



SERVICES CULTURE ÉDITIONS
RESSOURCES POUR
L'ÉDUCATION NATIONALE

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BACCALAURÉAT PROFESSIONNEL

ÉPREUVE ÉCRITE DE LANGUE VIVANTE

ANGLAIS

**TOUTES SPÉCIALITÉS DU
SECTEUR TERTIAIRE**

DURÉE : DEUX HEURES

COEFFICIENT : 2

L'UTILISATION DU DICTIONNAIRE BILINGUE EST AUTORISÉE

Computer addiction? Probably just modern life...

NEW YORK — A trailer in cinemas for *Stay Alive* — a movie about video gamers dying because they played the wrong game — displays this message across the screen: "There are 100 million gamers in America. One in four is addicted."

Video games and the Internet have been subject to suspicion since the computer became a household fixture. One complaint: people spend enormous amounts of time on the computer, to the detriment of other parts of their life.

But are they addicted?

The answer depends on what you mean by 'addicted.' Most experts say computers are not addictive in the same sense that drugs are, but they could be on the same level as gambling.

"When I started to study Internet addiction more particularly back in 1995, I thought that this could potentially be a major problem," said Professor Mark Griffiths, who studies behavioral addictions at Nottingham Trent University in Nottingham, England.

Donna Meyer doesn't think she's addicted, even if she spends up to 12 hours a day in *Second Life*, a game-like world on the Internet. The 49-year-old grandmother in New York shares a virtual home with a partner who lives in New Mexico.

"My daughter gets annoyed," Meyer said. She told me: "My God, Mum, you used to go out, now you're always on the computer!"

Mrs Meyer explains: "I'm unemployed, I don't really have the money to go out anymore, so I enjoy this. It's a way of still meeting people."

Jason Ellis, 32, has felt the negative side of computer games, which have cost him one job. "In 1998, when *StarCraft* came out, I was playing 10 hours a day and trying to work 8 hours a day," said Ellis, who lives in New York. Now, he has pulled back a bit on the games in favor of making music.

Experts believe that computer addiction does happen, if rarely. Robert LaRose, a professor of telecommunications at Michigan State University, has studied the phenomenon among students, and estimates that it happens to a fraction of a percent of users — about the same rate as gambling addiction.

"For the people who can't catch themselves for some reason, there's the possibility of a downward spiral," he said.

Game addiction is probably not the only factor, said Cynthia Moreno Tuohy, executive director of NAADAC, The Association for Addiction Professionals.

"If you're not feeling well at home, at work, with your parents, with your friends, or with your family, then you're going to look for love somewhere else," she said. "Human beings need other people."

usatoday.com, February 8th 2006 (adapted)

Vocabulary

to be subject to: faire l'objet de

behavioural: comportemental

to pull back: lever le pied

to catch oneself: (*ici*) se contrôler

Computer addiction? Probably just modern life ...

A Répondez en français aux questions suivantes, en utilisant uniquement les informations contenues dans le texte. (9 points)

- Combien d'amateurs de jeux vidéo dénombre-t-on en Amérique d'après la bande-annonce du film *Stay Alive* ? Quelle est la particularité d'un joueur sur quatre ? (1 pt)
- La dépendance à l'ordinateur se rapproche d'une autre dépendance. Laquelle ? (1pt)
- Qu'étudie le Professeur Mark Griffiths ? (1pt)
- A quoi Donna Meyer consacre-t-elle 12 heures par jour ? Que fait-elle en particulier ? (1 pt)
- Que reproche la fille de Donna Meyer à sa mère ? (1pt)
- Indiquez deux raisons données par Mme Meyer pour justifier sa participation à ce jeu. (1pt)
- Quelle conséquence la dépendance de Jason Ellis au jeu vidéo *Starcraft* a-t-elle eue ? Par quelle activité essaie-t-il de remplacer la pratique des jeux ? (2 pts)
- D'après Robert LaRose, que risquent les personnes incapables de s'imposer des limites dans leur utilisation de l'ordinateur ? (1pt)

B Traduction en français (3 points)

de la ligne 33 *If you're not feeling well...* à la ligne 35 *...Human beings need other people.*

C Recopiez le passage suivant en mettant les verbes entre parenthèses à la forme exigée par le contexte. (2 points)

Nowadays, more and more teenagers (**spend**) too much time on video games without (**realize**) they are addicted. The phenomenon (**start**) in the 1990's. In the future, this addiction (**become**) a real problem.

D Recopiez le paragraphe suivant et complétez-le à l'aide de modaux choisis dans la liste suivante : (2 points)

must / needn't / shouldn't / could / may / can

Some experts think that teenagers spend too much time on the Internet because it be dangerous. On the contrary, others think that online games develop communication and say that parents worry too much.

E Expression en anglais (4 points)

Traitez en un minimum de dix lignes le sujet suivant :

How can the Internet help people in their every day lives?