball for the Harlem Globetrotters and baseball for a Negro leagues team. Some teams lack home arenas, while others go on "barnstorming tours" in the off-season.

..... earned its name from the aerobatic pilots who would land their light planes in fields and use local barns as venues for their impromptu airshows. Paying spectators would gather to watch these daring pilots attempt a variety of dangerous tricks.
- c. A is a baseball player playing his first season in the circuit. The term is most frequently used for a player in his first season in the major leagues, although minor league circuits also have their

Language practice

Word formation: Use the word between brackets to form a new words that fits in the text. Example **(0)** has been done for you.

Derek Ham Appointed Department Head of Art + Design

May 20, 2020 [Christine Klocke](#) 2-min. read



Associate Professor Derek Ham, Ph.D. has been appointed as the department head of Art + Design. Ham has been at the College of Design since June 2015 and was **(0: recent)** promoted from assistant professor.

“I am thrilled to announce that Derek Ham has been chosen as our next Art + Design Department Head” said Mark Hoversten, dean of the college. “Derek’s background and approach to multi- and inter- **(1: discipline)** work makes him a strong candidate in an already **(2: compete)** candidate pool. I am excited to see the direction he brings to the Art + Design program moving forward.”

Ham has also been chosen by Chancellor Woodson as a [University Faculty Scholar](#), starting in 2020. The program, established by the Chancellor in 2012, recognizes and rewards twenty **(3: emerge)** academic leaders each year who demonstrated significant achievement. Faculty members selected as University Faculty Scholars carry the title for the duration of their faculty appointment at NC State

In addition to his **(4: appoint)**, Ham serves as the principal investigator for the multi-disciplinary [MX Reality Lab](#), which works to create **(5: impact)** changes in the user experience of virtual, augmented, and **(6: mix)** reality technologies. Students from graphic design, industrial design, computer science, and electrical and electronics **(7: engine)** explore opportunities for commercialization and wide **(8: adopt)** use of VR/AR technology.

His research interest spans the areas of game-based learning, algorithmic thinking, and digital fabrication/making. In his work, he continues to investigate both virtual reality and augmented reality technology to find ways these tools can expand the possibilities of **(9: act)** design. Before joining the faculty in the College of Design, Derek taught at MIT’s School of Architecture, Harvard’s Graduate School of Design (GSD), and the Rhode Island School of Design.

Ham holds a Ph.D. in design and computation from the Massachusetts Institute of Technology, a M.Arch from the Harvard University Graduate School of Design, and a B.Arch from Hampton University.

Derek will begin his position effective July 1, 2020.

Dean Hoversten thanks Associate Professor of Art + Design Kathleen Reider for serving as an interim department head in the college since April 2019. Dean Hoversten also thanks the work of the search committee, chaired by Tsailu Liu, for their **(10: commit)** to the search.

Source: <https://design.ncsu.edu/blog/2020/05/20/derek-ham-appointed-department-head-of-art-design/>

A: SPEAKING/DRAWING ACTIVITY



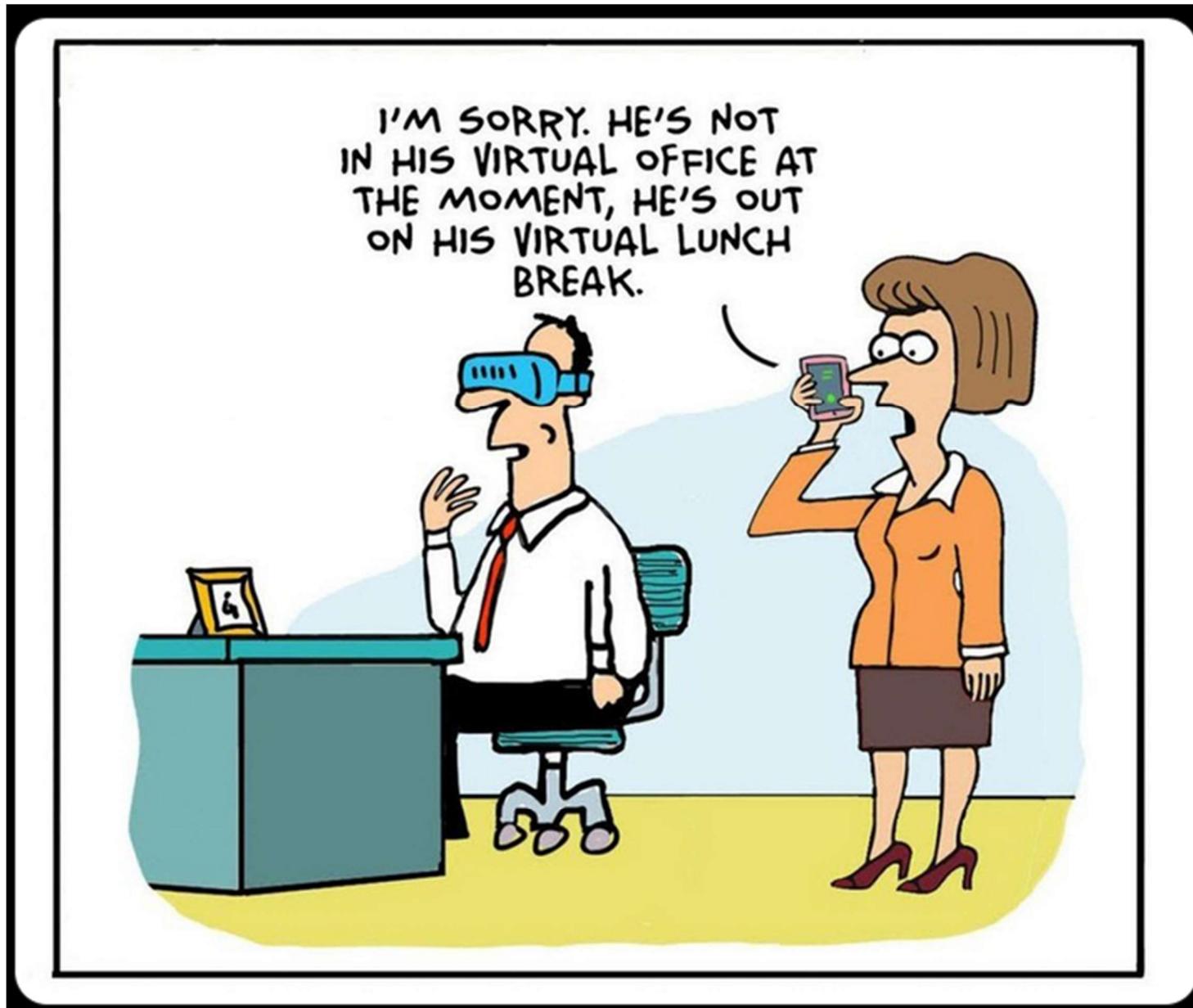
EMOJIS

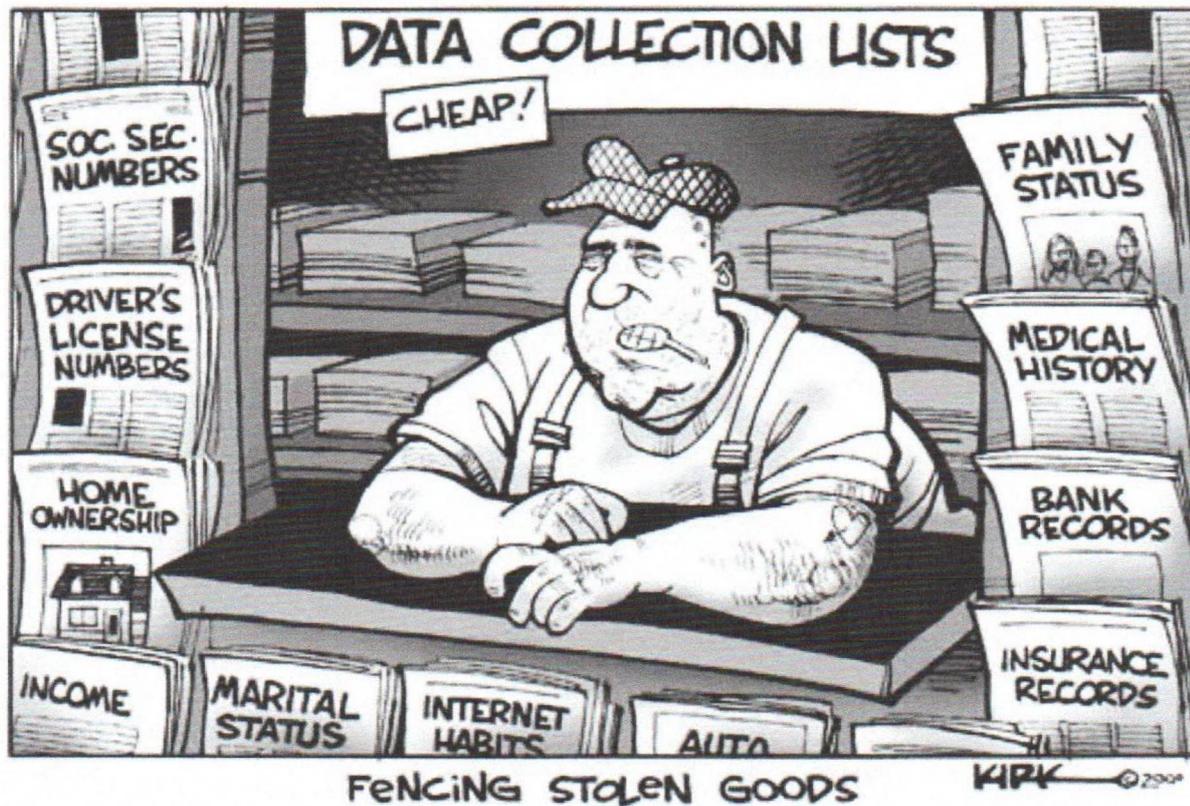


Match these emojis with their meaning!

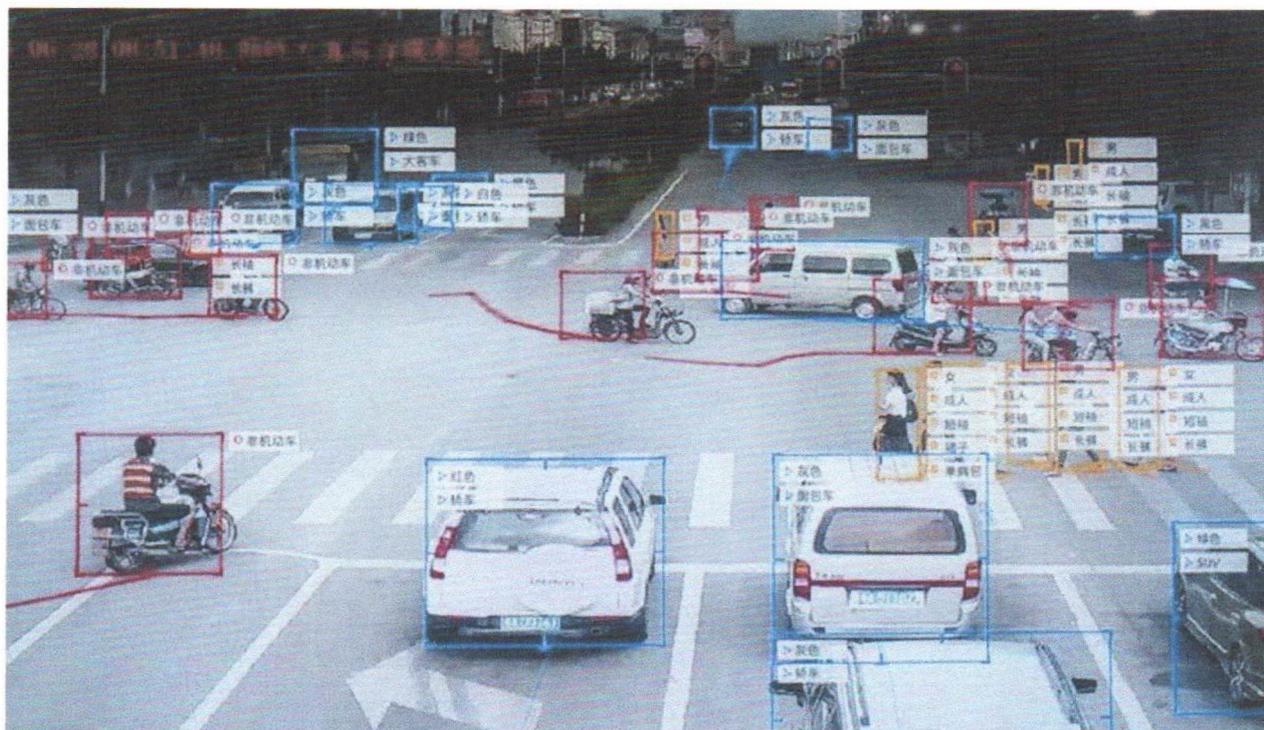
1. O:)	A) Aggressive, showing his teeth	1.	
2. X-(B) Looking confident, proud	2.	
3. :-D	C) Winking	3.	
4. :-P	D) Sending a kiss	4.	
5. :-o	E) crying	5.	
6. :-X	F) Sticking out his tongue	6.	
7. -O	G) Drooling, being envious	7.	
8. :-°	H) Homer Simpson	8.	
9. :'(I) surprised or shocked	9.	
10.:-]	J) Confused	10.	
11.:-/	K) Broken hearted	11.	
12.B-)	L) dazed	12.	
13.8-0	M) Laughing out loud	13.	
14.:~E	N) Marge Simpson	14.	
15.;-)	O) Keeping his mouth shut	15.	
16.:~*	P) yawning	16.	
17.8-0~	Q) angry	17.	
18.:(_8^()	R) Whistling, trying to look innocent	18.	
19.@@@@@@8-)	S) Cool, wearing sunglasses	19.	
20.</3	T) Angel, innocent	20.	

B: SPEAKING/DRAWING ACTIVITY





PRIVACY AND RESPECT FOR USERS



Conversation questions on privacy, security, social networks

What are the best practices for creating strong passwords?	Is it OK to have cameras in private homes to check on babysitters, cleaners...?	What is phishing? Do you know anyone who has been scammed online?
Is it OK to track a teenager's location?	Who is your favourite influencer and why?	Has there been cyberbullying in your school/university? How was the situation managed?
Whose social media accounts do you recommend and why?	What is IoT and how does it impact cybersecurity?	What sort of things would you never share or post online?
In which countries is there a high level of state surveillance? Why do you think this is?	Would you like to work in cybersecurity?	Are there social media platforms you do not want to use and why?
Have you ever done a social media detox? (stopped using social media for a week, a month, etc)	What are some of the controversies surrounding TikTok?	What do you think motivates people to create and share memes on social media?

