

Modèle CCYC : ©DNE

Nom de famille (naissance) :

(Suivi s'il y a lieu, du nom d'usage)

Prénom(s) :

N° candidat :

N° d'inscription :



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RÉPUBLIQUE FRANÇAISE

Né(e) le :

(Les numéros figurent sur la convocation.)

1..1

## ÉVALUATION

**CLASSE :** Première

**VOIE :** ☐ Générale ☐ Technologique ☒ Toutes voies (LV)

**ENSEIGNEMENT : ANGLAIS**

**DURÉE DE L'ÉPREUVE :** 1h30

Niveaux visés (LV) : LVA B1-B2 LVB A2-B1

**CALCULATRICE AUTORISÉE :** ☐ Oui ☒ Non

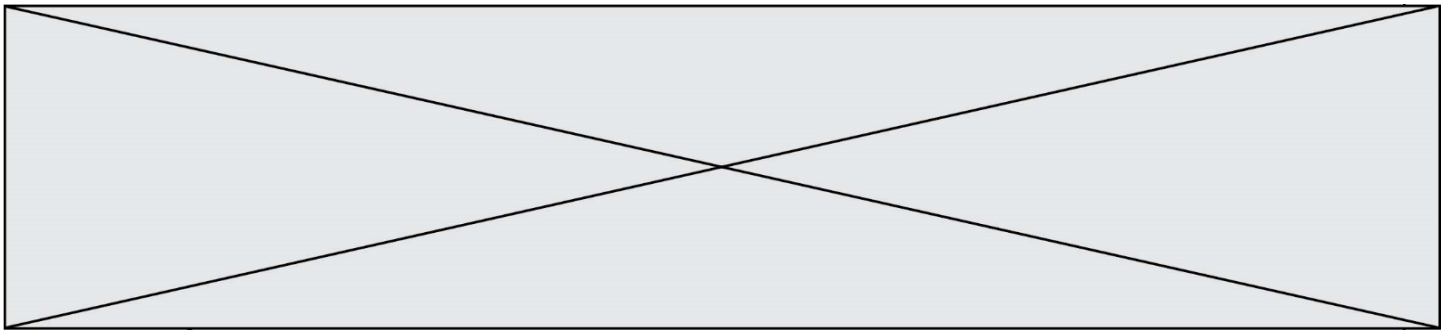
**DICTIONNAIRE AUTORISÉ :** ☐ Oui ☒ Non

☐ Ce sujet contient des parties à rendre par le candidat avec sa copie. De ce fait, il ne peut être dupliqué et doit être imprimé pour chaque candidat afin d'assurer ensuite sa bonne numérisation.

☐ Ce sujet intègre des éléments en couleur. S'il est choisi par l'équipe pédagogique, il est nécessaire que chaque élève dispose d'une impression en couleur.

☐ Ce sujet contient des pièces jointes de type audio ou vidéo qu'il faudra télécharger et jouer le jour de l'épreuve.

**Nombre total de pages : 4**



## Compréhension de l'écrit et expression écrite

Le sujet porte sur l'axe 4 du programme : **Citoyenneté et mondes virtuels.**

Il s'organise en deux parties :

**1. Compréhension de l'écrit ;**

**2. Expression écrite.**

Afin de respecter l'anonymat de votre copie, vous ne devez pas signer votre composition, ni citer votre nom, celui d'un camarade ou celui de votre établissement.

### Texte 1

#### VR as a way out

Some people still say that Warcross is just a stupid game. Others say it's a revolution. But for me and millions of others, it's the only foolproof way to forget our troubles. I lost my bounty<sup>1</sup>, my landlord is going to come screaming for his money again tomorrow morning, I'm going to drag myself to my waitressing job, and I'm going to be homeless in a couple of days, with nowhere to go... but tonight, I can join in with everyone else, put on my glasses, and watch magic happen. [...]

For a long time, in order to create a realistic virtual reality environment, you had to render as detailed a world as possible. This required a lot of money and effort. But no matter how good the effects became, you could still tell – if you looked hard enough – that it wasn't real. There are a thousand little movements on a human face every second, a thousand different quivers of a leaf on a tree, a million tiny things the real world has that the virtual world doesn't. Your mind knows this unconsciously – so something will look off, even if you can't quite put your finger on it.

So Hideo Tanaka thought of an easier solution. In order to create a flawlessly real world, you don't need to draw the most detailed, most realistic 3-D scene ever.

You just need to fool the audience into thinking it's real.

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<sup>1</sup> Bounty = a sum paid for killing or capturing a person or animal (the narrator is a hunter).

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1.1

And guess what can do that the best? Your own brain.

When you have a dream, no matter how crazy it is, you believe it's real. Like, full-on surround sound, high definition, 360-degree special effects. And none of it is anything you're actually seeing. Your brain is creating an entire reality for you, without needing any piece of technology.

So Hideo created the best brain-computer interface ever built. A pair of sleek glasses. The NeuroLink. [...]

With the press of a tiny button on its side, the glasses could also switch back and forth like polarized lenses between the virtual world and the real world. And when you looked at the real world through it, you could see virtual things hovering over real-life objects and places. Dragons flying above your street. The names of stores, restaurants, and people.

Marie Lu, *Warcross*, 2017

## Texte 2

### Apple's Tim Cook prefers augmented reality to VR

Apple's chief executive has suggested he is not very enthusiastic about virtual reality.

Tim Cook said that he felt that the technology could isolate users and voiced a preference for augmented reality instead.

AR involves mixing graphics and real-world views together rather than solely filling a person's view with computer-generated images. [...]

Mr Cook expressed his opinion at an event hosted by the University of Oxford, in response to a student's question about what technologies would prove transformative.

"I'm incredibly excited by AR because I can see uses for it everywhere," Mr Cook replied.

"I can see uses for it in education, in consumers, in entertainment, in sports. I can see it in every business that I know anything about. I also like the fact that it doesn't isolate. I don't like our products being used a lot. I like our products amplifying thoughts and I think AR can help amplify the human connection.

"I've never been a fan of VR like that because I think it does the opposite. There are clearly some cool niche things for VR but it's not profound in my view. AR is profound." [...]

Leo Kelion, [bbc.co.uk](http://bbc.co.uk), October 11, 2017



## 1. Compréhension de l'écrit (10 points)

Give an account, **in English** and in your own words, of text 1 and then of text 2.

In your **account of text 1**:

- Explain the reasons why some people feel the need to play Warcross.
- Find elements explaining the limitations of "traditional" virtual reality.
- Explain what the NeuroLink is and why it provides a better experience for the user.

In your **account of text 2**:

- What is Tim Cook's opinion on VR?
- To him, what are AR's advantages?

**After your accounts of text 1 and text 2, answer the following question:**

Quote the elements from text 1 and text 2 which could correspond to a definition of "augmented reality".

## 2. Expression écrite (10 points)

Vous traiterez **en anglais**, et en 120 mots minimum, **l'un des deux sujets suivants au choix** :

### Sujet A

Comment on the following quote:

"Virtual reality was once the dream of science fiction. But the internet was also once a dream, and so were computers and smartphones. The future is coming."

Mark Zuckerberg, CEO of Meta Platforms (formerly Facebook, Inc.)

### Sujet B

As a salesman or saleswoman working in a high-tech business, you are in charge of the promotion of your new VR system.

Imagine a conversation with Tim Cook, CEO of Apple.