

## ANGLAIS

### 1) VERSION (pour un tiers de la note)

Where there's MUD, there's brass

The growing realism of computer games makes it ever harder for players to tear themselves away from their screens to attend to their daily lives. For some players however, the distraction of having to earn a living may now be a thing of the past. They have learnt to make real money in the imaginary world of online fantasy games. The demand for treasure in these games is so great that experienced players can sell the fruits of their gaming labour to their less-experienced counterparts.

How did things become so deadly serious? In the early days of networked computing, geeks\* quickly worked out how to run role-playing "swords-and-sorcery" games online. These multi-player adventures became known as multi-user dungeons (MUDs). Players spent their time killing monsters and collecting treasure. Since the games had no graphics, imagination was at a premium. [...]

But as microprocessors and Internet connections improved, MUDs have evolved in both popularity and sophistication. Everquest, one of the most popular games, boasts over 200,000 players, as well as three-dimensional colour graphics. Since players can interact online, devotees see these games as a social experience as much as a competitive one. This makes them maddeningly addictive. They are also time-consuming. To get the most out of them, players find they have to spend hours every week developing powerful online characters.

And so a commercial opportunity has arisen. Skilled players found they could accumulate hoards of digital treasure. Busy or impatient players wanted a head-start. So imaginary gold, castles and magic swords began to be sold for real money.

\* a geek: a computer enthusiast

The Economist, July 3<sup>rd</sup>, 2000

**2) ESSAI** (250 mots minimum, pour un tiers de la note)

With the development of new technologies, do you find it ever harder to distinguish between reality and fantasy?

**3) THÈME** (pour un tiers de la note)

1. Les blessés doivent être réconfortés.
2. Il téléphone jusqu'à quatre heures par jour.
3. C'est Pierre qui me l'a dit.
4. La porte a besoin d'être peinte.
5. Peu de gens le connaissent vraiment.
6. Lequel de ces livres as-tu déjà lu ?
7. Elle était censée battre un nouveau record.
8. Comment empêcher la grève ?
9. Vous avez les cheveux bien trop longs.
10. Fais-le d'ici jeudi.
11. Mon patron ne fait confiance à personne, sauf à lui-même bien sûr.
12. Quand il se sentira mieux, il retournera à l'école.
13. "Tu m'accompagnes au cinéma ?" "Non, je préfère lire."
14. Lors de notre première rencontre, nous nous sommes à peine parlé.
15. Je me rase toujours avant d'aller au travail.
16. Ce n'est qu'aux Etats-Unis que nous avons dû nous habituer à parler anglais.
17. J'ai couru jusqu'à la première maison pour appeler la police.
18. Des centaines de personnes sont maintenant sans abri.
19. Cette entreprise est installée en France depuis toujours.
20. Je le lui ai demandé et il promet de faire son possible.