



FINAL EXAMINATION
JULY 2023

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| COURSE TITLE | ENGLISH 2 |
| COURSE CODE | FENG0124 |
| DATE/DAY | 17 OCTOBER 2023 / TUESDAY |
| TIME/DURATION | 09:00 AM - 12:00 PM / 03 Hour(s) 00 Minute(s) |

INSTRUCTIONS TO CANDIDATES:

1. Please read the instruction under each section carefully.
2. Candidates are reminded not to bring into examination hall/room any form of written materials or electronic gadget except for stationery that is permitted by the Invigilator.
3. Students who are caught breaching the Examination Rules and Regulation will be charged with an academic dishonesty and if found guilty of the offence, the maximum penalty is expulsion from the University.

(This Question Paper consists of 14 Printed Pages including front page)

*****DO NOT OPEN THE QUESTION PAPER UNTIL YOU ARE TOLD TO DO SO*****

This paper has **FOUR (4) sections**. Answer **ALL** questions in the answer booklet provided.
[100 MARKS]

SECTION A

(50 Marks)

This section has **THREE (3) reading passages**. Answer **ALL** questions.

Reading Passage 1

(10 Marks)

- I The mute button was invented in 1956 by Robert Adler, an Austrian-born engineer working for the Zenith Radio Corporation in Chicago. Yet it is only now, in an age of incessant interruption, that we are beginning to grasp muting's full potential – not only when it comes to our gadgets, but in real life, too. 1
- II In May 2019, the taxi company Uber began trialling a suite of new features for users of its Exec service – including a button you can activate if you want to mute your driver. "Quiet preferred" is the euphemism Uber is using (you can also toggle it to "happy to chat"). 5
- III "From a driver's perspective, it's quite rude," an Uber driver from east London tells me. "And offensive, to be honest. It's like saying: 'Shut up.' It says a lot about Uber." Uber claims it is responding to concerns from customers that drivers will give them low star ratings if they don't want to chat; drivers meanwhile often fear entering into conversations with passengers for the same reason. 10
- IV The Uber driver points out that it's not hard for him to gauge who might be up for a chat and who isn't. "You say: 'What's your name? Where are you going?' And the way they respond is a fairly clear indication of whether they want to talk or not. Most people have their earphones on anyway. I usually have my Bluetooth earphone in too." 15
- V But you could see that this retreat into our own discrete sound worlds is its own form of muting. The wider trend is known as the "privatisation of auditory space", says Dr Tom Rice, a lecturer in sonic anthropology at Exeter University. "It's often said in sound studies that we don't have earlids. We don't have any control over what drips into our ears and collects in them. Earphones are the closest we have to that." 20
- VI It is generally accepted that our audio environment is becoming more cluttered – even at home, since our microwaves and washing machines are now more likely to bleep at us (and, in some cases, talk to us). But most people do not mute the world because they find it overwhelming or confusing. "It's also that they consider it boring," says Rice. "People will often think that the sounds that they're exposed to aren't worth listening to." The dawn chorus, after all, is famously not what it was, and general human patter is being drowned out by pneumatic drills, lorries and pop songs blasting out of the supermarket public address system. 25 30
- VII "When we conduct surveys about modern life and ask people what the biggest irritants of modern life are, 'unwanted music or sound' is usually in the top five," says Dr Daniel Levitin, a neuroscientist at McGill University in Montreal. This has a 35

lot to do with the way our hearing system works. “Compare it with vision. When you look at an object, it appears to be out there in the world. But sounds, for most of us, feel like they’re emanating from within our heads. It makes them more intimate and more intrusive.