Owner of spyware ends contract with Italy

Stephanie Kirchgaessner and Angela Giuffrida - Thu 6 Feb 2025 The Guardian

1 Paragon Solutions, whose military-grade hacking software was allegedly used to target 90 people, including
2 journalists and members of civil society, in two dozen countries, has terminated its client relationship with Italy,
3 according to a person familiar with the matter.

4 Paragon's decision to end the Italy contract followed revelations that an Italian investigative journalist and two
5 activists who were critical of Italy's dealings with Libya were among the people who had allegedly been targeted
6 with the spyware. [[1]]

7 A person familiar with the matter said Italy had breached the terms of Paragon's contract with the government,
8 which does not allow for journalists or members of civil society to be targeted with the spyware.

9 Like Pegasus, the hacking software made by the rival NSO Group, Paragon's hacking spyware, called Graphite, can
10 infect a mobile phone without a user's knowledge. [[2]]

11 The news has sent shockwaves across the Italian parliament. [[3]]

12 Paragon's decision to terminate the contract, which was first reported by the Guardian, comes less than a week
13 after WhatsApp announced that Paragon's spyware had been used to target dozens of people. Like other spyware
14 vendors, Paragon sells its cyberweapon to government clients who are supposed to use it to prevent crime. It
15 remains unclear who all the specific government clients were behind the alleged attacks.

16 [[4]] They denied that domestic intelligence services or the government were behind the alleged breaches against
17 the journalist and activists.

18 The person familiar with the matter, who spoke to the Guardian on condition of anonymity, said Paragon had "out
19 of an abundance of caution" initially suspended the Italy contract when the first allegation of potential abuse of
20 the spyware emerged last Friday. [[5]]

21 The Guardian has contacted an Italian government spokesperson for comment.

22 Italian opposition parties on Thursday called on Meloni to urgently address parliament. Giuseppe Conte, leader of
23 the Five Star Movement (M5S), said: "The fact that journalists are being spied upon is in itself of unprecedented
24 severity in a democratic system. [[6]]

25 Asked for comment, a Paragon representative declined to confirm or deny the development. [[7]]

26 Francesco Cancellato, the editor-in-chief of Fanpage, a highly regarded investigative news outlet, was the first to
27 publicly state last Friday that he was one of the 90 people who had been notified by WhatsApp that his mobile
28 phone had been targeted, and most likely compromised, by the hacking software.

29 WhatsApp said all of the hacking attempts had been discovered in December, in part through the help of the Citizen
30 Lab at the University of Toronto, which tracks digital threats against civil society. It is not clear for how long the
31 individuals could have been surveilled or the government clients involved in each case.

32 While it is not entirely clear why Cancellato may have been targeted. [[8]] The two other people who were
33 targeted, Husam El Gomati, a Libyan activist living in Sweden, and Luca Casarini, the founder of NGO Mediterranea
34 Saving Humans, have both been vocal critics of Italy's alleged complicity in abuses suffered by migrants in Libya.

35 While Paragon's move is likely to assuage some concerns, there are still outstanding questions about dozens of
36 other cases that WhatsApp discovered.

Exercise 1 : Put the following segments where they belong in the text. ___ /8

A. AND IF EVEN A COMPANY SAYS IT HAD TO INTERRUPT THE CONTRACT FOR ETHICAL REASONS
... THIS IS VERY SERIOUS.

B. HE SAID IT WAS THE COMPANY'S POLICY TO NOT DISCUSS POTENTIAL CLIENT MATTERS.

- C. HOWEVER, HIS PUBLICATION LAST YEAR PUBLISHED A HIGH-PROFILE INVESTIGATION THAT EXPOSED YOUNG FASCISTS IN MELONI'S PARTY.
- D. IT THEN GIVES THE OPERATOR OF THE SPYWARE FULL CONTROL AND ACCESS TO MESSAGES AND ENCRYPTED CHATS SENT OVER APPS SUCH AS WHATSAPP AND SIGNAL.
- E. MELONI'S OFFICE RESPONDED TO THE ALLEGATIONS OF INVOLVEMENT LATE ON WEDNESDAY.
- F. ONE MP SAID THAT, IF CONFIRMED, THE STORY REPRESENTED AN "UNACCEPTABLE VIOLATION OF FUNDAMENTAL RIGHTS AND AN ATTACK ON DEMOCRACY ITSELF".
- G. THE DECISION TO FULLY TERMINATE THE CONTRACT, THE PERSON SAID, WAS MADE ON WEDNESDAY AFTER PARAGON DETERMINED THAT ITALY HAD BROKEN THE TERMS OF SERVICE AND ETHICAL FRAMEWORK IT HAD AGREED UNDER ITS PARAGON CONTRACT.
- H. THE WORK OF ALL THREE INDIVIDUALS HAS BEEN CRITICAL OF THE RIGHTWING GOVERNMENT OF ITALY'S PRIME MINISTER, GIORGIA MELONI.

[[1]]	[[2]]	[[3]]	[[4]]	[[5]]	[[6]]	[[7]]	[[8]]

Exercise 2: /8

What does Paragon Solutions normally help governments with? (/ 2)

What did the Italian government do instead? (/ 2)

True or false? Quote the LINE NUMBER to justify your answer. /3

- Paragon's spyware is called Pegasus.

T/F? – Line n°:

- The Italian government admitted they had tried to spy on journalists.

T/F? – Line n°:

- WhatsApp did not warn any of the app users that they had been hacked.

T/F? – Line n°:

Explain with your own words: /1

'Alleged' or 'allegedly' are used a number of times in the text, what do they mean/why are they used?

Exercise 3: Find a word that matches the definition (they are in chronological order): /4

1. Put an end to:
2. Repercussions of an unpleasant event:
3. Seller:
4. Remove from membership for a limited time:
5. probably:
6. willing to express himself insistently, outspoken:
7. Appease, soothe:
8. Remaining unsolved:

Debate



Simon Adeyemi – Phone developer

The people I work with spend our time trying to make people's lives better, with technology. Our customers want voice-activated technology. It's so much easier and more natural to give voice commands than to read a menu and click or type. We need to learn to navigate menus, but speaking is how we communicate in real life! Spoken human language started developing at least 100,000 years ago - possibly 2 million years ago, but for most of human history, most people couldn't read or write.

Fact: 1 in 5 adults in the UK can't read or write well.

Issue: If a microphone isn't always-on, then your device can't be voice-activated. You have to manually switch it on.

Question: Why stop developing technology that works with how our brains work?

I'm a
Scientist
Get me OUT of here

Debate



Alberta Feynman – Security consultant

I advise people on keeping their data and money safe. I think microphones that are always on are a terrible idea. How much do you trust the people who made the device? They say it's only listening sometimes, but what's to stop it recording all the time? And what happens to that data once they've got it? The recording gets sent to a web server to be interpreted, and anything that is sent to servers can be intercepted or hacked.

Fact: Payday loan company Wonga had a data breach in 2017 where 250,000 people's financial information was leaked.

Issue: The things you might say when your phone is near can reveal your thoughts, who you're 'talking to', your habits, when you go on holiday and your house is empty...

Question: Have you ever said anything that you wouldn't want some people to know you've said?

I'm a
Scientist
Get me OUT of here

Debate



Min Liang – Privacy campaigner

Research shows that people are bad at making privacy decisions. Probably because it's hard to understand the long-term consequences. I think privacy is a 'public good', not just an individual right. If workers can't talk privately about the company they work for, then they can't organise for workers' rights. If citizens can't criticise the government privately, then we don't have freedom. I think we need to protect our democracy with laws that protect people's privacy.

Fact: Current law allows 48 UK authorities to access a record of websites you have visited in the last year. They do not need a warrant for this information.

Issue: If people don't need a warrant, they may abuse their right to access your information.

Question: The law protects people by making drugs illegal, and drink-driving, and lots of other things. Shouldn't the law protect privacy too?

I'm a
Scientist
Get me OUT of here

Debate



Jake Beecham – Year 10 student

My parents are really strict. When they gave me a new phone for my birthday, they insisted I had a tracker app on it. What I didn't know was that it also recorded me some of the time! They misunderstood a joke I had with my mates and were convinced we'd done loads of stuff we hadn't. I got grounded for three months. It's not nice to realise you've been spied on, and it's not right that my mates were recorded just because they were near my phone.

Fact: The UN convention on the rights of the child says that children have a right to privacy.

Issue: I didn't know I was being listened to, but I was.

Question: Why can't this technology be more honest? Why isn't there a red light that tells you when the microphone is recording you?

I'm a
Scientist
Get me OUT of here

Debate



Aarni Nylund – Grandmother

I'm 83 and I can't learn new things as easily as I used to. I have arthritis in my hands and my eyes are failing. When my husband died I became quite isolated, but getting a voice-activated smartphone has changed my life. I can keep in touch with my family in Finland, I can shop on the internet, I even play scrabble with my grandchildren. I'm no longer alone.

Fact: 11% of people over 75 have a visual impairment. And 16% struggle with co-ordination or fiddly tasks.

Issue: If I can just turn on my phone by talking to it, I'm liberated. I can't manage to switch it on and enable the microphone by hand.

Question: Why should my freedom be taken away because of your fears of things that might not happen?

I'm a
Scientist
Get me OUT of here

Debate



Helen Ade – Taxi driver

I'm driving for 45 hours a week, often on busy roads, in rush hour, or on fast dual carriageways. The voice assistant on my phone has its microphone on all the time, so that when I talk to it, it hears and can 'wake up' and follow my instructions. I can turn on the satnav, get directions to new addresses, or warnings of accidents and traffic news. I can also change the music, check my calendar, or text my husband to say I'm running late, all without risking an accident. It's a godsend!

Fact: Between 2006 and 2010, mobile phone use contributed to 1,690 road accidents where people were injured. 110 of these accidents were fatal.

Issue: Voice-activated devices are much easier and safer to use in any situation when you can't easily look at a screen or use your hands.

Question: Why ban a technology with so many benefits, just because of possible privacy issues? Why not just make it secure instead?

I'm a
Scientist
Get me OUT of here

Debate



Wesley Grady – Technology enthusiast

I love modern technology. Today we can look up anything by just speaking into a device, talk to people on the other side of the world, and cure all sorts of diseases with modern medicine. There are fantastic things online like Facebook and Google, provided for FREE, so anyone can use them. I'm totally happy that I give up a bit of my privacy, so that providers can gather data about me and make money from advertisers. I even like having targeted adverts, at least it's ads for things I might want to buy.

Fact: In 2016, Facebook made £20 billion in advertising, and spent about £6 billion on research and development.

Issue: Free things still have to be paid for somehow.

Question: How would all these great things online be paid for, if they don't make money from advertising?

I'm a
Scientist
Get me OUT of here

Debate



Rory Travers – Former shopaholic

I kept spending money I didn't have, and ended up in a lot of debt. I know it was my own fault. But the constant advertising we are surrounded by doesn't help. Adverts tell you you'll be happy if only you have this thing they are advertising. I wasn't happy, but I wanted to be. If your phone is always listening, they could show you ads for exactly what you've just been talking about. Social networks say they don't do that at the moment. But I'm pretty sure they will one day. I don't want to be manipulated any more.

Fact: It's estimated that we are exposed to about 3,500 adverts every day.

Issue: If advertising didn't get people to buy things, companies wouldn't spend so much money on it.

Question: Do you think social networks have your best interests at heart? Or do they just want to make money off you?

I'm a
Scientist
Get me OUT of here

QUIZ ON PRIVACY

- 1) Former CIA contractor and whistleblower who revealed in 2013 the existence of mass surveillance programs. He faces espionage charges over his actions. He was granted asylum in Russia in 2020.



E _____ S _____

- 2) International non-profit organization that publishes secret information, news leaks, and classified media provided by anonymous sources. It was founded by Julian Assange (prononcé [/'dʒuːliən ə'sɑːnz/](#)).



W _____

- 3) The data analytics firm that used personal information harvested from more than 50 million Facebook profiles without permission to build a system that could target voters with personalized political advertisements based on their psychological profiles. It was used at the time of the Brexit vote and Trump's election. The scandal was highlighted by The Guardian (files published in 2018).



C _____ A _____

- 4) 3-letter acronym referring to a technology that creates an anonymous, secure and encrypted connection between an Internet user and the websites he visits. The program connects to an intermediate server usually based abroad that encrypts all the user's activities.



- 5) Dystopian novel published in 1949 by English author George Orwell. The novel is set in a province of the superstate Oceania, whose residents are victims of perpetual war, government surveillance and public manipulation. Big Brother is the figure representing omnipresent control.



- 6) 4-letter acronym referring to a system in which signals are not publicly distributed but are monitored, primarily for surveillance and security purposes. It relies on strategic placement of cameras.



- 7) Allows a person to be identified and authenticated based on a set of recognizable and verifiable data, which are unique to them (fingerprints, facial recognition ...)



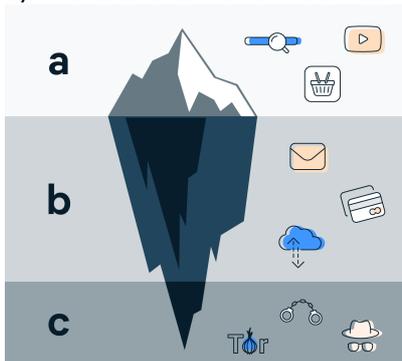
B _____

- 8) Process used by companies to turn raw data into useful information. By using software to look for patterns in large amounts of data, businesses can learn more about their customers and develop more effective marketing strategies as well as increase sales.

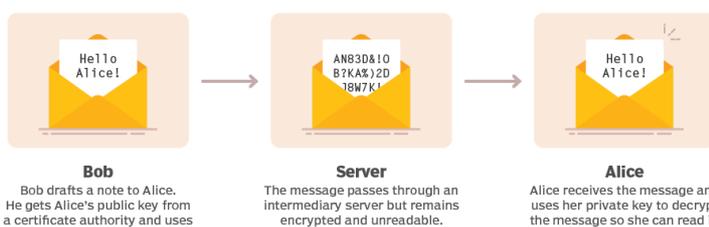


D _____ M _____

- 9) Parts of the world wide web whose contents are not indexed by standard web search engines for any reason.



