

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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Né(e) le :

(Les numéros figurent sur la convocation.)

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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

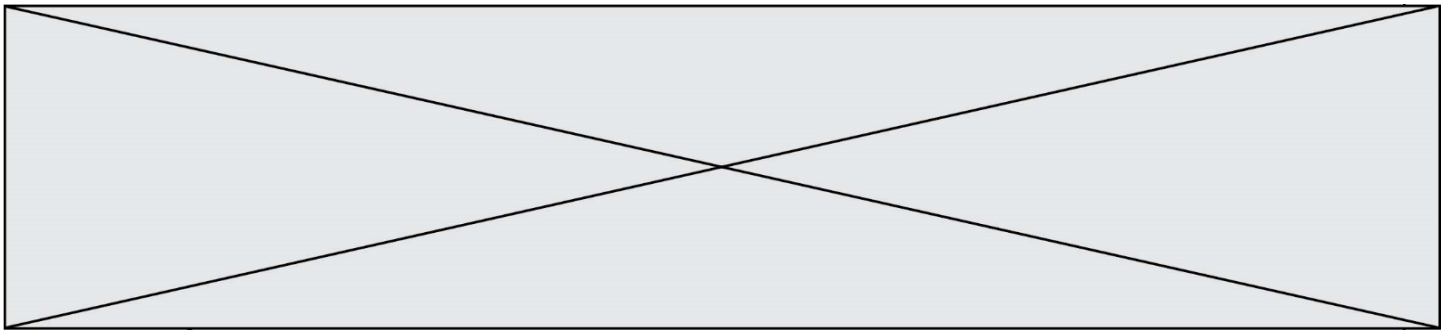
DICTIONNAIRE AUTORISÉ : ☐ Oui ☒ Non

☐ 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 7 du programme : **Diversité et inclusion**

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:

For Ashlee Bird, digital culture scholar and Native American video game designer, better representation on screen fosters brighter future

For decades, video game players have sat in front of TV and computer screens and used controllers and keyboards to kill Indigenous characters, regardless of their objective or importance to the story.

5 While horrifying, it's not surprising to Ashlee Bird, an assistant professor of American studies at Notre Dame. Indigenous characters have historically been represented throughout popular culture as a bloodthirsty enemy of the cowboy.

10 "Gaming has taught people that Natives in digital spaces are the bad guys, and that you should engage with them in that way, even if the game is telling you not to," said Bird, who is Western Abenaki, an Indigenous people from the northeast region of what is now called the United States and Canada.

Designers of the action-adventure game *Red Dead Redemption II* even used mechanical safeguards to try to protect Indigenous characters integral to the storyline. But sometimes safeguards aren't enough.

15 "People find work-arounds," she said. "People will spend time to find ways to kill them."

Fascinated by video games since her youth, Bird now rigorously researches them, teaches courses on them, and creates games of her own. She thinks critically about

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who is or isn't depicted in them, what they allow users to do, and the impact they have on generations of players.

20 Because video games reflect and shape culture, Bird said, they are essential to study.

"They're powerful," she said. "We need to care about what games are teaching us and what we're putting into them."

'A hostile place for women'

25 Each week, about 212 million people in the United States — 62% of all adults and 76% of youth — play video games. Seventy one percent of players are white and 53% are male, according to a 2023 national survey.

30 That's a lot of people exposed to racism and misogyny in video games, said Bird, whose dissertation at the University of California, Davis was titled "Representation and Reclamation: The History and Future of Natives in Gaming."

[...] "Women, as well as queer people and people of color, are able to find themselves more in games, but the community spaces around them aren't any safer or any better," Bird said. "Gaming can still be a really hostile place for women."

Potential for good

35 As a young girl playing video games with her older cousins in Vermont, Bird was already noticing the importance of representation on screen. In the game Turok, the Indigenous character Tal'Set was a stereotype, but he resonated with players.

40 "I was still fascinated by him as a kid, and I think a lot of young kids were — Native or not," she said. "He was cool; he was a time-traveling Native who fought robot dinosaurs."

Bird was in high school when she realized the significance and power of video games. That's when she became engrossed with *Mass Effect*, a science-fiction role-playing action game.

45 "I couldn't believe the world that had been created — all of these backstories and histories. I was still in the closet at that point, and it was the first time I had seen queer representation in a game," she said. "It was really meaningful to me. It was a world that felt safe, comfortable, and made me happy at that time in my life."

50 Today, Bird uses Native American studies and gaming theory to analyze video games while she plays them. Through "close gaming," which is analogous to close reading, she studies the ways that designers intend for players to engage with games.

Beth Staples, <https://al.nd.edu/news/>, November 24, 2023



1. Compréhension de l'écrit (10 points)

Give an account of the document, in your own words and **in English**.

2. Expression écrite (10 points)

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

Sujet A

Do you think that video games can help children feel more included?

Sujet B

In your opinion, what challenges still exist for diversity in the gaming industry?