- VIII “In the best case, you can say headphones are a way to gain control of your environment. But the worst case,” Levitin says, “is that young people are listening to music and thinking that they can increase their concentration and performance that way. There are thousands of studies that show that listening to music is incredibly bad for your concentration. It’s just more enjoyable.” 40
- IX Meanwhile, our capacity to tune out whatever we want is increasingly catching up with our desire to do just that. “Hearables” are now touted the new “wearables” in Silicon Valley. Amazon, Apple and Google are all working on in-ear technology. Soon we might literally be able to mute people we don’t want to hear. 45
- X But who knows what else will be silenced? “The argument is that this is damaging to the quality of public space and to the social fabric – we all just become atomised individuals,” says Rice. If we are listening to podcasts or music or white noise all the time, we are removing ourselves from society and the chance to interact, help, experience delight. 50
- XI “I personally don’t have much against earphones and I think they can be fantastically useful and enriching of one’s auditory life,” says Rice. “But I do think it’s possible to get value out of your sound environment by paying attention to it.” One way is by focusing on your sound diet. “Can you isolate five sounds in your everyday environment that you value and enjoy and that enrich your life? The way the sink at work gurgles when you turn off the tap, a fragment of birdsong, wind in the trees, footsteps echoing under a bridge ... As well as drawing our attention to specific sounds, an exercise such as this encourages us to think about our sound environment more generally, and about which sounds we want more – and less – of in our lives.” 55
60

(Adapted from ‘Hit the Mute Button: Why Everyone Is Trying to Silence the Outside World’, The Guardian)

Complete the summary below. Choose **NO MORE THAN THREE (3) WORDS AND/OR A NUMBER** from the passage to fill in each blank in the summary.

Muting not just our ___(1)___ but real life has become more popular recently. An increasingly common way of doing this is to listen to music, podcasts or other content on headphones and earphones. According to Dr Tom Rice, this trend is known as the privatisation of ___(2)___ where we try to gain control of what we hear. Most people try to block surrounding sounds because they find it ___(3)___ and not worth listening to. This is closely related to the way our ___(4)___ works since sounds can feel like they are coming from within our own heads. This makes sounds feel more ___(5)___.

Technology is advancing in that respect where we may soon be able to mute even people we don't wish to hear with major companies such as Apple, ___(6)___ and Amazon all working on ___(7)___ . However, this comes at a risk of cutting ourselves from meaningfully engaging with society. Dr Rice suggests that people get value from their ___(8)___ by paying attention to what they listen to. One way to do that is to focus on your sound ___(9)___ and identify ___(10)___ that they value, enjoy and which enrich their lives. This way, it makes us think about the sounds around us and which ones we want more in our lives.

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Reading Passage 2

(20 Marks)

- I Long before the coronavirus pandemic, tabletop board games were having something of a renaissance, with popular games like *The Settlers of Catan* and *Ticket to Ride* becoming mainstream additions to family game nights. 1
- II Then, COVID-19 hit and it changed how many hobbyist board game creators approached the industry. But for many people who suddenly found themselves stuck at home under lockdown, the pandemic also spurred newfound interest in strategy games that require creativity and concentration. Board game hobbyists had more time to spend learning about new games coming out, while newbies to the scene were discovering a world beyond classics like Monopoly and Clue. 5
- III Then, the board game *Frosthaven* — the dungeon crawling, highly-anticipated sequel to the hit game *Gloomhaven* — surpassed its funding goal of \$500,000 on Kickstarter in mere hours. It is the most-funded board game on the site ever, with nearly \$13 million pledged toward funding the game's development. Only two projects have ever crowdsourced more funding on the site. 10
- IV *Frosthaven's* success seemed to exemplify a shift that has been happening in the tabletop gaming community for years: toward games that are not only focused on strategy and adventure, but also a new type of funding model where fans have more say than ever in which games move from the idea stage to their living rooms. And hobbyist tabletop games are a different breed of entertainment altogether. 15
- V "You have mass market games, which are Monopoly and everything that you find at Target or Toys "R" Us, and you have hobbyist games, which you typically find at your local gaming store," said Cree Wilson, the programming and tabletop gaming manager for Comicpalooza. "Then there's this blurry line of stuff in between, which I've heard sometimes called entertainment gaming, and it's games selling tens of thousands, maybe hundreds of thousands of copies, but isn't selling millions yet." 20 25
- VI For many of these smaller games, funding from fans has proved essential. Hasbro, the company that makes games like Monopoly and Connect 4, earns hundreds of millions each year through everything from game sales and licensing deals to its TV and film business. But funding models are far different for newer or smaller game makers. These makers have become part of one of the country's most popular quarantine hobbies, but they've done so through a mini-economy that relies on crowdfunding sites like Kickstarter. 30
- VII It makes for a unique experience that can line creators up for success — and it isn't specific to *Frosthaven*. Games like *Dark Souls*, *Ankh: Gods of Egypt*, *Cthulhu: Death May Die* and *Tainted Grail: The Fall of Avalon* are among those that earned multiple millions through crowdfunding. 35
- VIII Creators use Kickstarter like a social media site, an advertisement and a fundraising tool all in one, and they use it more successfully than nearly any other game creators on the site. In 2019, fans pledged more than \$176 million toward tabletop games — up 6.8% over the previous year, according to Kickstarter data gathered by the entertainment site Polygon. In all, more than 1 million people pledged to games on the site last year. 40

