

Modèle CCYC : ©DNE

Nom de famille (naissance) :

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

Prénom(s) :

N° candidat :

N° d'inscription :



Liberté • Égalité • Fraternité  
RÉPUBLIQUE FRANÇAISE

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

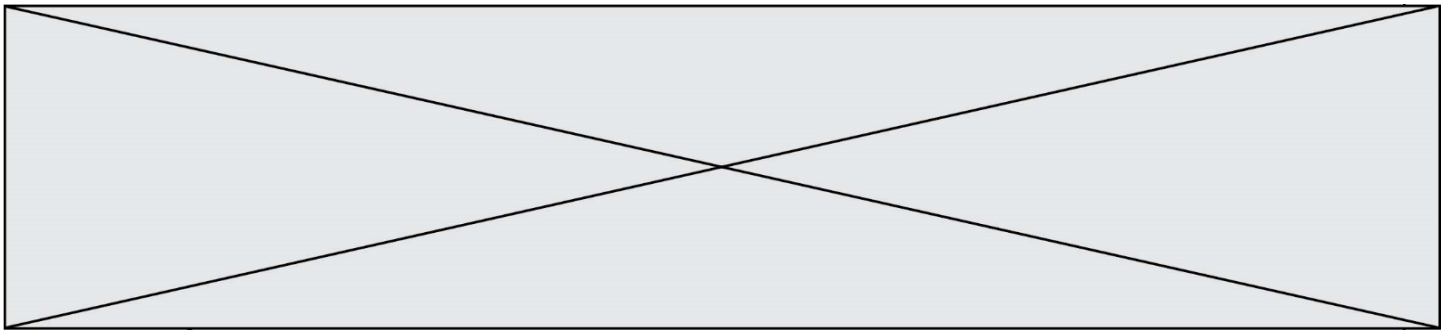
**DICTIONNAIRE AUTORISÉ :** ☐ Oui ☒ Non

☐ 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 5 du programme : **Fiction et réalité**

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

*Westworld is an American science-fiction TV series taking place in a technologically-advanced Old West amusement park populated by android "hosts"*

- Westworld opens with a series of customer testimonials. They speak of a "vacation of the future". One where you can do things like "shoot ... people", or "marry a princess". At the Westworld park, there were no restrictions nor any real-world consequences. Westworld gives us a glimpse not only of freedom of speech, but
- 5 freedom of action. A guest is allowed to rob, kill, or have sex with nearly any android in town. Androids are simply cleaned up, repaired, and restored each night. The freedom to act is far more dangerous than the freedom to speak. As shown in Westworld, it can lead to discriminatory thoughts and behaviors like slavery and murder.
- 10 However, as we begin treating human-like androids as objects we become more accustomed to the thoughts and feelings slave owners had centuries before. We saw this evolutionary behavior with many guests in the park, including the main character, Peter. They enter Westworld afraid and unaware, some never having fired a gun. After shooting their first android, they become accustomed to the the idea that the androids

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15 are expendable. They don't hesitate doing it again. The androids in Westworld were viewed in a similar light to how slaves were treated in ancient times. As inhuman objects unable to possess souls.

Each android in Westworld is programmed to fill a specific role. The gunslinger duels, the bartender serve drinks, and the prostitute has sex. Guests do not even have to think about the consequences of death or loss. The lack of behavioral reinforcement or consequence is what brought about new behavioral tendencies such as cyberbullying. Many cyberbullies are able to remain anonymous, allowing them to escape any punishment or feelings experienced face-to-face.

Similarly, guests in Westworld do not have to consider the consequences of loss or murder. In addition to being invulnerable, guests are not forced to think about the lives of the androids they kill. Killed androids are repaired and brought back into service the next day. Behaving exactly the same as they were before, with no recollection of the murder they were previously victim to.

It could be argued that the actions and thoughts exhibited in Westworld will not linger after leaving. In a similar respect to a video games, Westworld could be seen as a place to let out anger or bad thoughts from the mind. Studies have shown that video games can be a way to treat certain mental illnesses like anxiety and depression. While Westworld may not be a traditional video game, it could very well provide mental escape for needed for troubled minds.

The difference between Westworld and your traditional video game is that Westworld puts a gun in your hand. It lets you have sex and it lets you cash in your stolen cash at the bar. Westworld provides a sense of realism and reward that a video game controller cannot simulate. There is no screen between you and the guy you just killed. It gives you and lets you feel the physical pleasure. Virtue ethics states that a right action is one that promotes behavior that one needs to flourish and truly be happy. If everyone needed murder or unconsenting sex in our culture, then humanity would literally kill itself.

Kevin MacIntosh, Oba Seward-Evans, Axe Soota, Michael Taylor, *Westworld Analysis*, [westworld.weebly.com](http://westworld.weebly.com), 2018



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

Give an account of the document, in your own words and **in English**, focusing on the different aspects of the park and the moral consequences the text suggests.

### 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 technological innovations like Artificial Intelligence may be a threat to the future of humanity? Why (not)?

Illustrate your point of view with concrete examples.

#### Sujet B

In your opinion, why do people enjoy going to amusement parks?