

Unit 1. Communication Activities. How to manage people.



Caso práctico

Read the text and listen to the situation.

It's Saturday morning and Eva and Mónica have been working in London for working a really long week! It has been just seven days but Katie started her FCT in a company and started to live on her own with no parents around. Too many changes for her.

She feels 🤔 weird. On the one hand, they are excited because at last, they are exactly where they wanted to be. However, on the other hand, they miss their family and friends and the idea of not seeing them for a long time makes them really sad, especially Eva.



Mónica: Come on Eva, cheer up! Look around you: you are in London! This is your dream! Let's enjoy our time here.

Eva: I know. You are right but, where could we go today?

Mónica: I listened on the radio there is a Video Game Trade Show today in London. Would you like to go there?

Eva: YES. LET'S GO!



Think about it

And you? Have you ever been in a similar situation? Enter the forum and tell your classmates about a situation in which you felt really lonely in a new place.



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1.- Reading exercise.



Caso práctico

Eva and Mónica tell Matt about their plans, but he cannot go with them because he's got work to do.

They want to visit a the new 📁 Video game Trade Show which there is the most important business sector at the moment and where there are many jobs in demand.

The two women take all their stuff and leave the house ready to enjoy their first free day! When they get to the ticket office, they find a long queue ahead of them, so they take a brochure about this interesting video game industry.



You are going to read an article about the Video game industry. **For the following questions, choose the best answer which you think fits best according to the text.**

A CAREER IN THE VIDEO GAME INDUSTRY?

Initially populated by computer scientists and the 📁 self-taught, the video game design industry used not to offer many routes into its 📁 midst. Often, perhaps unfairly, viewed as just a hobby for young enthusiasts, the video game industry is now being taken seriously. Surprised? Industry experts aren't.

It's not easy though. Video game spin-offs that rapidly follow any new movie require 📁 dozens of team members and months of incredible skill, perseverance and intricacies. As with almost every industry, it's tricky to get into - but it is expanding. Jim Donnelly, a spokesman for an online games magazine says: "It's certainly very difficult to make much 📁 headway within big companies or to influence any of the really big mainstream games. But the truth is, the industry needs game designers more than ever. Not just director-level people who orchestrate an entire game, but the lower-level people, who design systems and individual set pieces."

So, how can you get into such a competitive industry? Although many companies prefer people to have a degree in computer science, Jim disagrees. "There is only one route: make games. The tools are there. You won't get a job if you haven't made something, and you won't get anywhere independently if you are not making stuff. Game design is less a job than it is a way of life. Like any creative endeavour it must be done to be real." Another industry expert, John Field, sees other options. "There's a lot to be said for "just doing it", but it's really more complicated than that. There are lots of people who want to work in games, but few who measure up to the requirements of the industry these days; even fewer who have the creative talent, 📁 technical know-how, vision and entrepreneurial ability to really contribute to the ever-changing face of an evolving medium."

Can you do it on your own? "Perhaps, but it's pretty tricky", says John. "However, a good postgraduate course in games can help, plus provide a year or two of top-level support and guidance. Most games designers start their careers as programmers, or artists, progressing their way up the ladder. They are interested in all forms of entertainment media, plus have a healthy appetite for all areas of the arts and contemporary culture. They may or may not have spent a few years in the working world post-graduation, but have realised that games are going to be their "thing". They are not merely fans, but are fascinated by the future possibilities of games, and are aware of the increasing breadth and diversity of the form. And finally, connections can help. This is often overlooked, but in order to get ahead in games - as in many other areas - you need to network.

The 📁 childish stereotype of the adolescent boy glued to his games console has long been replaced by the more accurate perception of a grown-up medium, 📁 grabbing our attention. Families frequently get involved on interactive consoles. Smartphones introduce a 📁 wealth of new games through apps, as well as social media. John believes there is plenty of room for expansion. "Games have become 📁 pervasive play-things for increasingly large audiences. They are also a great way to learn things and I see this already big area as an 📁 expanding array of possibilities and opportunities.



Test

What is the writer's main point about the video game industry in the first paragraph?

- It is reasonable to consider making a living in this field.

- Specialists in this area have failed to value its potential.
- It offers a relatively limited number of career options.
- Young people's contributions to it should be appreciated.

You're great!

Sorry, try again!

Oops! Try again!

Oops! Try again!

Solution

1. Correct Option
2. Wrong
3. Wrong
4. Wrong

What does "that" in bold font?

- getting a degree in computer science.
- making games.
- being independent.
- seeing other options.

Sorry!

You rock!

Oops! Try again!

Wrong

Solution

1. Wrong

2. Correct Option
3. Wrong
4. Wrong

What option does John express in the third paragraph?

- It is a mistake to believe that the jobs people do in the industry are easy.
- Many people lack the qualities needed to do effective work in the industry.
- The industry could benefit from people who have a strong desire to work in it.
- The industry is changing too rapidly for people to keep up with it.

Wrong

Correct Option

Wrong

Wrong

Solution

1. Wrong
2. Correct Option
3. Wrong
4. Wrong

What does "overlooked" mean in bold font?

- not considered.
- understood.
- not used.
- required.

