

ENGLISCH

HÖRVERSTEHEN SERIE 1/3

LÖSUNGEN



Kandidatennummer

Name

Vorname

Datum der Prüfung

PUNKTE UND BEWERTUNG

Erreichte Punkte / Maximum

Task A

/ 12

Task B

/ 8

Total

/ 20

Die Experten

**WICHTIG:**

In diesem Hörverstehen hören Sie die Aufgaben A und B je zweimal.

A

(12 POINTS) (1 POINT FOR EACH CORRECT ANSWER)

Look at the notes below. Listen to the monologues.

Fill in the missing information.

1. A message on a private answerphone

Caller's first name	<i>Antonia</i>	
Date of trip	1. <i>30 July</i>	1
Means of transport booked	2. <i>ferry</i>	1
Cost of passage	3. <i>€ 62.50</i>	1
Time of departure	4. <i>16.45</i>	1
Caller's phone number	5. <i>043 667 89 50</i>	1
Caller's e-mail	6. <i>a.griseldi</i> @eurotravel.com	1

2. A message on a company answerphone

Caller's first name	<i>Tony</i>	
Caller's surname	7. <i>Burgess</i>	1
Reason for calling	8. <i>place an order / order</i>	1
Current price of vinegar set	9. <i>£ 8.90</i>	1
What is article 1215?	10. <i>instant coffee</i>	1
How many bottles of wine does he buy?	11. <i>half a dozen / 6</i>	1
Caller's address in Truro	12. <i>15 Southend Road</i>	1

B**(8 POINTS) (1 POINT FOR EACH CORRECT ANSWER)**

Punkte

Listen to an interview with Jeffrey Rowland,
chairman of games designers Red Redemption.

For each question mark the best answer (A, B or C). Tick one answer only.

You now have 30 seconds to look at the task.

1.	Fate of the World is A <input type="checkbox"/> another war game. B <input checked="" type="checkbox"/> a strategy game. C <input type="checkbox"/> neither of them.	5.	Most players of Red Redemption's games A <input checked="" type="checkbox"/> are older than 20. B <input type="checkbox"/> are men. C <input type="checkbox"/> use a PC.	1+1
2.	Fate of the World A <input type="checkbox"/> was made for the BBC. B <input type="checkbox"/> is a browser based game. C <input checked="" type="checkbox"/> is Red Redemption's second climate game.	6.	Red Redemption A <input checked="" type="checkbox"/> is an independent games developer. B <input type="checkbox"/> is a big studio. C <input type="checkbox"/> made the new James Bond game.	1+1
3.	Most of data used A <input checked="" type="checkbox"/> are real. B <input type="checkbox"/> don't exist. C <input type="checkbox"/> are from Oxford University.	7.	Fate of the World was financed by A <input type="checkbox"/> different international organisations. B <input type="checkbox"/> good publicity. C <input checked="" type="checkbox"/> selling shares.	1+1
4.	A game sells well if A <input type="checkbox"/> the weather is bad. B <input checked="" type="checkbox"/> it's fun to play. C <input type="checkbox"/> it has a social message.	8.	Red Redemption A <input checked="" type="checkbox"/> takes more risks than big publishers. B <input type="checkbox"/> builds designer houses. C <input type="checkbox"/> is looking for big budgets.	1+1

TASK A:

1

Hello, this is Antonia Griseldi from Euro Travel. I'm calling concerning your trip to Elba on Saturday the 30th July. Since Torremar ferries are booked out that day I've reserved you a passage on one operated by Moby. It's slightly more expensive but there is no other choice. The fare for one car and three passengers is Euros 62.50 instead of 58.50. You will be leaving Piombino in the afternoon at 16.45 arriving at Portoferraio on Elba at 17.40. To confirm the booking please call me at 043 667 89 50 during office hours or else send me an e-mail; my address is a.griseldi@eurotravel.com that's A dot G R I S E L D I @ eurotravel - dot - com. Thank you.

2

Hello, this is Tony Burgess, that's B U R G E S S. My client's number is 029706. I'd like to place an order for a couple of things from your latest brochure. First, I'd like your special offer of three different bottles of vinegar for £8.90 which was discounted from £12.90. Secondly, you can also send me four jars of article number 1215, which is instant coffee. Then I'd like to profit from this month's offer of Italian wines by organic producers. I'll take one carton with half a dozen bottles. That's all for the moment. Please send the products to my home address in Truro, which is 15 Southend Road. Thank you.

TASK B:

- I: Welcome to our weekly business talk. My name is Irene Walker and today my guest is Jeffrey Rowland, chairman at Red Redemption, the Oxford based games designers. Jeffrey, what kind of game is your latest hit "Fate of the World"? Has it got anything to do with alien invasions or is it another war game?
- J: Neither of them. It's a strategy game about climate change, in which players are asked to either save the world or destroy it.
- I: Is this your first climate game?
- J: Actually, we had already made a browser-based game called Climate Change for the BBC, which was very successful. It has been played more than a million times since it was launched in 2006.
- I: How is Fate of the World different, then?
- J: It's a much bigger model. Apart from climate change it also deals with population growth, diseases and economics. They can cut carbon emission and prevent the atmosphere from heating up further or they can let temperatures rise and cause floods, droughts and fires.
- I: Where did you get all your data from?
- J: We use input from a team of scientists and economists in the USA and Great Britain. For example, Dr Myles Allan from Oxford University, has provided us with a prediction model.
- I: So it's all real world scientific data?
- J: Mostly. But when we have to choose between good gameplay and good data, we go for the gameplay. Some of the data in the game just don't exist but they make good gameplay mechanics.
- I: I suppose if a game sells well or not doesn't depend only on the quality of the data used but on whether it's a good game or not.
- J: After all players want to have fun, don't they?
- I: Absolutely. And up to now most games with a social message have had a lower budget and I can't list many that were brilliant.
- I: Who are the players of your games, mostly men?
- J: You'd think so, but actually between 50 and 60 percent of our players are female, and most of our audience are in their early 20s to 40s, with about a fifty-fifty split between Mac and PC.
- I: How big was your team for the project?
- J: 14. Which is a lot for an independent developer, but tiny compared to big studios. Richard Jacques did the soundtrack; he did the music for Mass Effect and the new James Bond game. David Bishop, who is one of the writers for Doctor Who, did all the writing in the game.
- I: How did you get that sort of talent involved in the game?
- J: The BBC game was good publicity and then it's been my job to get the game out there and build partnerships. We are partnered with Oxford University, the WWF, Greenpeace and Amnesty International amongst others.
- I: How did you finance the production of Fate of the World?
- J: We've had a lot of support. We raised our own money to make the game through the sale of shares, so we are self financed with no publisher money.
- I: I'm sure this gives you a lot more independence.
- J: Yeah, we wanted to be free to try a lot of different things, which they would consider too risky. The business could be described as "publishers make skyscrapers", and we are making an interesting designer house. They're looking at a big budget, big down-the-line products.
- I: Fate of the World seems very atypical when compared to most games in the mainstream market.
- J: Right. I've always wanted to make new kinds of games and find new challenges.