- 10) Method of secure communication that prevents third parties from accessing data while it is transferred from one device to another -the data is encrypted on the sender's system and only the intended recipient can decrypt it.



LISTENING: SURVEILLANCE IN CHINA



I Fill in the blanks /4pts

" A completely _____ application now -this camera is _____ on the face of a _____ driver, it's looking at his _____ expressions and what he's doing to see _____ he's showing any signs of _____. If the score _____ above a _____ level, then he's seen as too tired to drive."

II Right/Wrong? Quote from the recording to justify. /7pts

1. The surveillance project mainly concerns urban areas and main highways.

R/W

2. To make this report, the journalist walked the streets of two Chinese cities.

R/W

3. The software cannot tell if a person is male or female..

R/W

4. You could use the software to avoid mass gatherings.

R/W

5. At the first sign of tiredness, a driver can be warned that he shouldn't be driving.

R/W

6. At present, the technology does not disappoint and is perfectly up to scratch.

R/W

7. The engineers working on the project are a little worried about how the technology might be used.

R/W

III Answer the following questions /9pts

- What is the project called (English translation)? Does it echo a famous saying? /1,5

- How will the huge amount of data be analysed? /1,5

- How can you find and arrest a suspect in a crowd? (4 steps). /2

-
-
-
-

- Name two dangerous uses for this technology /2

-
-

- Find the synonym in the recording (they are in chronological order) /2

-Present, show off:

-Intersection of streets:

-People who walk (on the pavement..., not drivers):

-Signalled, marked:

LISTENING: BIOMETRICS



I Fill in the blanks /4pts

That's the _____ of this expert, welcome to the new _____. "Essentially biometrics really now _____ through everything." Because it's not quite that black and white. "Computer biometrics does _____ extra things and that is that it _____ looks to make sure that you're _____, that the biometric _____, your _____ is really you..."

II Right/Wrong? Quote from the recording to justify. /7pts

1. Biometrics is used on most basic phones.

R/W

2. Using fingerprints to unlock a phone is new.

R/W

3. On some Samsung phones, you can identify yourself before payment with your face.

R/W

4. A dummy (= mannequin) could trick an Iphone into thinking this is you.

R/W

5. The 97% success rate at CSU Fullerton is seen as good enough by the journalist.

R/W

6. It is easy to steal a picture of someone's face.

R/W

7. They are working on a double biometric authentication system at CSU Fullerton.

R/W

III Answer the following questions using key words from the recording /9pts

- 'You are the password' : which 'parts' of your body can be used for biometrics /1,5
- How do most people react when they realize there is no biometrics authentication on their device? /1
- Why do people find biometrics convenient? /1
- How well does the FBI deal with retrieving/accessing data that are biometrically protected? /1
- The information is 'not in one place': where is it? /1,5
- How can you use 'context' to make sure you are who you are? /1
- Find the synonym in the recording (they are in chronological order) /2

-Penetrating, hacking (a device):

-To enter data:

-To cause people to worry:

-To achieve noticeable, sudden growth:

ONLINE LEARNING

Online learning can sometimes be difficult.

- What problems are the people in the pictures having?
- Have you ever had any of these problems?
- How did/could you find a solution?
- Can you think of one more piece of advice for online learners?



A

EDUCATION

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10
11 D E G R E E
12
13 F O C U S
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15 A S S E S S M E N T
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17 E
18
19 T R A I N E E
20
21 S C H O L A R
22 A R
23 S H I P
24 P
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T

Education : Lexical exercises (Source : English Vocabulary in Use)

Complete the sentences with a suitable word – phrase.

- a. When she was a child, she went _____ in a small village.
- b. When I left school I went to _____ and studied biology.
- c. The school day is normally divided into seven or eight _____ with a _____ during the morning, at lunch and in the afternoon.
- d. Over the week, pupils usually do about ten different _____. At the end of the year they usually _____ exams.
- e. The school year normally has three _____, with exams at the end of the year.

Write the opposites.

- a. I passed my exam. _____
- b. I did very well. _____
- c. I'm very good at English. _____
- d. I got a very high mark. _____

What do you call? Choose among the following words in the box

- a. the money some students receive if they get a place at university? _____
- b. The qualification you get at the end of university? _____
- c. The name we give students during this period at university? _____
- d. Teachers at university? _____
- e. Students when they have completed their first degree? _____
- f. Students studying for a second, higher degree? _____
- g. The study of one subject in great depth and detail, often to get new information? _____
- h. The talks/lessons that students go to while they are at university? _____

a degree – a grant – graduates – lectures – lecturers – postgraduates – research – undergraduates

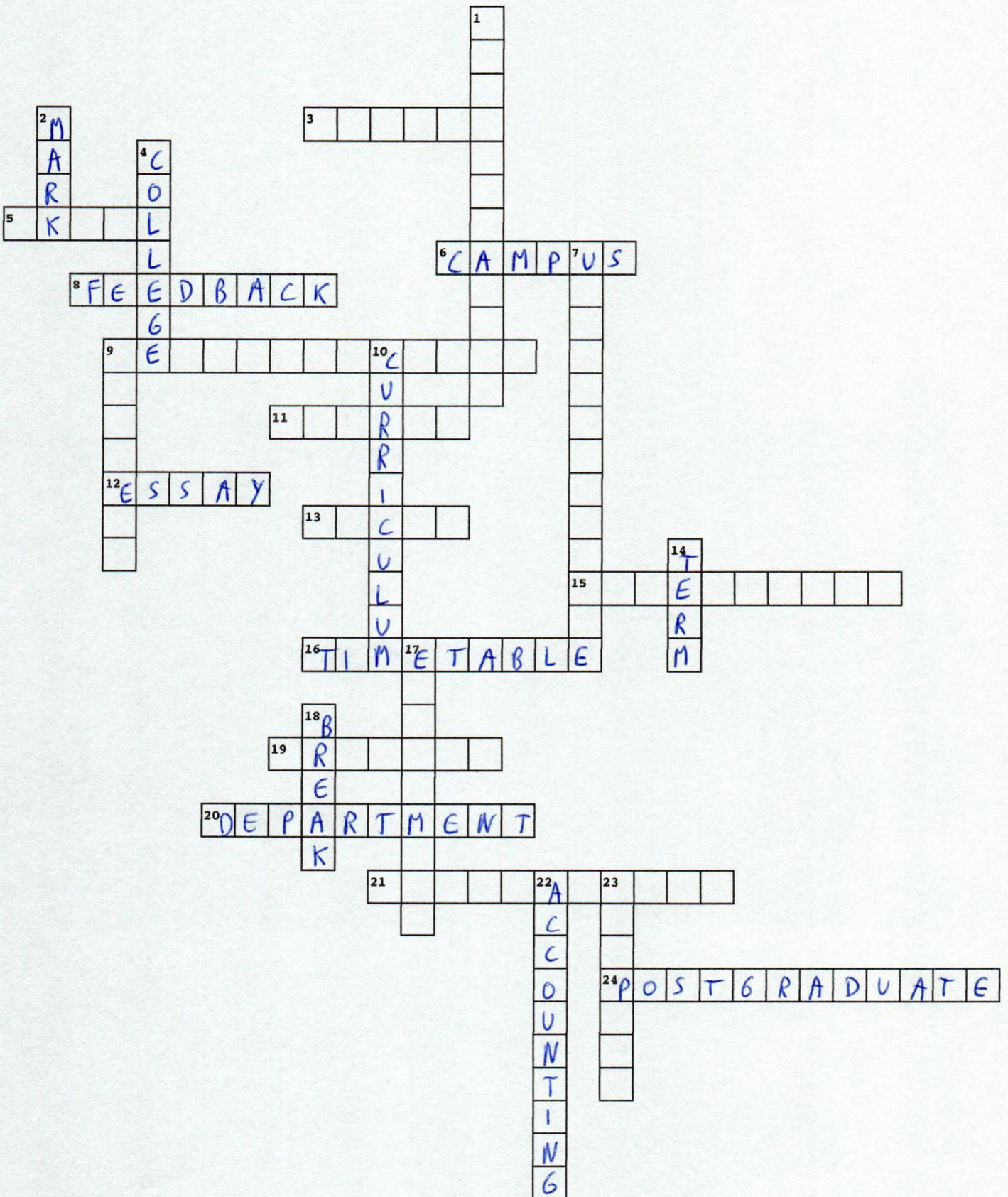
Education idioms

Read the sentences and match each underlined idiom to its correct meaning:

- 1. Paul decided to cut class in order to smoke a cigarette.
- 2. Ken wanted to drop out of school in order to work in his family business.
- 3. Mario remembered all the words in his test because he managed to learn them by heart.
- 4. I was able to pass my science test with flying colors.
- 5. The boy decided to put on his thinking cap and come up with a new name for his school.
- 6. There are many schools of thought about how to learn a foreign language.
- 7. My friend Joe is always late so I decided to teach him a lesson this time and arrive 20 minutes late.
- 8. Jane was the teacher's pet at her school. She always sat at the front of the class and put her hand up for everything.

- a. do something to somebody in order to punish them for their bad behavior
- b. memorize something so that you can repeat it without thinking
- c. not go to class
- d. particular ways or philosophies of thinking about something
- e. start thinking in a serious manner
- f. stop attending school
- g. the teacher's favourite student
- h. very easily and with a high score

(B) EDUCATION



Conversation questions on education

<p>What do you (or did you) struggle with most as a student? What subjects were you good at?</p>	<p>What made you choose to study IT? What would you like to specialize in?</p>	<p>How do students cheat during tests and exams?</p>
<p>What are the best ways to prepare for a test or exam?</p>	<p>What are the advantages and disadvantages of home-schooling?</p>	<p>Do you think being a student is the best time of your life?</p>
<p>How do students change when they move on to university?</p>	<p>What does your education mean to you?</p>	<p>What kind of student are you?</p>
<p>Do your parents have a strong influence on your education choices?</p>	<p>Is it a good idea to have a week-end job while you are a student?</p>	<p>What is your best memory from secondary education/high school?</p>
<p>Would you like to be a teacher?</p>	<p>What is your worst memory from secondary education/high school?</p>	<p>Some people learn on their own. What things have you learned without formal education?</p>

ROLE PLAY : REMOTE LEARNING ?

L'Université de Lille a décidé dans le cadre du nouveau quadriennal de mettre en place le 'remote-learning'. Une réunion est organisée et animée par le Président de l'Université pour réfléchir à cette idée,

- **Vous êtes étudiant à Lille en première année.** Vous pensez que les étudiants ne sont assez autonomes et motivés pour bénéficier de ce système, Qui va répondre à leurs questions quand ils seront devant un ordinateur chez eux ? Tous les étudiants ont-ils le matériel adéquat et un environnement calme pour travailler à distance? C'est sûr, l'université veut faire des économies sur votre dos! Pour vous, le remote-learning n'est qu'un complément aux cours TD et ne peuvent les remplacer.
- **Vous êtes étudiant en Master** et habitez loin de l'université, Proposer une partie des cours a distance vous semble pratique et efficace. En effet, cette forme d'apprentissage peut être motivante et efficace, tout dépend de la mise en œuvre du projet. Quel format auront les cours : du texte ? des exercices interactifs ? Les étudiants pourront-ils contacter les enseignants en cas de problème ? Vous voulez des garanties.
- **Vous êtes enseignant** et même si cette nouvelle forme d'enseignement vous enthousiasme, vous êtes méfiant. Tous les étudiants ne sont pas assez mûrs et motivés pour que le système soit vraiment efficace. De plus, allez-vous devoir créer et mettre à jour les cours vous-mêmes ? Serez-vous rémunéré correctement pour cette tâche ? Allez-vous devoir bénévolement répondre a des mails/chats d'étudiants qui ont des questions chez eux ? Cette formule sera-t-elle obligatoire ou relèvera-t-elle du choix personnel ?
- **Vous êtes le Président de l'université,** L'image d'U Lille est essentielle et cette initiative ferait d'U Lille une université à la pointe de la modernité, Par ailleurs, en termes de coût, le remote-learning pourrait représenter une économie de moyens. Et résoudrait des problèmes d'emploi du temps et de salles. Vous voulez néanmoins un enseignement de qualité et êtes convaincu que les enseignants des filières sont les mieux placés pour proposer des supports interactifs, efficaces et motivants.

OFFLINE EXAMS AND CHATBOTS IN EDUCATION

1 Warmer: what do you think about using a chatbot to do your assignments?

2 Focus on vocabulary

Part A: Match the vocabulary to the definitions.

- | | |
|---------------------------------------|--|
| 1. <u>academic</u> (n) | a. an organisation that was created to serve a particular purpose |
| 2. <u>artificial intelligence</u> (n) | b. including nearly all the details or information about something |
| 3. <u>cite</u> (v) | c. the development and study of computer technology that can think in similar ways to humans |
| 4. <u>comprehensive</u> (adj.) | d. the act of taking someone else's words or work and pretending that it is your own |
| 5. <u>detect</u> (v) | e. involving some danger and possibly having a negative result |
| 6. <u>institution</u> (n) | f. mention someone's work in support of what you are saying or an argument you are making |
| 7. <u>plagiarism</u> (n) | g. a professor or researcher at college or university |
| 8. <u>risky</u> (adj.) | h. see or find something, usually that is trying to stay hidden and isn't easy to see |

Part B: Now complete the following sentences with a part of speech that is from the same family as the Part A word in brackets. One word from Part A is not used.

1. I never did particularly well _____ when I was at school, but my sister is now a professor at a university in Canada. (academic)
2. I was surprised that I got an excellent score for my essay. The professor said the way I had used the _____ from Charles Dickens was particularly impressive. (cite)
3. I feel the subject has been _____ discussed now and it's time for us to move on or we'll run out of time. (comprehensive)
4. The men were wearing masks and gloves to try and escape _____. (detect)
5. Over a period of time, we saw a rise in _____ corruption which brought the country to its knees. (institution)
6. He received a zero for his essay as the professor could see that he had _____ large parts of it. (plagiarism)
7. You won't be able to get insurance if your holiday involves _____ activities such as parachuting and mountain climbing. (risky)

3**Listening for details**

Listen to the news report and write numbers 1 - 8 next to the vocabulary in the order that you hear them. The first one is done for you.

- ___ comprehensive
- ___ detect
- ___ risky
- ___ cite
- 1 artificial intelligence
- ___ institution
- ___ plagiarism
- ___ academic

4**Listening comprehension**

Listen again to the report and complete the gaps with one noun used in the news report.

