

Número de ordem: _____

PROVAS DE COMPETÊNCIA 2023/2

ATENÇÃO

O cartão de respostas será distribuído após transcorridos 30 minutos de prova. Preencha-o com cuidado, pois o cartão de respostas é único e não será substituído. Ao final, entregue ao fiscal de sala a prova e o cartão de respostas e assine a ata de presença.

Inglês

Nome: _____

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Língua Inglesa

TEXTO 1

The Latest Developments in Video Game Technology

09-03-2023 09:25



In the past couple of years, video game technology has taken giant leaps, allowing gamers to enjoy a more immersive experience than before. From virtual reality headsets and motion capture technology to new gaming consoles with enhanced graphics cards and improved controllers, the advancements have been extraordinary.

A. _____

With the introduction of powerful graphics cards, processors, and other hardware components, games are more immersive and realistic – this has allowed developers to create incredibly detailed virtual worlds. Additionally, the rise of online gaming has enabled gamers to connect worldwide and in real time, creating an entirely new type of social experience.

Moreover, one of the most revolutionary recent changes is cloud gaming. This allows players to access games from anywhere without having to download or install anything. Additionally, cloud gaming also eliminates the need for expensive hardware upgrades as it enables users to “rent” powerful servers for playing games online. Finally, advances in AI have allowed for more sophisticated non-player characters (NPCs) that can respond to player actions in dynamic ways.

B. _____

Video games have become a prominent learning tool as they provide a unique combination of pleasure and knowledge. People can learn new skills, practice problem-solving tactics, and improve cognition. Moreover, video games provide a risk-free environment in which players can experience a variety of scenarios without real-world repercussions. This allows individuals to take risks and make errors without fear of failure or humiliation. In addition, video games are often created with educational goals in mind – such as the instruction of arithmetic or science principles. Furthermore, video games have the potential to teach social skills by allowing players to engage in virtual worlds – this helps kids build communication and teamwork skills. Finally, video games stimulate creativity by motivating players to think creatively when solving puzzles.

C. _____

In the future, emerging technologies such as virtual reality (VR), augmented reality (AR), and mixed reality (MR) are expected to revolutionize the gaming experience – one can already witness the application of VR and AI in video games. However, one element of technology which is expected to play an important role in gaming is cloud computing. It will make it easier for gamers to access their favorite games on different platforms without downloading them.

Retrieved and adapted from: <https://www.newsinevels.com/products/the-latest-developments-in-video-game-technology-level-3/>
Access on September 3rd, 2023.

As questões de 1 a 8 referem-se ao **TEXTO 1**.

Questão 1. A ideia central do texto é discorrer sobre

- a) o elemento viciante do videogame que afeta a juventude e implicações na saúde mental.
- b) a relação entre o tempo de uso dos videogames pelos jovens e seu desempenho escolar.
- c) o aumento dos preços dos jogos eletrônicos na indústria devido às tecnologias emergentes.
- d) o incentivo à competitividade no comportamento dos jovens e o crescimento da violência escolar.
- e) as diversas inovações na indústria de jogos eletrônicos e seus impactos.

Questão 2. Observe os subtítulos a seguir:

- I. How video games are changing the way we learn?
- II. What impact has technology had on the gaming industry?
- III. What arising technologies can improve the gaming experience?

A ordem em que podem ser incluídos no texto, nas lacunas A (linha 4), B (linha 14) e C (linha 23), respectivamente, é:

- a) II, I, III.
- b) I, II, III.
- c) III, II, I.
- d) II, III, I.
- e) III, I, II.

Questão 3. Considere as sentenças a seguir sobre as tecnologias utilizadas nos videogames:

- I. Têm avançado de modo regular nos últimos anos.
- II. Permitem novos tipos de relações e interações sociais.
- III. Geram excessiva dispersão, limitando a cognição e o desenvolvimento de habilidades.

De acordo com o texto, são falsas as afirmações das alternativas

- a) I e II.
- b) II e III.
- c) I, II e III.
- d) I e III.
- e) III, apenas.