Correct Option

Wrong

Wrong

Wrong

Solution

1. Correct Option
2. Wrong
3. Wrong
4. Wrong

In the final paragraph, we are told that...

- video games have not been effectively exploited as learning tools.
- young people are being offered more demanding games to play.
- people used to misunderstand the true nature of video games.
- other technologies have forced the games industry to compete.

Wrong

Wrong

Correct Option

Wrong

Solution

1. Wrong
2. Wrong
3. Correct Option
4. Wrong

What does Jim tell us about the video games industry?

- It can be hard to decide which idea will prove successful.
- Many designers are required to take charge of each large project.
- It is worth recognising the value of having a long-term strategy.
- There is room for people with different degrees of responsibility.

Wrong

Wrong

Wrong

Correct Option

Solution

1. Wrong
2. Wrong
3. Wrong
4. Correct Option

2.- Listening exercise.



Caso práctico

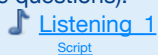
The girls have been waiting for more than twenty minutes and they are really nervous since they will have to use "their English" to ask for the information they want to know, do you think they will be able to do so?



Listening Test

You will hear people talking in eight different situations. For the following questions, choose the best answer. Each situation recording is repeated. Choose the correct word to make true sentences.

(Read the script only after you have answered the questions).



1. You hear a woman talking on her mobile phone about a missing piece of furniture. How does she feel?

- irritated with the removal company.
- unsure what's happened.
- how relevant it is.

Sorry! Try again!

You' re great!

Wrong

Solution

1. Wrong
2. Correct Option
3. Wrong

2. You hear two students talking about their current course topic. What do they agree about?

- how boring it is.
- how difficult it is.
- how relevant it is.

Oops! Sorry!

Correct.

Sorry!

Solution

1. Wrong
2. Wrong
3. Correct Option

3. You hear two business people talking about a contract. How does the man feel now?

- frustrated because of the time wasted.
- surprised about the cancellation of the contract.
- sympathetic towards the other company's problems.

Incorrect!

Incorrect!

Correct Option

Solution

1. Wrong
2. Wrong
3. Correct Option

4. You hear an artist telling a friend about an art prize he's just won. What is he doing?

- expressing surprise.
- admitting that he's excited.
- explaining why he thinks he was chosen.

Wrong

Correct Option

Wrong

Solution

1. Wrong
2. Correct Option
3. Wrong

5. You overhear a woman talking to a friend on her mobile phone. Why is she phoning?

- to explain a delay.
- to change some plans.
- to make an arrangement.

Wrong

Wrong

Correct Option

Solution

1. Wrong
2. Wrong
3. Correct Option

6. You hear a guitarist talking about his profession. What is the purpose of his talk?

- to warn about the challenges of becoming a musician.
- to give step by step guidance on setting up a band.
- to emphasise the importance of having loyal fans.

Correct Option

Wrong

Wrong

Solution

- 1. Correct Option
- 2. Wrong
- 3. Wrong

7. You hear a woman talking to a sales assistant. Why can't she have a refund for her trainers?

- The receipt is wrong.
- She is not in the right shop.
- The trainers are no longer new.

Wrong

Correct Option

Wrong

Solution

- 1. Wrong
- 2. Correct Option
- 3. Wrong

8. You hear a woman talking about a radio chat show. What does she like about the show?

- The presenter makes her laugh.
- Information is given in an interesting way.
- Guests reveal quite a lot about themselves.

Wrong

Correct Option

Wrong

Solution

- 1. Wrong
- 2. Correct Option
- 3. Wrong

3.- Speaking exercise.

Prepare a presentation of about 3 minutes. Good luck!

Situation: Imagine you are sitting down in a pub next to the video game trade show with your friend having a delicious glass of white wine! Next to you, there is an flashy young businessman you would like to meet. Introduce yourself to that person.



Remember:

- ✔ Say hello and at least your name, age, nationality, hobbies, studies, job,...
- ✔ Remember all you have learnt about informal communication.
- ✔ Remember to follow the correct order.
- ✔ Remember to follow an order and give as much information as you think appropriate about the situation.
- ✔ Remember that it is an oral presentation, so you should not read but try to speak naturally.
- ✔ It's better record your description and listen to it again.



4.- Writing exercise.

Write an 📝 essay (100-150 words) and give reasons for your point of view. You must use grammatically correct sentences.

Situation: In your English class you have been talking about **your first job**. Now, your English teacher has asked you to write an essay.

The question is: **Is it better to earn a lot of money or to enjoy your job?**






Write about:

1. How much time is spent at work and give us your own idea about the time we should spend at work. You should think as worker and as 📈 entrepreneur.
2. The type of work which is done in the account/finance/marketing/logistic departments. Where would you like to work? And Why?
3. Give us your own idea about how you contribute equally to the balancing of work and family life.

Essay:

Appendix.- Licences of Resources.

Licences of Resources used in section "Communicative Activities".

Resource (1)	Resource information (1)	Resource (2)	Resource information (2)
	By: Rudolf_Schuba. License: CC by. From: http://www.flickr.com/photos/rudolf_schuba/950371326		By: Chiefmoamba. License: CC by-nd. From: http://www.flickr.com/photos/chiefmoamba/195516066
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