



Generalitat de Catalunya
**Departament d'Educació
i Formació Professional**

**Proves d'accés a cicles formatius de grau superior de formació professional inicial,
d'ensenyaments d'arts plàstiques i disseny, i d'ensenyaments esportius 2025**

Segona llengua estrangera: anglès

Sèrie 1

SOLUCIONS,

CRITERIS DE PUNTUACIÓ

I CORRECCIÓ

1. Read the text below and choose the correct answer. Draw a circle around the letter corresponding to the right answer.

[3 marks: 0.5 marks for each correct answer]

Netflix: Streamer's expansion into gaming is 'natural extension'

Netflix says games are a key part of its proposition to stay relevant with audiences in years to come, and is slowly ramping up plans to offer more gaming experiences to subscribers.

Leanne Loombe, vice president of external games at Netflix, tells BBC News: "Games are one of the biggest forms of entertainment out there today, so it really is just a natural extension for Netflix to include them as part of the subscription.

"The lines between the different ways we enjoy our entertainment are **blurring**. When you're at that moment, looking to sit and watch a movie or be more active and play a game, we want to make sure we have something for you.

"Our goal is to have a game on the service for everyone. Not focus on making one big experience, but rather a selection of titles that members can choose to play."

Since November 2021 games have been available to play on the Netflix app, but this development passed many users by. Loombe says the streaming service has deliberately not been "shouting from the rooftops" but instead taking their time to understand the marketplace first.

So far, what's being offered are mobile games, with some tied to famous Netflix franchises (like Stranger Things) and others independent of the service (like Reigns: Three Kingdoms).

Currently, they're only available to play on mobile devices, although tests are under way to see how they could work on TVs and computers.

This low-key approach is a sensible move, according to games journalist Shay Thompson, who explains the industry is "**littered** with the failed attempts" from legacy media brands to get into the world of gaming.

"When other mainstream entertainment organisations have tried to enter the game space, they've really struggled," Thompson says. "I think it's often down to companies fundamentally misunderstanding what it is about games as a form of entertainment that make them so **compelling** to players.

"Amazon Games is an example of this, they've had titles like Lost Ark and Crucible with big budgets, but those titles lacked the creativity and uniqueness that we've come to expect from the games space. That's a significant reason why those titles haven't ended up making a serious impact."

Experiences such as this and tech giant Google, who closed its Stadia console this year, show how difficult it is to find a place in the games space for companies.

"Focusing on the mobile games first is a clever strategy that could work in Netflix favour," says Thompson. "It looks as if they're taking the time to understand the landscape and gamers. I know their reputation has been a bit shaky on the streaming side-recently, but it certainly seems like they're trying to work with the games space and not against it.

"However, giving gamers what they want, not what a big organisation thinks they want, will be the key to making this work. That is creativity and being unique."

In future, Loom says we can expect to see Netflix leverage its intellectual property even more. "Connecting shows, movies and games together from our universes is what we're trying to accomplish," she explains.

In a trendy office space in central Liverpool, that's exactly what the team at Ripstone Studios are trying to do.

45 In amongst the exposed brick, succulent plants and pop culture memorabilia littered on the desks are developers and programmers busy creating the next update for their first partnership with Netflix. The Queen's Gambit is, as you may have guessed, a chess simulator based on the adventures of the television series' main character Beth Harmon. The team won the contract to make the game after Jaime Brayshaw, the creative executive, sent Netflix an email out of the blue.

50 "I asked them, 'when will Netflix become the Netflix of games?!'", he laughs. Ripstone, who has a long history of making chess games, became one of the first companies to partner with the streaming giant to work on their games offering. Brayshaw says the relationship is not just a licensing agreement, but rather a "collaborative partnership" with both companies sharing expertise with each other.

55 As well as offering more content to Netflix customers in an increasingly competitive market, Brayshaw thinks their collaboration is a chance to help grow gaming as a form of entertainment as well: "Netflix has an audience of 238 million people now," he says. "Many of them will never have played a game before, so we had to think about designing one that is accessible to as many people as possible, even if they've never played a video game."

60 "It's exciting because it potentially allows more people to experience the joys of playing games, and it could **broaden** the popularity of the medium."

Confident that this agreement is a "win-win", Brayshaw isn't worried about joining the long history of failed game and movie or television tie-ins.

Text adapted from an article by
POWELL, Steffan. *BBC.com* (Aug 30, 2023)

La solució correcta està destacada en negreta.