As a result of new artificial intelligence software, Australian Universities are planning to alter the way exams are delivered due to _____¹ that there will be an increase in cheating. The recent development of chatbot ChatGPT has increased the _____² that exams in future will use pens and paper. Meanwhile, observers have warned that despite these measures, educational institutions are in an unwinnable _____³.

The _____⁴ for using someone else's words as your own have been established for a long time and can be very serious. Academics can use a mixture of their _____⁵ about the student's ability as well as anti-plagiarism _____⁶ to see if a student is cheating. However, chatbots make this much harder. An _____⁷ was written in 2022 by ChatGPT and the professor who marked it said that it covered all of the important points.

Toby Walsh of the University of New South Wales believes that _____⁸ will have to find ways of working with ChatGPT, not against it.

Scanning for vocabulary

Find vocabulary in the article on page five which has the same meaning as the following definitions.

1. _____ cause problems and stop something from progressing in the usual way (v, Susan Hollman)
2. _____ the quality of being able to trust in something and having strong principles (n, Susan Hollman)
3. _____ in a way that is thought to be true but not known definitely (adv., Susan Hollman)
4. _____ a total lack of order or organisation (n, Susan Hollman)
5. _____ the act of saying the same thing as written or spoken communication while using different words (n, Susan Hollman)
6. _____ being something that could be done successfully (adj., Ji-Young Park)
7. _____ having a very harmful or unsuccessful result (adj., Ji-Young Park)
8. _____ a form of mathematics that requires the addition, subtraction, division and multiplication of numbers (adj., Ji-Young Park)



Skimming for details

Write the verbs from the box in the correct gaps 1-8 in the article below.

an extension / the future / the subjects / the approach / an essay / the knowledge / a calculator / the reaction

The effect of chatbots on Education

Two views

A. With the arrival of ChatGPT onto the scene, we asked two academics what their views were. This is what they said.

B. **Susan Hollman, PhD**

I think the arrival of ChatGPT is fascinating. The way that it has disrupted educational systems around the world in the short time that it has been around, is a sure sign that we are entering a new age. It presents a real problem to the established way of doing things and it gives academics a difficult choice: block it or evolve. You can understand _____¹ at the moment as it has all happened so quickly and no one was really prepared for it. You have to protect the integrity of the examination system otherwise everything will collapse. If students can acquire qualifications without actually understanding, in any depth, _____² they are supposedly educated in, it will be chaos. Yet, the problem isn't going to go away and using chatbots will no doubt slowly integrate into real-world tasks which students will need in jobs after they graduate. You also have to consider if this isn't just the next step in a path we are already on. We already have spell check and sentence completion software on our phones and computers. Isn't a chatbot just _____³ of that? If I get a chatbot to generate _____⁴ for me so that I have a first draft which covers the main points, but then I change the words to reflect my own style, maybe reorganise it and change the grammar structures, then what is wrong with that? It's the same as paraphrasing which is what students have been doing for centuries.

C. **Ji-Young Park, lecturer**

The only choice that I believe we have is to revert back to pen and paper exams. I think ChatGPT has killed digital examination techniques as a viable option. Examination and education will have to split at this point or the effects will be disastrous and far-reaching. In the future, we will have doctors, scientists and architects who used chatbots to get the marks they needed, but they won't have _____⁵ or the skill they need to do their jobs effectively. What I'm suggesting here isn't new either. For example, if you want to test a mathematics student on their arithmetic, you don't provide them with _____⁶, you make them work it out on paper. It should be the same with written exams that need answers that only come from the student's knowledge. We also need to educate students on how to properly use the technology that is available to them. It's likely that chatbots will become part of _____⁷. For example, marketing campaigns and news articles could see a sharp increase in the amount of copy created artificially. Students will need to know how to do that and also distinguish between well-written content which is crafted by writers and the automated kind. It's actually an excellent opportunity to test critical thinking skills if used well. But the entire thing needs to be kept out of exams during the academic year. _____⁸ towards assessment will have to be re-examined.

Sources: *Linkedin, Schools Week*

7

Reading comprehension

Complete the table by ticking the box to show which opinion Susan Hollman or Ji-Young Park would agree with. If neither of them expresses the opinion, tick *Neither*.

Opinion	Susan Hollman	Ji Young Park	Neither
1. Chatbots are essentially a continuation of software we already use and accept when writing online.			
2. The use of chatbots will have no significant effect on digital examination techniques.			
3. The development of chatbots is a sign that times are changing fast and we have entered a new era.			
4. The proper use of chatbots needs to be taught in educational institutions.			
5. A return to traditional, non-digital methods of examining is required to protect their integrity.			
6. Left unchecked, the use of chatbots could have severe effects on the skills of future workers.			
7. Any current students found using a chatbot should be immediately dismissed from their college or university.			
8. Correctly used, chatbots really just provide a way of writing essays that has been used for a long time.			

8

Talking point

In pairs, discuss the following questions.

1. What do you think about using ChatGPT to help you with an essay or written work? Do you think it's cheating or not? Why?
2. Is cheating on exams a problem in your country? What measures do institutions take to stop it? What can happen if you are caught cheating?
3. What reasons do you think there are for people cheating in exams?
4. How do you think chatbots can be used in a positive way by educational institutions in the future?
5. In what ways do you think chatbots will be used in the future?

FIGURES

How to Say Numbers from One to 100

- 7 - seven
- 19 - nineteen
- 32 - thirty-two
- 89 - eighty-nine

How to Say Numbers in the Hundreds

- 350 – three hundred and fifty
- 425 – four hundred and twenty-five
- 873 - eight hundred and seventy-three
- 112 - one hundred and twelve

NOTE: American English omits "and."

200 is two hundred NOT two hundreds

How to Say Numbers in the Thousands / in the Millions / even larger numbers

When expressing large numbers (more than one hundred), read in groups of hundreds. The order is as follows: billion, million, thousand, hundred. Notice that hundred, thousand, etc. is NOT followed by an "s."

- 15,560 – fifteen thousand five hundred sixty
- 786,450 – seven hundred six thousand four hundred fifty
- 569,045 - five hundred sixty-nine thousand forty-five
- 2,450,000 – two million four hundred fifty thousand
- 27,805,234 – twenty-seven million eight hundred five thousands two hundred thirty-four
- 934,700,000 – nine hundred thirty-four million seven hundred thousand
- 589,432,420 - five hundred eighty-nine million four hundred thirty-two thousand four hundred twenty
- 23,870,550,000 - twenty-three billion eight hundred seventy million five hundred fifty thousand
- 12,600,450,345,000 - twelve trillion six hundred billion four hundred fifty million three hundred forty-five thousand

How to Say Numbers With Decimals

Speak decimals as the number followed by "point." Next, say each number beyond the point individually:

- 2.36 - two point three six
- 14.82 - fourteen point eight two
- 9.7841 - nine point seven eight four one
- 3.14159 - three point one four one five nine (that's Pi!)

How to Say Percentages

- 37% - thirty-seven percent
- 12% - twelve percent
- 87% - eighty-seven percent
- 3% - three percent

How to Talk About Fractions

Say the top number as a cardinal number, followed by the ordinal number + "s:"

- 3/8 - three-eighths
- 5/16 - five-sixteenths
- 7/8 - seven-eighths
- 1/32 - one thirty-second

Exceptions to this rule are:

- 1/4, 3/4 - one-quarter, three quarters
- 1/3, 2/3 - one third, two-thirds
- 1/2 - one-half

Read numbers together with fractions by first stating the number followed by "and" and then the fraction:

- 4 7/8 - four and seven-eighths

Important Numerical Expressions

Here is how to say a number of important numerical expressions in English.

- **Speed:** 100 mph (miles per hour). Read speed as numbers: *One hundred miles per hour*
- **Weight:** 42 lb. (pounds). Read weight as numbers: *forty-two pounds*
- **Telephone numbers:** 212-555-1212. Read telephone numbers in individual numbers: *two one two five five five one two one two*
- **Dates:** 12/04/65. Read dates month, day, year in the U.S.
- **Temperature:** 72° F (Fahrenheit). Read temperature as "degrees +number": *seventy-two degrees Fahrenheit*
- **Height - 6'2"**. Read height in feet and then inches: *six feet two inches*
- **Score - 2-1.** Read scores as "number + to + number": *Two to one*

Talking About Money

- \$43.35 - forty-three dollars and thirty-five cents
- \$120.50 - one hundred twenty dollars and fifty cents

Native speakers often just say the dollar number and then the cents number and drop "dollars" and "cents"

- \$35.80 - thirty-five eighty
- \$175.50 - one hundred seventy-five fifty

Ordinal Numbers

Ordinal numbers are used when speaking about the day of the month, or a position in a group.

1st	The first
2nd	The second
3rd	The third
5th	The fifth
8th	The eighth
17th	The seventeenth
21st	The twenty-first
100th	The one-hundredth
1000th	one thousandth

FIGURES, PAIR WORK STUDENT A

Read the figures, you get one point per correct answer.

Check student B's answers, he/she will check yours!

1) 549:

2) *Twenty-two thousand(no 's') fifty-four (22,054)*

3) 16.92:

4) *Six-ninths (6/9)*

5) 5'3"

6) *Fifty dollars and sixty cents (or fifty sixty) (\$50.60)*

7) Date: May 5

8) *Twelve billion two hundred and sixty million five hundred and ten thousand (12, 260, 510, 000)*

9) The Italian team won 5-3

10) O (pronounced 'oh') six six two eight nine o two double seven (06 62 89 02 77)

My score:

FIGURES, PAIR WORK STUDENT B

Read the figures, you get one point per correct answer.

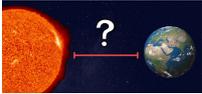
Check student A's answers, he/she will check yours!

- 1) five hundred (and) forty-nine (549)
- 2) **22,054**
- 3) *Sixteen point nine two (16.92)*
- 4) **6/9**
- 5) *5 feet 3 inches (5'3": $5 \cdot 30.48 \text{ cm} + 3 \cdot 2,54 \text{ cm} = 160.02 \text{ cm}$)*
- 6) **\$50.60**
- 7) *May, the fifth (May, 5)*
- 8) **12, 260, 510, 000**
- 9) *The Italian team won (by) 5-3 (five to three)*
- 10) **Phone number: 06 62 89 02 77**

My score:

MASSIVE NUMBERS

8,195,790,566	764	1896
1 in 11,000,000	60%	200,000
8,848m	100,000	148,500,000km
100 km/hr	1 in 900,000	36,201 feet
150 km/hr	80%	8,000,000

1. Average number of hairs on a head.	
2. Part of the American population who cannot name the right protected by the First Amendment.	
3. The amount of your brain that is water.	
4. The annual risk of being killed by lightning for the average American.	
5. The annual risk of being killed in a plane crash for the average American.	
6. The average number of times a year you blink.	
7. The biggest recorded crowd at a soccer match.	
8. The depth of the deepest place on Earth.	
9. The distance from the Earth to the sun.	
10. The height of Mount Everest	
11. The population of the Vatican city.	
12. The speed a cheetah can reach when running at top speed.	
13. The speed of a sneeze.	
14. The world population as of Thursday, December 26, 2024.	
15. The year of the 1st modern Olympic games.	

LANGUAGE PRACTICE: Make a word that fits into the text using the prompt.

How tall are you? Your iPhone can tell!

The Apple iPhone has the (0 -example-: ABLE) to measure someone's (1: HIGH). To access that (2: HIDE) function, you just point your phone camera at a person, click on the Measure app, and get information about how tall that person is.

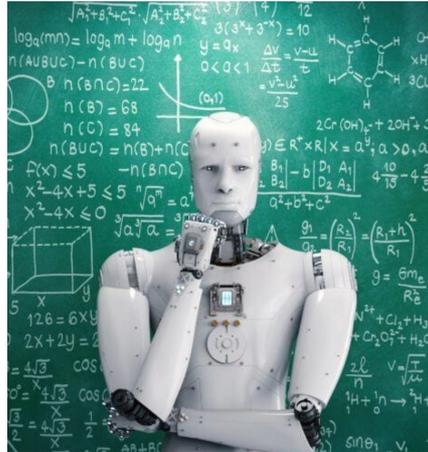
This app uses AR and a special sensor that is inside the camera. The technology is called LIDAR ("Light Imaging, Detection And Ranging"). LiDAR measures a person by sending out pulses of light. These light pulses bounce off the person being measured and return to the LiDAR sensor. The app measures the (3: LONG) of time this took.

The website bgr.com said (4: JOKE) that the app, "isn't as cool as drawing lines on a door" to measure someone.

AI, a security threat

A report commissioned by the U.S. State Department has warned of the (0 -example-: EXISTENCE) threat from artificial intelligence. The report posited a worst-case-scenario "extinction-level threat" to humanity. The authors identified a "growing risk to national security posed by (1: RAPID) expanding AI capabilities from weaponisation and loss of control". The report added that there was a "clear and urgent need" for the U.S. government to (2: INTERVENTION) "quickly and decisively". It continued: "The rise of advanced AI has the potential to (3/ STABLE) global security in ways reminiscent of the introduction of nuclear weapons." The report calls for a new federal agency to regulate companies developing AI tools and to limit the (4: GROW) of AI.