- IX** For fans, the benefits of pledging can go beyond the games themselves. Fans can earn special gifts from game makers in exchange for their support. And often, pledging toward a game can end up costing less than waiting to buy it in a store. 45
- X** Another factor motivating fans, Wilson says, is fear of missing out. "The FOMO on Kickstarter is real," Wilson said, adding that often people will pledge because they don't want to miss out on a game their friends will be getting.
- XI** It's a feeling that Ash Mehra can identify with. Mehra, a 27-year-old board game fan and medical resident in Miami, said she checks Kickstarter every day, and has spent about \$1,200 on the site, pledging to games like the *Terraforming Mars Big Box* and *The Age of Atlantis*. She said there "definitely is a visceral thrill, an endorphin rush" to watching games she has pledged money to not only reach early fundraising targets, but then stretch them due to momentum on the site. 50
- XII** Fans like Mehra are already on Kickstarter — either awaiting their favourite game-makers next move or looking for new games to try out — so connecting with them and pulling in funding pledges is almost inevitable. 55
- XIII** "For the board game community, there's a culture of looking on Kickstarter ... and being more willing to fund things," said Isaac Childres, the CEO of Cephalofair Games and creator of *Forge War*, *Gloomhaven* and *Frosthaven*. "It's like a larger avenue for board game creators to use that automatically picks up a following." 60

(Adapted from "A Look Into The Wild Economy Of Tabletop Board Game Funding", NPR)

Questions 11 to 20 are based on Reading Passage 2.

Answer the questions in **NO MORE THAN FOUR (4) WORDS AND/OR A NUMBER**.

11. How did the COVID-19 pandemic affect people under lockdown in terms of strategy games?
12. What was Frosthaven's achievement on Kickstarter?
13. How long did Frosthaven take to reach and surpass its funding goals?
14. What sort of change was signalled by Frosthaven's success?
15. Where would you be able to buy a board game like Gloomhaven and Frosthaven?
16. How do large companies like Hasbro earn profit in relation to their board games?

17. Apart from Frosthaven, what is another game created from a multimillion dollar crowdfund campaign?
18. According to Polygon, by how much did pledges increase from 2018 to 2019?
19. What is one advantage of pledging on a site like Kickstarter?
20. According to Mehra, why has she pledged a significant amount of money to fund games, and even seeks new ones on Kickstarter regularly?


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Reading Passage 3

(20 Marks)