1. According to Loombe, the streaming service
 - a) has had no interest in the marketplace.
 - b) has spent time studying the marketplace first.**
 - c) has not been in the marketplace first.
 - d) has no idea about its marketplace.
2. Up to the moment, games by Netflix can be played
 - a) on TVs and computers.
 - b) on laptops.
 - c) on mobile devices.**
 - d) not connected to the net.
3. According to Thompson, the Amazon Games
 - a) strongly influence the ones by Netflix.
 - b) will soon be adapted by Netflix.
 - c) have a great impact in the games' market.
 - d) have not had a great effectiveness.**
4. Mr. Thompson also believes that
 - a) gamers' will be the most relevant aspect.**
 - b) gamers will choose the games according to their mood.
 - c) gamers will choose the games according to their price.
 - d) gamers will choose the games if the advertising is attractive.

5. According to Brayshaw,
- a) his company does not want to share expertise with Netflix.
 - b) his company has lost expertise if compared to Netflix.
 - c) his company participates in expertise with Netflix.**
 - d) his company will soon be purchased by Netflix.
6. Mr. Brayshaw also thinks
- a) the audience by Netflix is expert gamers.
 - b) a game by Netflix must reach as many people as possible.**
 - c) a game by Netflix will not be appropriate for everyone.
 - d) a game by Netflix is a useful and necessary activity.

<i>Pregunta</i>	<i>Resposta</i>	<i>Text de referència</i>
1.	b	Lines 13-15: Loombe says the streaming service has deliberately not been "shouting from the rooftops" but instead taking their time to understand the market place first.
2.	c	Lines 18-19: Currently they're only available to play on mobile devices, although tests are under way to see how they could work on TVs and computers.
3.	d	Lines 27-30: "Amazon Games is an example of this, they've had titles like Lost Ark and and Crucible with big budgets but those titles lacked the creativity and uniqueness that we've come to expect from the games space. That's a significant reason why those titles haven't ended up making a serious impact."
4.	a	Lines 37-38: "However giving gamers what they want, not what a big organisations think they want, will be the key to making this work. That is creativity and being unique."
5.	c	Lines 53-54: Brayshaw says the relationship is not just a licensing agreement, but rather a "collaborative partnership" with both companies sharing expertise with each other.
6.	b	Lines 58-59: "Many of them will never have played a game before, so we had to think about designing one that is accessible to as many people as possible, even if they've never played a video game."

B. Choose the correct words or definitions (a, b, c, or d) for the words below as they are used in the text. [Give your answers on this same sheet]
[2 marks: 0,5 for each correct answer]

La solució correcta està destacada en negreta.

1. blurring (line 7)
- a) revealing
 - b) confusing**
 - c) creative
 - d) missing
2. littered (line 21)
- a) messed up**
 - b) organized
 - c) decided
 - d) designed
3. compelling (line 26)
- a) disruptive
 - b) hidden
 - c) unsuitable
 - d) convincing**
4. broaden (line 61)
- a) reduce
 - b) narrow
 - c) expand**
 - d) explain

3. Write 80–100 words about ONE of the following topics.

[5 marks]

A. Write down an opinion essay on video games and their effects on our mental health: advantages and disadvantages.

B. Write down a narrative essay on your favourite games when you were younger, they can be online games or not: did you play them alone, with friends or family, how often, where...?

Exercici 3: Expressió escrita.

Valoreu l'exercici globalment de 0 a 5 punts segons els criteris següents:

Molt bon resultat 5 punts

Text coherent, amb cohesió i ben puntuat en el qual s'utilitzen d'una manera correcta estructures gramaticals complexes i variades. El vocabulari és adequat al registre del text i no es repeteix. Hi ha molt poques errades ortogràfiques, lèxiques o gramaticals i no dificulten, en cap cas, la comprensió del text.

Bon resultat 4 punts

Text coherent, amb cohesió i ben puntuat en el qual s'utilitzen d'una manera correcta estructures gramaticals simples però variades. El vocabulari és adequat al registre del text i no es repeteix. Hi ha algunes errades ortogràfiques, lèxiques o gramaticals que no dificulten la comprensió del text.

Resultat adequat 3 punts

Text coherent, amb cohesió i ben puntuat en el qual s'utilitzen unes estructures gramaticals simples i un vocabulari senzill però variat i adequat al registre del text. Hi ha errades ortogràfiques, lèxiques o gramaticals que no dificulten la comprensió del text en la major part dels casos.

Resultat inadequat 2 punts

Text poc coherent, amb poca cohesió i manca de puntuació en el qual s'utilitzen unes estructures gramaticals i un vocabulari pobres i repetitius. Hi ha nombroses errades ortogràfiques, lèxiques o gramaticals que dificulten la comprensió del text.

Resultat pobre 1 punt

Text gens coherent, sense cohesió ni puntuació correcta. El text és difícil d'entendre a causa de les nombroses errades ortogràfiques, lèxiques o gramaticals.

Mal resultat 0 punts

Text que no s'adequa a l'opció escollida i la comprensió del qual és molt difícil o impossible.

Descompteu 0,5 punts si el text redactat no té la llargària mínima demanada.