Questão 4. Sobre os fatores que justificam as transformações na área de videogames, a opção que não foi mencionada no texto é

- a) componentes de realidade virtual atualizados
- b) tecnologia de captura de movimento

- c) consoles de jogos modernos
- d) componentes de hardware
- e) pesquisas com usuários

Questão 5. Leia as sentenças a seguir:

- I. Acesso remoto a jogos, sem necessidade de download ou instalação.
- II. Vivências em cenários diversos, sem consequências reais em caso de erro.

Os conceitos explorados no texto e que correspondem, respectivamente, às explicações acima são

- a) Cloud gaming / Risk-free environment
- b) Cloud gaming / Non-player characters
- c) Risk-free environment / Virtual reality
- d) Non-player characters/ Risk-free environment
- e) Virtual reality / Cloud gaming

Questão 6. O vocábulo em negrito na frase “**Furthermore**, video games have the potential...” (linha 20) não poderia ser substituído por

- a) Additionally
- b) Moreover
- c) Nevertheless
- d) Likewise
- e) Also

Questão 7. A única frase que possui o uso superlativo do adjetivo, como presente no título do artigo, é

- a) “[...] more immersive experience than before”. (linhas 1 e 2)
- b) “[...] have allowed for more sophisticated non-player characters [...]”. (linha 12)
- c) “[...] one of the most revolutionary recent changes [...]”. (linha 9)
- d) “It will make it easier for gamers [...]”. (linha 27)
- e) “[...] to create incredibly detailed virtual worlds”. (linha 6)

Questão 8. Na frase “It will make it easier for gamers to access **their** favorite games on different platforms without downloading **them**” (linhas 27 e 28), os pronomes em negrito se referem, respectivamente, a

- a) gaming / platforms / gamers
- b) cloud computing / gamers / games
- c) role / games / gamers
- d) cloud computing / easier / games
- e) technology / platforms / downloading

TEXTO 2

Advantages and Disadvantages of Artificial Intelligence

By Sunil Kumar

- 1 Artificial Intelligence (AI) tries to simulate human reasoning in AI systems. John McCarthy invented the term in
 2 1950: 'Every aspect of learning or any other feature of intelligence can in principle be so precisely described that
 3 a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form
 4 abstractions, and concepts, solve kinds of problems now reserved for humans, and improve themselves.'
- 5 AI is the ability of a computer program to learn and think. Everything can be considered AI if it involves a program
 6 doing something that we would normally think would rely on the intelligence of a human.
- 7 The advantages of AI are enormous and can revolutionize any professional sector. Let's see some of them:
- 8 **1) Reduction in Human Error:** With AI, the decisions are taken from the previously gathered information applying
 9 algorithms. Errors are reduced and the chance of reaching accuracy with greater precision is a possibility.
- 10 Ex.: In Weather Forecasting using AI they have reduced the majority of human error.
- 11 **2) Takes risks instead of Humans:** One of the biggest advantages of AI. We can overcome many risky
 12 limitations of humans by developing an AI Robot which in turn can do the risky things for us.
- 13 Ex.: AI Robots can be used in situations where intervention can be hazardous.
- 14 **3) Available 24x7:** Using AI we can make machines work without any break. They don't get bored, unlike humans.
- 15 Ex.: Educational Institutes and Helpline centers get issues which can be handled effectively using AI.
- 16 **4) Helping in Repetitive Jobs:** We can productively automate mundane tasks and can even remove "boring"
 17 tasks for humans and free them up to be increasingly creative.
- 18 Ex.: In banks, we often see many verifications of documents to get a loan which is a repetitive task. Using AI
 19 Cognitive Automation, the owner can speed up the process of verifying the documents.
- 20 **5) Digital Assistance:** Digital assistants are used in websites to provide things users want. Some chatbots are
 21 designed in such a way that it's become hard to determine that we're chatting with a chatbot or a human being.
- 22 Ex.: _____
- 23 **6) Faster Decisions:** AI, combined with other techs, allows machines to take decisions faster and to act quicker.
- 24 Ex.: Chess games. It is nearly impossible to beat CPU in the hard mode because of the AI behind that game.
- 25 **7) Daily Applications:** Apple's Siri, Window's Cortana, Google's OK are frequently used in our daily routine
 26 whether it is for searching a _____, taking a _____, making a _____, replying to a _____ and many more.
- 27 Ex.: Around 20 years ago, when planning to go somewhere we used to ask a person for directions. Now we say
 28 "OK Google where is Visakhapatnam". It will show you the location on maps and the best path.
- 29 **8) New Inventions:** AI is powering inventions in almost every domain, helping humans solve complex problems.
- 30 Ex.: Recently doctors can predict breast cancer at earlier stages using advanced AI-based technologies.
- 31 As every bright side has a darker version in it, AI also has some disadvantages. Let's see some of them:
- 32 **1) High Costs of Creation:** Hardware and software need to get updated with time to meet the latest requirements.
 33 Machines need repairing and maintenance. Its creation requires huge costs as they are very complex machines.
- 34 **2) Making Humans Lazy:** Humans tend to get addicted to inventions, causing a problem to future generations.
- 35 **3) Unemployment:** Organizations tend to replace minimum qualified individuals with AI which do similar work
 36 more efficiently.
- 37 **4) No Emotions:** Machines are better working efficiently, but they cannot replace the human connection of a
 38 team and cannot develop a bond with humans; which is an essential attribute when comes to Team Management.
- 39 **5) Lacking Out of Box Thinking:** Machines perform only those tasks which they are designed or programmed
 40 to do, anything out of that they tend to crash or give irrelevant outputs which could be a major backdrop.