- I Hinkle's is one of the big downtown restaurants in what they call the "financial district." And it was there that Miss Merriam was cashier. 1
- II Now, the cashiership at Hinkle's was no picnic. Still, Miss Merriam sat on a stool at a desk enclosed on three sides by a strong, high fencing of woven brass wire. Through an arched opening at the bottom you pushed your bill and the money, while your heart went pit-pat. 5
- III For Miss Merriam was lovely and capable. She could take 45 cents out of a \$2 bill and refuse an offer of marriage before you could - Next! - lost your chance - please don't shove. She could keep cool and collected while she collected your bill, give you the correct change, win your heart, indicate the toothpick stand, and reject your suit in less time than it takes to pour pepper on one of Hinkle's hard-boiled eggs. 10
- IV Every male customer of Hinkle's, from clerks up to the big stockbrokers, adored Miss Merriam. When they paid their bills, they wooed her with every trick known to Cupid's art. Between the meshes of the brass railing went smiles, winks, compliments, tender vows, invitations to dinner, sighs, languishing looks and merry banter that was thrown pointedly back by the gifted Miss Merriam. 15
- V There is no place more effective than the position of young lady cashier. She sits there, easily queen of the court of commerce; she is duchess of dollars, countess of compliment; and coin, leading lady of love and luncheon. You take from her a smile and a Canadian dime, and you go your way uncomplaining. You count the cheery word or two that she tosses you as cheapskates count their riches; and you pocket your change uncounted. She is a shirt-waisted angel, immaculate, trim, manicured, seductive, bright-eyed, ready, alert - Psyche, Circe, and Ate in one. 20
- VI The young men who broke bread at Hinkle's never settled with the cashier without an exchange of witty conversation and open compliment. Many of them went to greater lengths and dropped promises of theatre tickets and chocolate. The older men spoke plainly of white gowns and church bells, generally souring the thought by hints to narrow flats afterward. One broker, who had been squeezed by copper proposed to Miss Merriam more regularly than he ate. 25

(Adapted from 'The Girl and the Habit', by O. Henry)

Questions 21 to 28 are based on Reading Passage 3.

Complete each sentence with the correct ending, **A-G**, as given in the box below.

(10 marks)

21. Hinkle's was located in the area of the city
22. Miss Meriam would sit
23. Miss Meriam was
24. Miss Meriam would always
25. Those who tried to use theatre tickets and chocolate to woo Miss Meriam were

- | |
|--|
| <ul style="list-style-type: none">A. at the very front of the diner surrounded by a brass wire fenceB. usually the younger customersC. where all the banks were locatedD. a very capable cashierE. reject the customers who tried to ask her outF. give her customers the wrong changeG. the manager of Hinkle'sH. where most high finance was conductedI. the clerks and the stockbrokersJ. at a desk surrounded by a brass wire fence |
|--|

In your own words, explain the following sentences in the context of the passage.

26. *the cashiership at Hinkle's was no picnic.* (para II) (2 marks)

27. *She could keep cool and collected while she collected your bill, give you the correct change, win your heart, indicate the toothpick stand, and reject your suit in less time than it takes to pour pepper on one of Hinkle's hard-boiled eggs.* (para III) (4 marks)

28. *The older men spoke plainly of white gowns and church bells, generally souring the thought by hints to narrow flats afterward* (para. VI) (4 marks)

SECTION B

(20 Marks)

1. Create an in-text citation for each question according to the APA 7th edition format using either a direct quote or a paraphrase. (10 Marks)

- a. Author: Matthew Barr
Publication date: 2020
Journal Title: Arts
Article Title: The Force is Strong with This One (but Not That One): What Makes a Successful Star Wars Video Game Adaptation?
Volume Number: 9
Issue Number: 4
Quote: "What this game demonstrates—perhaps more so than any other in the Star Wars canon—is that the ability to use the license is insignificant next to the power of good gameplay when it comes to adapting Star Wars. The truth is, the qualities of a great Star Wars game are largely the same as those of any great video game."
DOI: <https://doi.org/10.3390/arts9040131>
- b. Author: Royal Roads University
Publication date: September 9, 2023
Article Title: Anxiety about academic writing: I'm a bad writer
Quote: "Writing involves many complex thinking and communication skills, and as with all skills, all writers are constantly in the process of learning and improving. People are never "done" as writers; rather, we're all writers-in-development."
Website URL: <https://libguides.royalroads.ca/anxiety/bad>

2. The following reference list contains errors. Rewrite the list to follow the standard APA 7th edition format. Indicate italics using an underline instead. (10 Marks)

REFERENCES

- Saito, K. (2014). Magic, "shōjo", and metamorphosis: Magical girl anime and the challenges of changing gender identities in Japanese society. *The Journal of Asian Studies*, 73.1., 143-164. Retrieved from <https://www.jstor.org/stable/43553398>
- Allison, Anna. (2006. *Millennial monsters: Japanese toys and the global imagination.* California, US: University of California Press.
- Amano, M. (1997). Women in higher education – *Higher Education*, 34(2), pages 215-235.