AI AS A TEACHER



I Fill in the blanks /4pts (end of recording)

This school seems to There are many teachers out and we have many at the college. But. We're all If you really want to exactly why a child is not learning, I think the AI systems can that more

II Right/Wrong? Justify with elements from the recording. /6pts

1. Several British schools are testing AI to replace teachers.

R/W

2. Students start with what is easiest for them.

R/W

3. After a long test, the AI can determine the students' strengths and weaknesses.

R/W

4. The student interviewed thinks learning with AI helps him improve .

R/W

5. According to Chris McGovern, students must be in contact both with teachers and other children.

R/W

6. The government thinks teachers are essential both as humans and as education experts .

R/W

III Answer the following questions with elements from the recording. /10pts

- What subjects is AI used in? /2
- What do these figures correspond to? /1

-20:

-3:

- What will the learning coaches help with? Give 2 examples. /2

Skills:

2 examples:

- Who is Chris McGovern? (2 elements of answer) /2
- According to him, what is the main problem with AI? /1

- Find equivalents: /2

Custom-made, adapted to individual specifications:

The opposite of 'short term':

Official residence and office of the British Prime Minister:

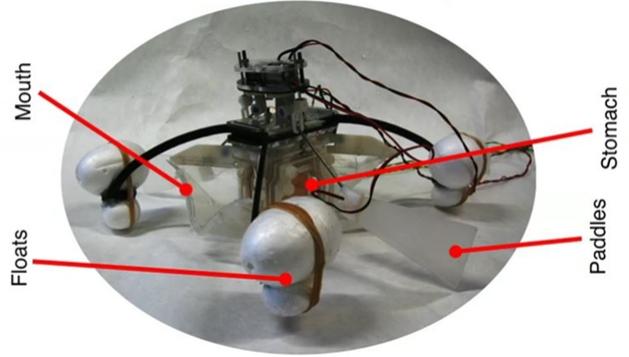
Depressing, cold, uninviting:

ROBOTS



Fleshy, Huggable Robots Could Soon Roam Disney Theme Parks

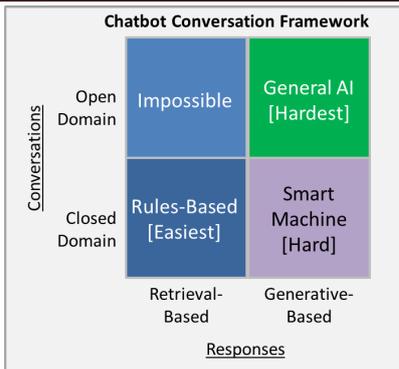
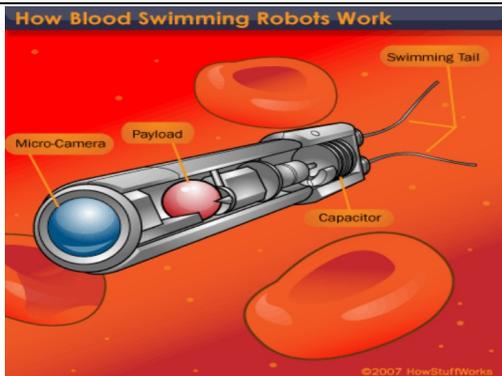
Row-Bot: a robot that eats pollution



Robot monk can respond to about two dozen simple questions about Buddhism



Amputee Simultaneously Controls Two Robotic Prosthetic Limbs With His Thoughts



ROBOTS ARE MORE... LESS... THAN HUMANS (student A)

1 J
U
D
G
M
E
N
T
A
L

2

3 S
T
R
O
N
G

4 C
O
M
P
A
S
S
I
O
N
A
T
I
E
N
T

5

6

7 C
O
N
S
I
D
E
R
A
T
I
O
N

8

9 B I A S E D

10

11 F
A
S
C
I
N
A
T
I
O
N

12

13

14

15 E M O T I O N A L

16

17 R
E
L
A
B
L
E

18

19 I N T U I T I V E

20

21 P R E C I S E

ROBOTS ARE MORE... LESS... THAN HUMANS (student B)

1

2 C
A

3

4 A 5 C C U R A T E

6 L O G I C A L

7

8 C H E A P

9

10 E F F I C I E N T

11

12 T I R E L E S S

13

14 C R E A T I V E

15

16 I
N
T
U

17

18 O B E D I E N T

19

20 D U R A B L E

21

Make a word that fits into the text using the prompt.

AI is changing many things in our lives. Not all of the things are good. Some of the world's biggest record labels are suing two AI companies over possible copyright [.....**INFRINGEMENT**.....] (**0 -example-: INFRINGE**) . The labels include Sony Music, Universal Music Group and Warner Records. They say two AI start-up companies called Suno and Udio are infringing their copyrighted music on "an almost [.....] (**1: IMAGINE**) scale". The labels say the AI start-ups have created models to produce music that could "saturate the market with machine-generated content". Lawyers for the record labels say AI-generated music, "will directly compete with, [.....] (**2:CHEAP**) and ultimately drown out the genuine sound recordings". This could be a disaster for artists.

Many AI companies say their software creates content that is protected under copyright law by the "fair use doctrine". This is a special rule that allows people to reuse copyrighted material [.....] (**3: LEGAL**) Fair use means people can reuse music and written articles for things like news reporting and comedy. Suno CEO Mikey Shulman defended his company. He said: "Our technology is transformative. It is designed to generate completely new output, not to memorize and regurgitate pre-existing content." However, the record labels say the start-ups have created songs that sound exactly like "Dancing Queen" by ABBA and "My Girl" by The Temptations. The labels want [.....] (**4: COMPENSATE**) of \$150,000 per song from the AI start-ups.

OpenAI, the company that owns ChatGPT, is worried that people may become **EMOTIONALLY** (0 -example- : EMOTION) dependent on artificial intelligence voices. The company released a new "advanced voice mode" to users last week. The chatbot comes equipped with an array of lifelike voices that are almost (**1: DISTINGUISH**) from human voices. They can have an authentic conversation in real time, laugh at the right time, interject with "umms," "aahs" and "hmms". An OpenAI report states that the newly-released, human-sounding voices may lead people to rely on AI for companionship, and even for romance.

The OpenAI report warns that future chatbots could fundamentally change societies. They will reshape how we interact with family, friends and colleagues. They may even usurp communication among humans. The report points to benefits of the new tool. These include bringing comfort and (**2: FRIEND**) to lonely people, and giving confidence to those who lack self-confidence. On the flip side, chatbots could cause people to be ruder, more impatient and more selfish. Wired.com writes that the new chatbot includes "the potential...to amplify societal biases, spread (**3: INFORM**), and aid in the development of (**4: CHEMISTRY**) weapons".

READING 1:

- a. Can we rely on robots? Which jobs always need a human touch?
- b. Robot or Human? Do you always know the difference?
- c. Where do robots work now? Where will robots work in the future?

Read the article and choose the most appropriate title.

Title:



The difference between a robot and a human used to be easy to notice, but advances in ***robotics** in recent years mean that any differences are becoming less obvious. It is also said that by 2030 most companies will have started to replace some human staff with robots. Let's take a look at some of the places where this is already happening.

- A. Visitors to Disney theme parks in California look up as Spider-Man flies over their heads, jumps and turns in the air, and climbs down buildings. There are no wires involved. Spider-Man's moves are fantastic, and the visitors love him. But these stunts aren't being performed by a human, it's a robot.
- B. Over the next few years, robots will be used more and more in theme parks. They will have conversations with visitors, help you if you are lost, and even play games with you. Disney says it's important that kids aren't scared by the robots, so they use things like soft bodies and real-looking eyes that look straight at people.
- C. But, it's not only theme parks where robots are replacing humans. Robot staff have already found their way into many different workplaces, from museums to train stations. These intelligent machines do all kinds of tasks from cleaning to acting like animals.
- D. Robots are becoming part of everyday life. One seafood restaurant in Shanghai, appropriately called *Robot*, uses apps to take orders and moving robots, including ***robotic** arms, to deliver food to people's tables. The only human part of the team is the cooks although robots are replacing many cooking appliances in the kitchen, too. Another café in Tokyo is managed by people working at home and controlling the robots who serve the guests.
- E. In the FlyZoo Hotel in Beijing, guests check in automatically, and then robots show them to their rooms. ***Artificial intelligence** (AI) controls the room's heat, curtains and TV. Guests can also use their voices to order drinks or fresh towels. Many hotels across the world are planning to use this technology in the near future.
- F. In an aquarium in China, people can even swim with robot dolphins, controlled by a human operator. This could help keep sea creatures in the sea and free from captivity as well as creating an unforgettable experience for visitors.
- G. The Robot Science Museum in Seoul is being built entirely by robots and ***drones** and its first exhibition will be its own construction. It will be in the shape of a ball and have three floors, with an exhibition space, shops and offices. The museum walls will be 3D printed. South Korea also has a park called *Robot Land*, all about intelligent robotics.
- H. Using robots instead of humans doesn't always work perfectly, though. One hotel in a Japanese theme park had almost all robot workers, many of which looked like dinosaurs. However, it had to fire over half of its robot workforce and hire people because the robots were creating too much work for the human staff members.
- I. Advances in artificial intelligence (AI) and robotics have started to move much quicker in the last few years and many theme parks, museums, zoos and aquariums are planning to make better use of robots. The next time you are in one of these places, it might be a good idea to check who you are speaking to.

Sources: *The Independent*, *blooloop.com*

Read the text again and decide if the following statements are true (T), false (F), or not given (NG).
Talk to a classmate and give reasons for your answers.

1. It's more difficult to know whether someone is human than it used to be. _____
2. Spiderman is attached to something to stop him from falling. _____
3. Disney gives their robots soft bodies so children won't get frightened. _____
4. Robots work as cleaners in some train stations. _____
5. People in Beijing are able to swim with dolphins in the ocean. _____
6. The Robot Museum in Seoul has an exhibition on 3D printed buildings. _____
7. A hotel in Japan had to replace most of its robots with human staff. _____
8. Expect to see more robots in theme parks soon. _____

Speaking: roleplay

Robots can be very helpful but sometimes things can go wrong. Read your role card and work with a classmate to create a funny dialogue that you can share with the rest of the class.

Role card 1A: Self-driving car (human)

It's your first time in a car without a driver. You are a little bit nervous. You need to speak to the robot that drives the car. You need to tell the car where you want to go.

Role card 1B: Mobile Phone (human)

Your mobile phone is broken. You call the telephone company to tell them what is wrong with the phone and ask them to help.

Role card 1C: Alexa! (human)

You are at home and you want to listen to some music and check the weather forecast for tomorrow. You ask your smart speaker to help you.

Role card 2A: Self-driving car (robot)

You are the robot in a self-driving car. You need to listen to instructions from the passenger. However, you are not working correctly and don't always go the right way.

Role card 2B: Mobile Phone (robot)

You are a robot that works for a telephone company. You answer calls from customers and try to help. However, you are only programmed to tell customers about new products and to sell new phones.

Role card 2C: Alexa! (robot)

You are a smart speaker/virtual assistant. You need to listen and help the person speaking to you. However, you are not working correctly and give out lots of incorrect information.

READING 2: Vtubers: India's virtual stars whose real faces you won't see

(BBC News, 20 October 2022)



JoqniX is among a budding niche of virtual YouTubers or VTubers in India

1 JoqniX has silver-platinum hair, wears spectacles and loves meeting new people.

2 He livestreams - or broadcasts - himself playing popular video games on his YouTube channel for up to 12
3 hours. His few hundred followers enjoy watching him play or speak about the action unfolding in the game.

4 **[[1]]** He is a digital avatar created and managed by a student based in southern India who is not comfortable
5 revealing more details about his location and offline life.

6 JoqniX is among a fast-growing niche group of virtual YouTubers, or VTubers, in India - digital personalities
7 that have been created by online entertainers and content creators who mostly wish to keep their identities
8 secret.

9 These VTuber avatars usually have distinct Japanese anime-style features and they stream games, participate
10 in internet trends, make art or music **[[2]]**. Creators say that part of the popularity of these digital
11 personalities is that their real identities remain shrouded in mystery.

12 According to reports, the trend originated in Japan in 2016 with Kizuna AI, widely considered to be the first
13 VTuber, using the term for the first time. **[[3]]** with several content creators setting up quirky digital VTuber
14 avatars, some of whom have amassed a huge fan following.

15 Venu G Joshi, founder of the Indian VTuber talent agency, Project Starscape, says the trend gained popularity
16 in India during the Covid 19 pandemic.

17 The BBC spoke to some creators of Indian VTuber accounts **[[4]]**.

18 For the creator behind VTuber Suzuki Zuriko, VTubing allows her to escape the vicious trolling content
19 creators are often subjected to online. "I feel it has enabled many of us, especially women, to try out content
20 creation without feeling unsafe," she says. **[[5]]**"

21 For Virtual Sakura's creator, on the other hand, the appeal of VTubing lies in the scope for creativity the trend
22 offers. Creators can give their avatars interesting backstories - Virtual Sakura, for instance, is a 200-year-old
23 girl with magical powers. **[[6]]**" says the Delhi-based creator.

24 Creators either design their avatars - also called "models" - or **[[7]]** . Most models are Japanese anime-style
25 designs, while others are modelled after other creations such as mythical creatures. A slew of apps are used
26 to design them and their movements are controlled using face and body tracking software.

27 While Japanese VTubers are immensely popular - **[[8]]** - Indian VTubers are yet to enjoy this level of
28 commercial success.

29 Project Starscape has launched two batches - popularly called "gens" - of VTubers so far. The agency held
30 auditions to shortlist candidates and helped them set up their YouTube channels.

31 **[[9]]**" says Mr Joshi. So far, the company's VTubers are all women but he says he plans to launch a batch of
32 all-male VTubers soon.

33 "Female VTubers tend to do better because gaming has a majority male fan base," says Mr Joshi.

Match the numbers in the text from [[1]] to [[9]] with the missing segments A to I.

1	2	3	4	5	6	7	8	9

- A. and engage in other activities online that are fun to watch
- B. But he isn't real.
- C. commission artists and animators to design and create 2D or 3D versions of these models
- D. Here we can make our own realities and it's beautiful
- E. I don't have to worry about people making fun of my real body or making sexist comments
- F. many of them have millions of followers on their YouTube channels and several others are part of paid ad campaigns and launch events
- G. Since then, the trend has grown in popularity
- H. to better understand the trend, its appeal and purpose
- I. We received a total of around 260 applications

Find synonyms in the text:

- **Glasses (L1 to 8):**
- **Covered, hidden from view (I9 to 11):**
- **Odd, peculiar, strange (I12 to 17):**
- **Opportunity (I18 to 23):**
- **Large number or quantity (I24 to 28):**
- **Select (I29 to end):**

Speaking:

- Do you follow some Vtubers ? What do you like/hate about them?
- What would you like your own avatar to be like?

