Test on Unit 14: Digital Media

[A] Vocabulary & Structure

(1) Choose the correct answer from a, b, c or d:

1- He could have drowned _ _ _ _ _ _ _ _ _ _ a passing ship had rescued him.
    a) if   b) unless   c) so   d) without

2- If it hadn't been for rain, we _ _ _ _ _ _ _ _ _ _ a good harvest.
    a) will get   b) would have got   c) wouldn't have got   d) would get

3- If Mark had enough money, he _ _ _ _ _ _ _ _ _ _ a new mobile.
    a) will buy   b) would buy   c) bought   d) would have bought

4- If I _ _ _ _ _ _ _ _ _ _ so much work, I'd have some time to go out.
    a) had   b) had had   c) didn't have   d) hadn't had

5- If my father set off late, he _ _ _ _ _ _ _ _ _ _ after sunset.
    a) arrive   b) will arrive   c) would arrive   d) would have arrived

6- The sea will be polluted _ _ _ _ _ _ _ _ _ _ we stop dumping oil and rubbish into it.
    a) as long as   b) if   c) so that   d) unless

7- Maria _ _ _ _ _ _ _ _ _ _ all her exams if she works hard.
    a) passes   b) will pass   c) won't pass   d) would pass

8- What _ _ _ _ _ _ _ _ _ _ if you had lost your phone yesterday?
    a) will you do   b) would you do   c) would have you done   d) would you have done

9- It is not easy to make friends with a person who is _ _ _ _ _ _ _ _.
    a) irritable   b) generous   c) pleasant   d) pleased

10- _ _ _ _ _ _ _ _ _ _ working here job exhausts you; you need to find another one.
    a) In case of   b) Without   c) Unless   d) If

11- _ _ _ _ _ _ _ _ _ _ my help is in time, he will be in trouble.
    a) In case of   b) Without   c) Unless   d) if

12- Don't _ _ _ _ _ _ _ _ _ _ to old ideas. Always think imaginatively.
    a) stick   b) exclude   c) include   d) follow

13- *Busy* and *not free* have _ _ _ _ _ _ _ _ _ _ a similar meaning.
    a) more or less   b) never   c) ever   d) little

14- I had a very _ _ _ _ _ _ _ _ _ _ experience when I visited Cairo for the first time.
    a) pleasant   b) unpleasant   c) virtual   d) irritable

15- Young people who are _ _ _ _ _ _ _ _ _ _ their phones will find it hard to make real friends.
    a) chatted to   b) addicted to   c) connected with   d) agreed to

16- The _ _ _ _ _ _ _ _ _ _ _ of work in this company don't allow personal calls during work hours.
    a) rules   b) identifications   c) channels   d) discs

[B] Reading & Critical Thinking

(2) Read the following passage, then answer the questions:

Organizations that build digital media products rely on multi-skilled teams with business processes designed to enhance their efficiency and effectiveness. For example, making a game requires storytellers, programmers, artists, data analysts, user experience designers, project managers and animators. **"Throwing things over the wall"** between soloed groups of experts is not an effective way to manage things. You have to ensure that they understand each other, work together creatively, and collectively pull off a result that delivers a world-class experience. The skills required to manage these multi-skilled team members and fast-paced nature of the industry means that digital media procedures have to have communication and collaboration skills as well as a depth and breadth of knowledge that are unprecedented.

Team members are educated on these two aspects – working in multi-skilled teams and engaging with a wide range of modern, creative business processes – while making digital media products that deliver value for people. Programs are designed to help graduates develop several core competencies that will serve them well in their careers.

A program should cater well to remember with an entrepreneurial vision. In addition to developing their business skills, they also hone their abilities to pitch, seek the right partners and investors, and manage resources. It should offer pitched project and 'venture internship' options to help members create and launch a new business with a new digital media product.

A. **Choose the correct answer from a, b, c or d:**

1- The underlined words **Throwing things over the wall"** in the passage mean _ _ _ _ _ _ _ _ _ _.
   a) living in separate rooms
   b) learning how to shoot
   c) good relationship
   d) lack of good relationship

2- According to the passage, a successful digital media production needs a/an _ _ _ _ _ _ _ _ _ _ business.
   a) teamwork
   b) personally-skilled
   c) individual
   d) family

3- The word 'launch' in the passage can be replaces by _ _ _ _.
   a) sail
   b) sell
   c) start
   d) succeed

4- Which of the following is the best title for the passage?
   a) The Downsides of Digital Media
   b) The Merits of Digital Media
   c) Digital Media Teams
   d) The Dangers of Digital Media

B. Answer the following questions:

5- What is the passage mainly about? Do you think it is a worthwhile idea?

_____

6- What do you think the most important ingredients of success in a digital media team? Mention TWO basics with reasons.

_____

7- If you are a member of a digital media team that work on a digital game, which role would you play? Why?

_____

8- Do you think digital production team members should have 'venture internship' options? Why?/Why not?

_____

[C] Translation

(3) A. Translate into Arabic:

Unlike online friends, real-life ones are more likely to help and care about you. However, online friends can give you information, transfer money to you and convey good feelings through words, images or videos.

B. Translate into English:

أصبح الكثير من الشباب يدمنون استخدام وسائل التواصل الاجتماعي، فهناك منهم من لا يستطيع أن يترك هاتفه الذكي أو الكمبيوتر اللوحي من يده، وهذا يفقده القدرة على التواصل مع الآخرين في الحياة العادية.

[D] Writing

(4) Write an email of about 180 words to your friend Sami on:

Online friends and real ones
Your email address is rami22@gmail.com and your friend's email is sami11@gmail.com