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SECTION C

(15 Marks)

Extract information from the journal article abstracts below to answer the following questions.

1. **Title:** Shadow puppets and neglected diseases: Evaluating a health promotion performance in rural Indonesia

Abstract:

'Rama and the Worm' is a shadow puppet production targeting neglected diseases in Central Java. It is an entertainment-based intervention study to promote health by reducing the impact of parasitic diseases such as soil-transmitted helminths (STH). The study uses traditional Javanese shadow puppetry (wayang kulit) as a vehicle in village communities to disseminate health messages and promote behaviour change to prevent diseases caused, primarily, by inadequate sanitation and poor hygiene. The health education messages contained in the play, although using traditional characters and themes, required the creation of a completely new narrative script, using characters and plot lines familiar to the wayang kulit repertoire, but placing them in new situations that relate specifically to health promotion objectives. The intervention was piloted in a village in Central Java, Indonesia using a pre/post design with both qualitative and quantitative analysis. A total of 96 male and female villagers, aged between 7 and 87 years, provided both baseline and follow up data. Participant knowledge and behaviours related to gastrointestinal and helminth-related disease were assessed before and after the intervention through a questionnaire administered by interview. Results revealed statistically significant improvements in both knowledge and behaviour related to gastrointestinal and helminth disease. Findings of the study indicate the wayang kulit performance is an effective health education tool. The results provide proof of concept with scaling up the next step forward. The wayang kulit production provides a significant additional component for an integrated, comprehensive approach to reduction and elimination of STH infection.

- a. What is the study about? (1 mark)
- b. What methods were used? (3 marks)
- c. What were the results? (1 mark)
- d. What conclusion or recommendations did the author(s) make? (3 marks)

2. **Title:** Using the theory of planned behaviour and past behaviour to explain the intention to receive a seasonal influenza vaccine among family caregivers of people with dementia

Abstract:

Older adults with dementia present an increased risk of mortality due to seasonal influenza. Despite concerning evidence, the influenza vaccination program has been unsuccessful, with low rates of uptake in Italian people ≥ 65 years. In addition, being vaccinated does not eliminate the risk of contracting a virus, especially by coming into close contact with other possibly unvaccinated people, such as family caregivers in the home environment. Therefore, the refusal of family caregivers to get vaccinated for seasonal influenza could have dire consequences for their relatives with dementia. The aims of this study were to investigate the predictive role of the Theory of Planned Behaviour model (TPB) and past vaccination behaviour on the intention to receive a seasonal influenza vaccine among family caregivers of people with dementia. Data were collected from seventy-one respondents during July–September 2021 using a cross-sectional web-based survey design. Results of hierarchical binary logistic regression showed that TPB (i.e., attitudes towards vaccination, subjective norms, and perceived behavioural control) explained 51.6% of the variance in intention to receive a seasonal influenza vaccine; past vaccination behaviour increased this to 58.8%. In conclusion, past vaccination behaviour and the theory of planned behaviour variables effectively predict influenza vaccine willingness of family caregivers of people with dementia and should be targeted in vaccination campaigns.

- a. What is the study about? (2 marks)
- b. What methods were used? (1 mark)
- c. What were the results? (2 marks)
- d. What conclusion or recommendations did the author(s) make? (2 marks)

SECTION D

(15 Marks)

Answer TWO (2) questions ONLY in the answer booklet. Each paragraph should be at least 150 words long.

1. Write a descriptive paragraph about the lecturer who taught you FENG0124 English 2 in UNIRAZAK. Provide suitable illustrations.
2. Write an example paragraph about local public holidays you would cancel. Give appropriate and specific examples.
3. Write an example paragraph about places you would never bring a foreign friend to visit in your hometown. Give appropriate and specific examples.
4. Write an opinion paragraph on whether the second semester of your Foundation studies in UNIRAZAK has been easy or difficult. Give specific reasons to support your opinion.
5. Write an opinion paragraph based on this quote: 'Good does not always mean nice'. Give specific reasons to support your opinion.

***** END OF QUESTION PAPER *****