RESTAURANTS TURN TO ROBOTS



I Fill in the blanks /4pts

" Experts say those issues are complicated by the workers'..... One of the hardestindustries is food service. Nearly four in every five restaurants they don't have enough to all the demand. 81% of sit-down restaurants operators say they're understaffed, same for 75% of fast food places according to a from the National restaurant"

II Right/Wrong? Justify with elements from the recording. /6pts

1. Flippy 2 has a long-term contract.

R/W

2. Kitchen workers are jealous of Flippy's jobs.

R/W

3. The point in having Flippy is not just about dealing with the lack of workers according to the company.

R/W

4. Flippy interacts with customers.

R/W

5. The company that created Matradee signs up contracts with large restaurants every day .

R/W

6. With Matradee, restaurants increase their income.

R/W

III Answer the following questions with elements from the recording. /10pts

- List 4 adjectives used to describe what working at the fry station is like /2

-
-
-
-

- Fill in the table below with the information you get from the video about the various robots mentioned. If the information is not given, write 'NOT SAID' in the box. /4

ROBOTS' NAMES	The robot's company	The robot's cost	The robot's task	The location where the robot is used
FLIPPY				
MATRADEE				
KIWIBOT				
CARTKEN				

- Find equivalents: /2

Between 0.00 and 0.55

-In limited quantity: in

-Parts of a chicken that Flippy fries:

-The process of replacing people with machines for mechanical work:

Between 0,56 and end

-Delivery-only restaurant, virtual restaurant:

Bonus question: Explain the origin of the name 'MATRADEE'

ROBOTS EXHIBITION

I Fill in the blanks

ANNA DARRON, CURATOR: "We really _____ these questions of what sort of _____ do we want to have with robots in the _____ because as this technology _____ and becomes more _____ it's something we're going to have to consider as a _____ as a _____, and make these _____ before the technology gets there."

II Right/Wrong? Justify.

1. It is only a small exhibition.

R/W

2. The show aims at giving visitors detailed technical information about robots.

R/W

3. The monk lifted a weapon to incite men to fight just wars

R/W

4. The monk robot is now out of order.

R/W

5. Humanoids generate feelings in us humans.

R/W

6. ThespoRobot (= Robo Thespian) needs a little help to greet visitors.

R/W

7. Robots cast light on (reval) our aspirations.

R/W

III Answer the following questions

- Where can you visit this exhibition (be precise)?

- Two types of early robots on show reveal two fascinations/values, explain

-

-

- Two films starring robots are mentioned, name them

-

-

- Robots could populate our future doing which sort of tasks?

-

-

-

- What do these figures correspond to?

-8th:

-500:

-250:

-1920:

Word used as an equivalent of 'robot' = A.....

ROBOTS podcast questions

1. Fill in the blanks : “Now a story about a
..... that's not quite ready to,
at least the industry.”
2. When, where and what was there a lot of buzz about?
3. True or False? Circle the correct answer.

T F Usually, people do not pay much attention to the opening of a small cheap hotel.

Justify:

4. What do the machines/robots do in the establishment that is the subjects of the podcast?
 - a. ...
 - b. ...
 - c. ...
 - d. ...
 - e. ...
 - f. ...
 - g. ...

5. What is Alastair Gale’s job and What did he recently do?

6. What type of robots do you first see as you walk into the hotel? Where to they work?

7. True or False? Circle the correct answer.

T F When Alastair Gale met the first robots, he immediately knew his experience was not going to be optimal.

Justify:

8. What is the problem with the robot work behind reception? Who has to step in?

9. What joke does the journalist make about this situation?

10. What other examples of robots failing are given in the podcast?

a. ...

b. ...

11. What does the human staff have to do?

12. True or False? Circle the correct answer.

a. T F 243 robots were fired from the Henn-na Hotel.

Justify:

b. T F Alastair Gale feels like the Hotel is a robot cemetery.

Justify:

c. T F What is happening at the hotel is representative of what is happening in other sectors.

Justify:

Emotional intelligence

Emotional intelligence is understanding your emotions and the emotions of other people. A healthy emotional intelligence is very important. It allows you to communicate well with other people. It helps you to make the right decisions, and to live a happy and successful life. How high is your emotional intelligence?

- 1** When a friend makes you angry, do you . . .
 - a try to hide your feelings.
 - b tell them how you feel and why.
 - c scream and shout at them.
- 2** A friend is unhappy because they think nobody likes them. Do you . . .
 - a take them to the cinema to cheer them up.
 - b tell them they are being silly and not to worry.
 - c try to make them understand it's not true.
- 3** When you have to make an important decision, do you . . .
 - a ask people for advice before you make your decision.
 - b decide what to do without anyone's help.
 - c do whatever your friends tell you.
- 4** If someone you don't really like asks you on a date, do you . . .
 - a say 'No' politely.
 - b say you need to think about it.
 - c accept, because it would be rude to refuse.
- 5** The group of people you are with one evening decide to go to a nightclub. You don't like nightclubs. Do you . . .
 - a go anyway although you know you won't enjoy it.
 - b suggest something else and try to change their mind.
 - c say you're tired and can't go.
- 6** You're playing a game and you are sure someone is cheating. Do you . . .
 - a explain the rules and tell them to stop cheating.
 - b say nothing.
 - c stop playing the game and leave.
- 7** You've just failed an important exam. Do you . . .
 - a decide that the subject is too hard for you and change to something else.
 - b tell yourself it's OK as there are other subjects you are better at.
 - c make a plan to improve and promise to work harder.
- 8** An old boy/girlfriend calls you and asks to meet, but you are now in a relationship with someone else. Do you . . .
 - a agree to meet just once, explaining you have a new partner.
 - b apologise and say you're busy.
 - c agree to meet and see what happens.
- 9** If someone criticises you in front of other people, do you . . .
 - a ignore them.
 - b defend yourself.
 - c walk away.
- 10** A friend borrows something from you, but doesn't return it. Do you . . .
 - a explain why it's important and ask them to return it.
 - b decide to not to mention it to avoid any problems.
 - c feel angry and end your friendship.
- 11** Your long-term partner ends your relationship. Do you . . .
 - a cry and feel miserable for months.
 - b work as hard as you can and try to forget all about them.
 - c accept what has happened and think about the future.
- 12** A colleague at work keeps doing something that annoys you. Do you . . .
 - a make a joke, hoping they'll stop.
 - b ask them to stop.
 - c try to ignore it.
- 13** Your friend is angry because another driver nearly hit their car. Do you . . .
 - a play some calm music and talk about something else.
 - b tell them about a time something similar happened to you.
 - c join them in criticising the driver of the other car.
- 14** One of your friends says bad things about another friend who is not there. Do you . . .
 - a keep quiet and tell them later it was wrong.
 - b tell them to stop.
 - c keep quiet and say nothing.
- 15** You're walking in the street when suddenly you trip and fall over. Do you . . .
 - a feel embarrassed and hope no one saw you.
 - b feel angry with yourself.
 - c laugh at yourself and carry on.

Emotional intelligence

Score card

1 a-0, b-3, c-0	6 a-3, b-0, c-0	11 a-0, b-0, c-3
2 a-1, b-0, c-3	7 a-0, b-2, c-3	12 a-1, b-3, c-0
3 a-3, b-1, c-0	8 a-3, b-1, c-0	13 a-0, b-3, c-1
4 a-3, b-2, c-0	9 a-0, b-3, c-0	14 a-1, b-3, c-0
5 a-1, b-3, c-0	10 a-3, b-0, c-0	15 a-0, b-0, c-3

35-45

Congratulations! You are emotionally very healthy. You trust your feelings and use them to help you make the right decisions. You are a kind and sympathetic friend. You can probably notice when a friend is unhappy, even if they don't tell you. You are a great listener, and people often come to you for advice.

20-35

You have a good level of emotional intelligence. You often express your feelings well and say what you think. You can also understand other people's points of view, and you don't feel you have to win every argument you have! However, sometimes you worry about things too much and perhaps you get angry too easily. Try to take it easy for a while.

Less than 20

You have lots of strengths, but emotional intelligence isn't one of them! You need to express your feelings a bit more. Start to say what you think and feel, and try to be more confident when dealing with other people. Ask your friends and family for advice on the areas you need to improve. It'll make you a happier and healthier person!



BIG TECH



GOOGLE : A WEBQUEST



- 1) Who created Google, when and where?
- 2) When did Google become the world's biggest search engine?
- 3) What part of speech was the word 'google' added as in the Oxford English dictionary?
- 4) What is Google's main source of revenue? (give the percentage)
- 5) Google is part of a bigger company (it is a subsidiary), what is the name of this parent company?
- 6) When did Google get an initial public offering? (and what does it mean?!)
- 7) Why is Google called Google?
- 8) What colour is the logo? (order of the different colours and why that choice)
- 9) What is Google's old slogan? And its new slogan?
-
-
- 10) Name 6 Google products.

Is Google evil?

	1	2	3	4	5	6
Pb title						
Pb description						
Why Google did this?						
Consequences						
Google's reaction						

1: BREACH OF ANTITRUST RULES

Europe's top court has ruled in September 2024 that Google was guilty of abusing the market dominance of its shopping comparison service. When a user uses the search function, he is fed both search adverts and search results. Search adverts represent abusive market dominance.

Google's main source of revenue is advertising (about 85%). Google uses its advertising service to cement its dominant market position, which is an anticompetitive practice.

This denies consumers choice, innovative products, and fair prices. Generally speaking, it is also worrying that people assume that everything that is not listed in the search results is not important or simply does not exist. Google is, in a way, offering a distorted view of the world.

Google must now pay a €2.4bn fine.

Google said it was disappointed with the ruling and tries to be clever to adapt their abusive practices to make them legal.

2: TIES WITH THE MILITARY

Google has worked with the military on projects like artificial intelligence (AI), drones, and data analysis. These ties can be a problem because some people worry that Google's technology could be used for harmful purposes, like warfare or spying, instead of just helping people. This has raised ethical concerns among employees, activists, and the public.

Google's link to the military comes from its advanced technology and AI expertise, which are valuable for defense projects. Governments and the military look to companies like Google to develop cutting-edge tools for national security.

The consequences of these ties include protests from employees and criticism from the public. Some workers even quit, saying they don't want to be part of military projects.

In response, Google has promised to use AI responsibly and avoid creating tools for weapons. It ended some military contracts, but critics say the company hasn't fully addressed the concerns.

3: PROJECT DRAGONFLY, ENFORCING CHINA'S CENSORSHIP

Google has faced criticism for its role in censorship, especially regarding its censored search engine project in China, known as "Project Dragonfly." This search engine was designed to comply with China's strict internet rules, filtering out content the government deemed sensitive, such as information about human rights and democracy, deleting references to dissidents, anti-communism, the 1989 Tiananmen Square.

Some might argue that this app would broaden the horizons of Chinese users and lead to more openness. A search engine launch is also just one of many ways in which Google could be moving further into the Chinese market. But ultimately, the Chinese government hated the idea and they are responsible for the Aurora attacks on Google's computer systems in 2019.

Critics argued this move undermined Google's commitment to free speech and user privacy. Many felt Google was prioritizing profits over principles, sparking outrage among employees, activists, and human rights organizations.

The consequences included public backlash, protests from Google's own staff, and damage to the company's reputation.

In response, Google claimed the project was exploratory and later announced it had discontinued Dragonfly.

4 : COPYRIGHT INFRINGEMENT

Google has faced accusations of copyright infringement, particularly through its services like YouTube and Google Books. Critics argue that the platform allows copyrighted material, such as movies, music, and books, to be shared without proper authorization. For instance, YouTube has been accused of hosting videos containing copyrighted content, while Google Books has faced lawsuits over digitizing books without explicit permission from rights holders.

These services have been hailed for their potential to democratize knowledge and culture. They also make Google a more powerful and popular organization.

Such actions however can harm creators and publishers, who lose revenue when their work is shared without consent. This has led to legal battles and significant fines for Google, as well as pressure from content creators to improve copyright protections.

In response, Google has introduced tools like Content ID on YouTube, which allows copyright owners to identify and manage their content. The company has also negotiated agreements with publishers for book digitization. While these efforts have helped, critics argue that more proactive measures are needed.

5: INVASION OF PRIVACY

Google has been criticized for invading user privacy through its data collection practices. The company gathers large amounts of personal data, such as search history and location. This data collection is often done without enough transparency. Governments and privacy advocates have questioned whether Google complies with privacy laws, like the General Data Protection Regulation (GDPR) in Europe.

There is a good reason for this practice: Google's main revenue is advertising, and its services are free. As the saying goes, if you not paying for the product, you are the product. To target customers and improve services, Google collects exhaustive data about its users (browsing habits, preferences, purchases...). It's their business model.

The consequences include lawsuits, fines, and damage to Google's reputation.

In response, the company has made changes, such as introducing better privacy controls and tools for users to manage their data. However, many believe these steps are not enough.

6: TAX AVOIDANCE

Google, like many big corporations, avoids paying taxes to make even more money. Everything these companies are doing is legal. It's tax avoidance and not tax evasion. They use tax havens such as Ireland, Bermuda, the Netherlands and complex corporate structures. They also get advice from very clever lawyers who exploit tax loopholes.

Yet, taxes are essential to fund public services such as education, health. It also undermines people's trust in the taxation system -there is a growing awareness that even though this behavior is legal, it is neither fair nor moral. Countries like France and the UK want to investigate ways to crack down on tax avoidance.

Google said : "We always pay all of the taxes due and comply with the tax laws in every country we operate in around the world" .

GOOGLE'S NEXT MAP

I Fill in the blanks /4pts

Google's arm is planning an initial study about 175 people to collect health data from biological [...] in the process of creating individual genomethat could eventually help fend off illness or..... For Google's baseline study, researchers will one's genetic history, metabolic and other aspects of an individual's in efforts to create a baseline health standard.

II Right/Wrong? Justify. /7pts

1. Andrew Conrad has previous experience in biological analysis .

R/W

2. The ultimate goal of the project is to find new treatments for diseases.

R/W

3. According to Conrad, this project breaks entirely new grounds (= is really innovative).

R/W

4. The actual testing has not started yet..

R/W

5. Princeton and Stanford Universities will bring their help.

R/W

6. Companies that manage risk coverage would be extremely interested in buying the health data.

R/W

7. In the near future, Google will be able to market corresponding products and services.

R/W

III Answer the following questions /9pts

Name five fields/subjects the experts who are part of the team specialize in. /1.5

-
-
-
-
-

If a dangerous trait is discovered, how can the person at risk be helped? /2

-
-

Name 4 bodily fluids: /1

-
-
-
-

Why are some people worried about Google's access to the genome mapping of individuals? /1

What needs to be done before Google employees can access the data? 2

What can Google's contact lenses be used for? 1.5

THE BIG TECH BOARD GAME

			
<p>1 You have 2,000€ to buy a new laptop! Are you going to choose a MacBook Pro or a Windows laptop or...? →</p>	<p>2 What is the name of Microsoft's virtual assistant technology?</p>	<p>3 MOVE FORWARD 5 SPACES</p>	<p>4 Who founded Amazon?</p>
<p>8</p> 	<p>7 Which Big Tech company has the coolest logo, and why?</p>	<p>6 What is the name of Google's web browser? ←</p>	<p>5 What is your opinion on remote voice assistants like Alexa or Siri?</p>
<p>9 Are Apple products worth their high price? →</p>	<p>10 GO BACK TO START</p>	<p>11 Would you rather have unlimited battery life or unlimited storage on all your devices?</p>	<p>12 What is cloud computing, and why have companies like Amazon, Microsoft, and Google invested so heavily in it?</p>
<p>16 MISS A TURN</p>	<p>15 If you had \$100M, in which tech company would you invest?</p>	<p>14</p> 	<p>13 ← MOVE BACK 5 SPACES</p>
<p>17 On which App are you spending the most time? →</p>	<p>18 Explain how Google's search algorithm determines which results appear first.</p>	<p>19 MISS A TURN</p>	<p>20 How does Amazon achieve such fast delivery speeds?</p>
<p>24 ANSWER AND PLAY AGAIN</p>	<p>23</p> 	<p>22 Where does the brand name 'Apple' come from? ←</p>	<p>21 If you could remove one GAFAM company, which one would it be and why?</p>
<p>25 What are the main reasons governments around the world worry about Big Tech monopolies? →</p>	<p>26 Who is the current CEO of Apple?</p>	<p>27 MOVE FORWARD 5 SPACES</p>	<p>28 Can you explain the phrase 'Data is the new oil'.</p>
<p>32 Define what is meant by the "unbundling" of Facebook and its consequences.</p>	<p>31 Should governments have the right to access encrypted data (like on an iPhone) for national security purposes?</p>	<p>30 What is Net neutrality and how could it affect Amazon or Google? ←</p>	<p>29 If you had to add a 6th company to the GAFAM list today, which one would it be (NVIDIA, Tesla, Netflix...), why?</p>
<p>33 Is Apple still truly innovative? Can you imagine what the next big thing could be? →</p>	<p>34 MOVE BACK 5 SPACES</p>	<p>35</p> 	<p>36 Explain the term 'algorithmic bias' and give an example of how it can amplify societal biases.</p>
			<p>FINISH</p> 

GOOGLE Podcast QUESTIONS

1. What Google product is the subject this podcast (name + function)?

2. Who is who?

1	Deedy Das	a	Google's CEO
2	Sundar Pichai	b	a former Google engineer
3	Yash Sheth	c	a former software engineer at Google

3. True or False? Circle the correct answer and justify by quoting the podcast.

T F Google plans to launch a new product in the coming weeks.

Justify:

4. Who is Deedy Das? How did he test Google's latest product? Was he satisfied with what was generated?

5. What examples of failure are in the podcast?

a. ...

b. ...

c. ...

6. True or False? Circle the correct answer and justify by quoting the podcast.

T F One might say that Google's good intentions backfired.

Justify:

7. True or False? Circle the correct answer and justify by quoting the podcast.

T F When Deedly Das worked at Google, diversity was not a concern.

Justify:

8. What Google product led to a scandal? When? What was the scandal about?

9. What did this scandal prove?

10. How did the New York Post call Google's latest product?

11. What did Google's CEO do about the latest incident?

12. According to Yash Sheth and to the journalist (Bobby Allyn), what is the problem with the extensive internal study period that Google products undergo?

13. Fill in the blanks: "And that has to be an important for Google. As a in the of new AI products, if they can't get it right for generating images then critics of the company say it's hard to have that they'll get it right for like giving details about a political candidate or providing information about American Maybe the of their image generator will get it right in the coming weeks."

14. IDIOMS. What phrases from the podcast match the definitions below?

- a. To fail to achieve the result that was intended:
- b. To shock or surprise someone:
- c. To do something quickly without thinking carefully about it:

ONLINE RETAIL



Student A: Unusual sale on eBay

-Make questions to get the missing information.

-Student B will do the same: before answering him, check with the key below that his/her questions are built properly.



People have sold many strange things on the Internet auction site eBay, but this one is a first. Ian Usher, a 44-year-old British man sold his 1?. This offer included 2: his three-bedroom house in Perth, Australia and all its contents, his job, hobbies, and even his friends. Mr Usher said: "I am doing this because 3? It's time to say out with the old, and in with the new." He explained he wanted to make a "fresh start" because 4: his break-up with his wife had affected him deeply. The bidding opened on June 22nd and within five hours, he had attracted 5? bids. The highest offer was just under 6: 400,000\$.

Friends of Mr Jones thought the auction was 7?. They are all willing to be introduced to the highest bidder as a potential new friend. Joy Jones, who co-owns a store in Perth where Ian used to work, said: "When Ian came up with this idea, because we had seen him go through a break-up of marriage and pain and bits and pieces, I thought, why not give it a go?" Ian's goal for the eBay auction was 8: a series of 100 goals across the globe. He visited Christmas Island to 9?. His journey ended in 10: New York city in the crown of the Statue of Liberty. He wrote a book documenting his two years of travel. He also tried to make the world a better place. He volunteered, raised funds and sent the money earned to the Bowel Cancer Institute, the disease which took 11?'s life. He is now sharing his life with 12: his new love – A Canadian women he met while dog-sledding in the wilderness- on his own island off the coast of Panama.

Check student B's questions:

- 2)What did this offer include?
- 4)Why did he want to make a fresh start?
- 6)How much was the highest offer?
- 8) What was Ian's goal for the auction?
- 10)Where did his journey end?
- 12)Who is he now sharing his life with? (!preposition at the end!)

Shoplifting, self-checkout and the limits of AI

BROOKE MASTERS 02 April, 2024 - The Financial Times.

1 The US just suffered through a horrific retail crime wave, or so its big retailers would have us believe.

2 Starting in late 2022, mentions of theft shot up 80 per cent on earnings calls, according to AlphaSense, and the National
3 Retail Federation warned that “unprecedented” levels of shoplifting had pushed losses to an all-time high of \$112bn.
4 Drugstore chains started locking up stock behind glass doors. **[[1]]** Target warned theft was a “significant financial
5 headwind” and Rite Aid blamed “brazen shoplifting” for poor financial results. Walgreens cited “organised retail crime”
6 as it shut some San Francisco locations, and other chains adopted similar justifications.

7 **[[2]]** The “unprecedented” 2022 losses added up to 1.6 per cent of total US retail sales, a return to the 2019 average
8 loss rate after a dip in 2021. A separate Council on Criminal Justice study of shoplifting found the number of incidents
9 reported to the police rose in New York, Los Angeles and Dallas and four other US cities between 2019 and 2023, but
10 it fell in 17 other jurisdictions.

11 The cataclysm also ended quickly. Retail executives have stopped using apocalyptic language and returned to talking
12 about stock losses as “shrink”, as they had done for decades. Target is now expecting its losses from theft to be flat in
13 2024, Walgreens’ shrink rates have dropped. **[[3]]** Some retail chains are still closing locations – as they were before
14 the pandemic – but they are talking mostly about improving performance and a lot less about crime.

15 Much of the kerfuffle now appears to be rooted in loose talk from retail executives who needed a scapegoat for falling
16 profit margins, amplified by overheated commentary and politicians eager to look tough on crime.

17 But to the extent that theft did rise, the experience serves as a cautionary tale about the limits of automation even as
18 a wider range of companies tout the cost-saving potential of artificial intelligence.

19 Many chain stores that reported unexpected jumps in shrinkage had ramped up use of self-checkout and sensors during
20 the pandemic while reducing employee ranks at tills and on shop floors. **[[4]]**

21 But the empty aisles and unmanned registers proved vulnerable to opportunistic pilfering and criminal gangs who
22 found online marketplaces made it easy to dispose of ill-gotten goods.

23 Self-checkout has long been associated with higher theft. **[[5]]** User surveys bear this out: 21 per cent of self-checkout
24 users told Lending Tree that they have mistakenly failed to pay for an item, and 15 per cent admitted stealing
25 deliberately.

26 AI hooked up to sensors and overhead cameras can now identify much of the cheating that goes on at checkout and
27 flag up odd behaviour in the aisles that may signal theft. **[[6]]** And the resulting confrontations can be unpleasant or
28 dangerous.

29 Some retailers have seen the wisdom of reinserting people back into the process. Last month, Dollar General, which
30 runs discount stores, announced plans to remove self-checkout from 300 outlets with large theft problems and to drive
31 more traffic to human cashiers elsewhere. **[[7]]** And Walmart is limiting use of the machines in some stores. “We
32 believe these actions have the potential to have a material and positive impact on shrink,” Dollar General’s chief
33 executive Todd Vasos told analysts.

34 Chains are also hiring additional greeters, floor walkers and security guards to deter misbehaviour in the first place,
35 while relying on technology to help identify which items and aisles are most in need of supervision.

36 “Retailers are seeing the need for a multipronged strategy. AI is a part of every box but it is not the same in every box.
37 We are seeing modification and stratification,” says Gerry Hough, a retail expert at McKinsey.

38 **[[8]]** As other industries rush to use AI to cut their labour costs, it is a lesson they should ponder.

Exercise 1 : Put the following segments where they belong in the text. /8

- A. AN EXECUTIVE CONCEDED ON A 2023 EARNINGS CALL THAT “MAYBE WE CRIED TOO MUCH” ABOUT CRIME.
- B. BUT DESPITE SOME DRAMATIC FOOTAGE OF SMASH AND GRAB HEISTS, EVIDENCE OF A WIDER PROBLEM PROVED THIN.
- C. BUT STORES STILL NEED PEOPLE TO DEAL WITH THE MISCREANTS.
- D. CVS BROUGHT IN SECURITY DOGS.
- E. ONE 2018 STUDY ESTIMATED THAT WHEN A STORE SHIFTED HALF OF ITS TRANSACTIONS TO SELF-CHECKOUT, ITS SHOPLIFTING LOSSES WOULD RISE BY 75 PER CENT.
- F. RETAILERS HAVE DISCOVERED THE HARD WAY THAT DEALING WITH THE PUBLIC OFTEN REQUIRES THE HUMAN TOUCH.
- G. TARGET HAS RESTRICTED SELF-CHECKOUT TO BASKETS OF 10 ITEMS OR FEWER.
- H. THOSE MEASURES CUT LABOUR BILLS AND HELPED STORES NAVIGATE POST-PANDEMIC WORKER SHORTAGES.

[[1]]	[[2]]	[[3]]	[[4]]	[[5]]	[[6]]	[[7]]	[[8]]

Exercise 2: /8

Explain with your own words why retail executives and politicians exaggerated the level of shoplifting and crime.(/2)

What do criminals typically do with the stolen merchandise? Use your own words. (/1)

Why is AI insufficient on its own to deal with criminals? Use your own words. (/1)

True or false? Quote the LINE NUMBER to justify your answer. /3

- In 2021, losses due to shoplifting went up.

T/F? – Line n°:

- A survey suggests that around one in five customers accidentally fails to pay for items, while a smaller percentage admit theft.

T/F? – Lines n°: ...

- A discount store has announced it will remove self-checkouts from hundreds of its outlets.

T/F? – Line n°:

Explain with your own words: /1

‘Theft did rise, the experience serves as a cautionary tale about the limits of automation.’

Exercise 3: Find a word that matches the definition (they are in chronological order): /4

- | | |
|--|------------------------------------|
| 1. The opposite of ‘profits’: | 5. To bring to attention, signal: |
| 2. Bold and shameless, showing no respect: | 6. To confirm, support (a theory): |
| 3. To increase: | 7. To discourage, prevent: |
| 4. Stealing in small quantities: | 8. To consider deeply, meditate: |

Student B: Unusual sale on eBay

-Make questions to get the missing information.

-Student A will do the same: before answering him, check with the key below that his/her questions are built properly.



People have sold many strange things on the Internet auction site eBay, but this one was a first. Ian Usher, a 44-year-old British man sold his 1: entire life. This offer included 2?. Mr Usher said: "I am doing this because 3: Everything that I have - the furniture in the house - all has memories attached to it It's time to say out with the old, and in with the new." He explained he wanted to make a "fresh start" because 4?. The bidding opened on June 22nd and within five hours, he had attracted 5:70 bids. The highest offer was just under 6?.

Friends of Mr Jones thought the auction was 7: a great idea. They are all willing to be introduced to the highest bidder as a potential new friend. Joy Jones, who co-owns a store in Perth where Ian used to work, said: "When Ian came up with this idea, because we had seen him go through a break-up of marriage and pain and bits and pieces, I thought, why not give it a go?" Ian's goal for the eBay auction was 8?. He visited Christmas Island to 9:see the march of the red crabs. His journey ended in 10?. He wrote a book documenting his two years of travel. He also tried to make the world a better place. He volunteered, raised funds and sent the money earned to the Bowel Cancer Institute, the disease which took 11:his father's life. He is now sharing his life with 12? on his own island off the coast of Panama.

Check student A's questions:

- 1)What did Ian Usher sell?
- 3)Why did he say he was doing this?
- 5)How many bids had he attracted within 5 hours?
- 7) What did his friends think about the auction?
- 9)What did he visit Christmas Island for?
- 11)Whose life did bowel cancer/this disease take?

THE VOCABULARY OF ONLINE SHOPPING

a. Read the sentences. Look at the words in bold and match them with their meanings a-h.

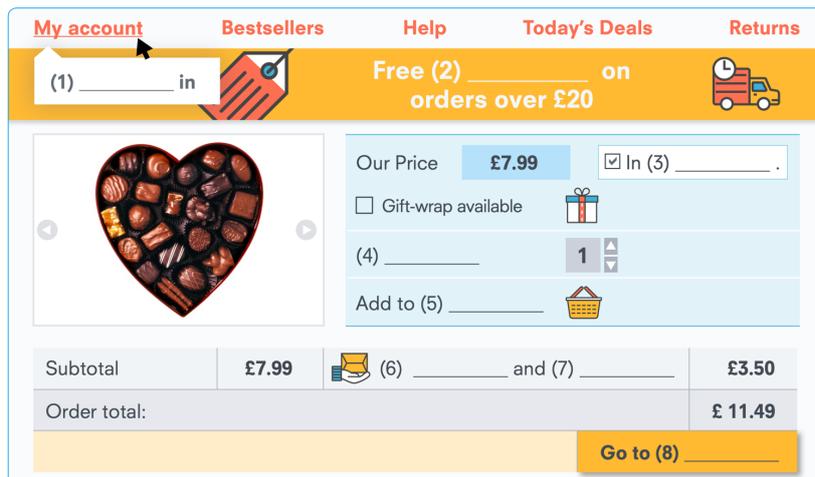
1. Click 'confirm' to **place an order**.
2. You need to **sign in** to your account before you can buy anything.
3. Does it say whether they have that model **in stock**?
4. You've accidentally added two of those to the **basket**; you need to remove one.
5. After you've clicked 'go to **checkout**', you can enter your payment details.
6. The price seems cheap but it doesn't include **postage and packing**.
7. The estimated date for **delivery** is 28th September.
8. If you'd like to buy two copies, make sure you've selected the correct **quantity**.

- a to type particular words so that you can start using a computer system
 b the amount of something
 c the money that you pay to have something you have bought sent to you
 d a part of a shopping website where you enter information to make a payment
 e available to buy
 f a part of a shopping website that contains information about what you have chosen to buy before
 g you pay for it
 h when parcels, letters, goods, etc are taken to a place to make a request for a product to be delivered to you

1	2	3	4	5	6	7	8

b. Complete the information on this online shopping website with words from the box below. There is one word you don't need.

basket checkout delivery order packing postage quantity sign stock



c. Put the words in order to make sentences about online shopping.

1. basket / remove / from / item / the / your / .
2. create / account / you / first / need / to / an / .
3. your / order / review / checkout / to / go / and / .
4. the / payment / enter / details / and / confirmation / wait / for / .
5. delivery / free / is / spend / you / £50 / if / over.
6. this / out / currently / stock / is / of / item / .
7. out / shopping / sign / you / when / finished / have / always / .
8. remember / select / quantity / to / correct / the / .

SINGLES' DAY



I Fill in the blanks /4pts

" Convenient,, and some say addictive - online sales are going through the in China. An tooth flosser Luke Jing's eye - discount 20%. He rarely visits a these days. Laptop, equipment, all bought with a few"

II Right/Wrong? Justify. /7pts

1. Luke Jing only buys necessary equipment.

R/W

2. When he is disappointed with his purchases, he still keeps them.

R/W

3. On November 11th, Amazon organizes a show watched by lots of Chinese.

R/W

4. The US is ahead of China as regards online business.

R/W

5. Drones deliver parcels to everywhere in mainland China.

R/W

6. Due to the economic downturn, online shopping will slow down this year.

R/W

7. Luke Jing is concerned his shopping habits are not exactly eco-friendly.

R/W

III Answer the following questions /9pts

- What causes Luke Jing to overconsume? /0,5

- When and why was Singles' day invented? What happens (how does it work)? /2 (0,5+0,5+1)
-
-
-

- Would you say transport companies have it easy at that time? Quote from the recording /1

- Who carried some research on the environmental impact of Singles' day? What causes these extra carbon emissions (be precise)? /1,5 (0,5 + 1)
-
-

- Find equivalents: /2

Shopping binge, orgy:

Trick:

Disadvantage:

(to) envelop:

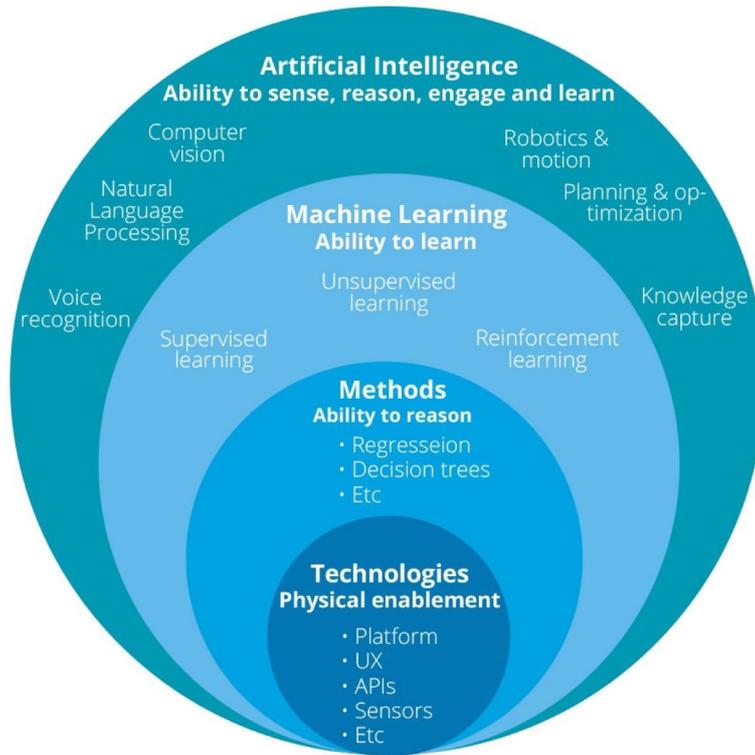
- What do these figures correspond to? /2

⇒ 20

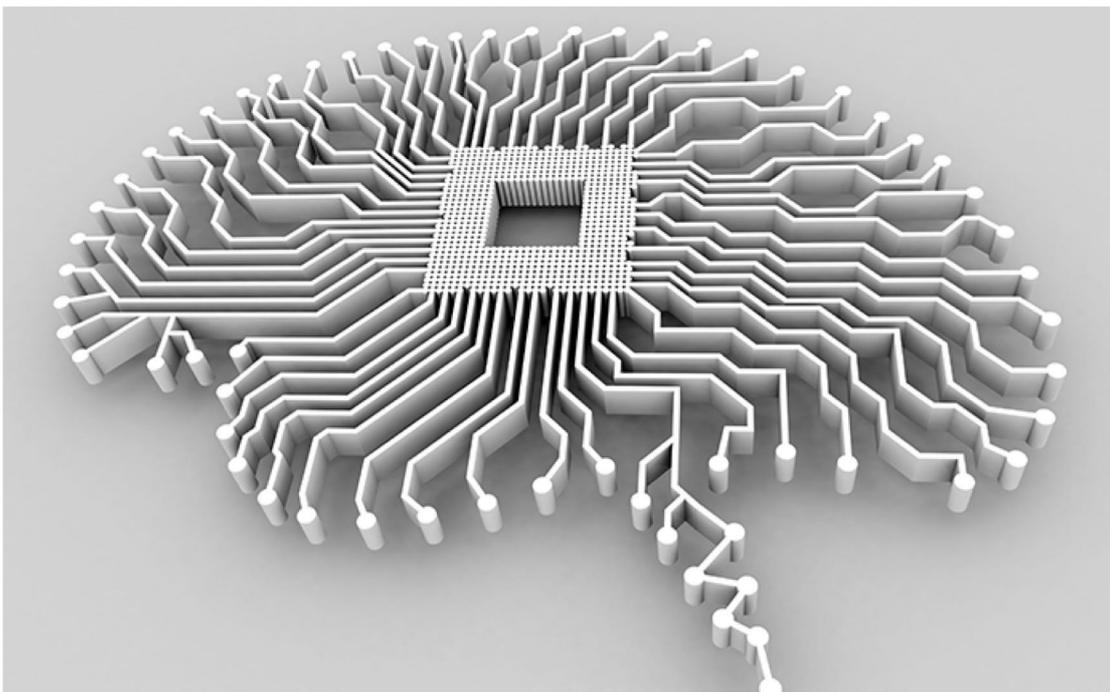
⇒ 18

⇒ 650

⇒ 258



AI



Warmer:

Are you an introvert, extrovert, or ambivert? Take the quiz. Tick the answers that are true for you. Compare your results with a classmate.

	Always	Sometimes	Never
1. I feel energised at parties and social activities.			
2. I need alone time every day to recharge.			
3. I love meeting and talking to new people.			
4. I would rather read a book or watch a film than meet new people.			
5. I work better alone.			
6. I work better in a team.			
7. I like being the centre of attention.			
8. I prefer to be in the background or "behind the scenes".			

Answer the questions using information from the article.

1. What film is mentioned in the article, and who starred in it?
2. What does Professor Tony Prescott believe about AI?
3. How does Prescott think AI relationships can bring value to people?
4. How many people in the UK experience chronic loneliness?
5. Who are some of the worst affected by loneliness, according to the 2021 Harvard study?
6. According to the article, what are three loneliness-related diseases?
7. What does Professor Sherry Turkle warn?
8. What does Professor Murali Doraiswamy say the evidence points to?
9. What does Doraiswamy say we must be careful about with AI?
10. Which actress did OpenAI ask to be the voice of their latest chatbot?

Discuss these statements.

- "Humans and robots can have quality relationships together."
- "Loneliness is dangerous to our health."
- "When we have relationships with robots, we become less human."

COULD AI HELP CURE ‘DOWNWARD SPIRAL’ OF HUMAN LONELINESS?

Ian Sample

27 May, 2024

- Hollywood may have warned about the dangers of forming relationships with artificial intelligence, but one computer scientist says we may be missing out on the benefits that human-machine relationships offer.
- Despite the troubles of Joaquin Phoenix’s introverted and soon-to-be-divorced character in the 2013 movie *Her*, one professor says we should be open to the comforts that chatbots can provide.
- Tony Prescott, a professor at the University of Sheffield, argues that AI has an important role. Just as we develop strong bonds with pets and have no issues with children playing with dolls, we should also be open to the value of AI for adults, he says.
- Prescott wrote in a new book, *The Psychology of Artificial Intelligence*, that many people say their lives are lonely. There may be value in AI relationships because they can bring personalised and stimulating social experiences.
- Prescott believes AI could become a valuable tool for improving social skills. By practising conversation, for example, AI could help build self-confidence and reduce the risk of people withdrawing from society.
- Prescott also wrote that human loneliness often leads to isolation. This leads to lower self-esteem, which discourages interacting with people. He believes that AI relationships could help break this cycle and strengthen social skills. This could support people to make relationships with humans and AI.
- The size of the loneliness problem has become clear. In the UK, more than 7 per cent, or nearly four million people, experience chronic loneliness, meaning they feel lonely often or always. According to a Harvard study from 2021, more than a third of Americans feel “serious loneliness”, and some of the worst affected are young adults and mothers with small children.
- In 2023, the US Surgeon General, Vivek Murthy, described an “epidemic of loneliness and isolation” and its impact on public health. Loneliness is linked to heart disease, dementia, stroke, depression, anxiety and premature death. The impact is equivalent to smoking up to 15 cigarettes a day, he said.
- It is a more mixed picture than shown in the film *Her*, where Phoenix finds love in an AI voiced by Scarlett Johansson.
- Whether AI can or should be part of the solution is not a new debate. Sherry Turkle, a professor at MIT, has warned that relationships with machines could lead people to have fewer human relationships.
- Christina Victor, a professor at Brunel University, has similar concerns. “I doubt AI would address loneliness,” she said, questioning how meaningful AI relationships can be.
- Murali Doraiswamy, a professor at Duke University in North Carolina, said: “Right now, all the evidence points to having a close human friend as the best solution for loneliness. But robots are a solution for the millions who have no friends.
- “We need to be careful to build in rules to ensure they are moral and trustworthy, and that privacy is protected.”
- But Prescott argues that there are risks and benefits. He says that although AI cannot provide friendship like humans, not all relationships are the same.
- Researchers may soon know whether people turn to AI for company. Tech firms are building chatbots to handle emotions better. Recently, OpenAI asked Johansson to be the voice of their latest chatbot. Johansson declined, but the chatbot was released with a voice that friends and family thought was hers. OpenAI have now removed it.

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First published in *The Guardian*, 27/05/2024

Quiz results

	Always	Sometimes	Never
1. I feel energised at parties and social activities.	3	2	1
2. I need alone time every day to recharge.	1	2	3
3. I love meeting and talking to new people.	3	2	1
4. I would rather read a book or watch a film than meet new people.	1	2	3
5. I work better alone.	1	2	3
6. I work better in a team.	3	2	1
7. I like being the centre of attention.	3	2	1
8. I prefer to be in the background or “behind the scenes”.	1	2	3

8–12 points: You’re probably an introvert. You may prefer listening and reflecting before speaking and spending time one-on-one at large gatherings. You enjoy quiet time alone. You enjoy observing the world around you. You might prefer to text than talk.

13–18 points: You’re probably an ambivert. Your personality can be introverted or extroverted, depending on the situation and the people involved. You’re very adaptable and flexible. You’re a balanced person who can be comfortable in many different situations.

19–24 points: You’re probably an extrovert. You may be outgoing and talkative. You’re not afraid to be in the spotlight and like it when all eyes are on you. You are excited about interacting with other people. Your social life is busy, and that’s how you like it.

AI and jobs PODCAST – INTRO questions

1. What group of people does Adrian Ma refer to at the beginning of the podcast? Who were they?
2. According to Wailin Wong, what problem did they face?
3. How did they react?
4. What was their fear? Were they right to be afraid?
5. What analogy is made between this situation and a contemporary situation?
6. What can this technology already do that could kill off certain jobs?
7. Fill in the blanks:

Ma: And yet, for all the about how AI will the work, there's new research to suggest that there might also be a story to tell here. This is THE FROM PLANET MONEY. I'm Adrian Ma.

WONG: And I'm Wailin Wong. Today on the show, we talk with behind one of the first studies to look at AI in the workplace. What they found might just give us one to be

AI and jobs PODCAST – Main parts questions

1. What particular type of AI is the subject of the podcast?
2. What phrase matches this definition: a piece of commentary, typically produced quickly in response to a recent event, whose primary purpose is to attract attention?
3. What does MIT economist Danielle Li tend to do when there is too much hype around tech?
4. What type of job did Danielle Li, Lindsey Raymond and Erik Brynjolfsson decide to study?
5. What did the company create to support the workers?

6. How long did the study last? How many customer interactions did they get?

7. True or False? Circle the correct answer and justify.

T F Their study first confirmed something most people already know.

Justify:

8. What is the equivalent of writing in "all caps" in speech?

9. What impact did the AI assistant have?

a. On productivity:

b. On customer satisfaction:

c. On employee turnover:

10. Why does Danielle Li not want to be overly optimistic?

11. What type of skill can AI help with that previous technologies could not help with?

12. What findings were the researchers particularly interested in?

13. According to Lindsey Raymond, why is this logical?

14. Who has benefitted the most from computer technology so far?

15. Fill in the blanks: "So what's happened is that a lot of the other IT has kind of led to this out of -
..... jobs. And then you have kind of -
..... jobs from this. And a lot of the
story around technology is that it
because that's empirically what we've seen."

16. What positive effect could AI potentially have on our economy?