Retrieved and adapted from: <https://towardsdatascience.com/advantages-and-disadvantages-of-artificial-intelligence-182a5ef6588c> Access on
 September 9th, 2023.

As questões de 9 a 16 referem-se ao TEXTO 2.

Questão 9. O texto

- a) prevê que, em breve, a ascensão dos robôs fugirá do controle de seus criadores.
- b) advoga a favor da substituição de trabalhadores humanos por robôs com inteligência artificial.
- c) traz um apanhado histórico de fatos que marcam a evolução da inteligência artificial desde sua criação, em 1950, por John McCarthy.
- d) apresenta algumas vantagens e desvantagens da IA, trazendo exemplos práticos da aplicação cotidiana desta.
- e) não menciona questões nocivas aos humanos provenientes da ascensão da IA, como desemprego e propensão ao vício.

Questão 10. A frase abaixo que melhor exemplifica o item 5 (linha 20) é

- a) Chatbots are designed to be able to solve issues related to credit cards.
- b) Users prefer chatting with a bot rather than with a human clerk.
- c) Digital assistants are more efficient than human beings when it comes to assisting customers over the phone.
- d) AI bots, in the medical field, have the potential to perform all types of surgeries with no human assistance.
- e) Using AI the organizations can set up a Voice bot or Chatbot which can help customers with their queries.

Questão 11. O texto define Inteligência Artificial como

- a) a capacidade das máquinas para resolver problemas e se desenvolver sozinhas.
- b) a habilidade que um programa de computador tem para aprender e pensar.
- c) as infinitas possibilidades de criação na programação de computadores.
- d) os sistemas complexos de simulação de habilidades humanas exercidas com muito mais precisão.
- e) a programação de máquinas para o desenvolvimento da sensibilidade típica dos humanos.

Questão 12. De acordo com o texto, em 1950, John McCarthy

- a) cunhou o termo *Inteligência Artificial*.
- b) criou o primeiro robô controlado por IA.
- c) desenvolveu o software para o primeiro aparelho com características de um smartphone.
- d) afirmou que os aspectos de aprendizado ou características de inteligência não podem ser descritos.
- e) ensinou uma máquina a pensar e a sentir.

Questão 13. Em relação à IA, são mencionados os seguintes aspectos no texto, com exceção de

- a) problemas de dependência à tecnologia de IA.
- b) falta de criatividade e “pensamento fora da caixa” das IAs.
- c) mobilidade urbana facilitada por navegação por mapas.
- d) robôs destinados ao auxílio de pessoas com deficiência.
- e) possibilidade de jornadas ininterruptas de trabalho.

Questão 14. As lacunas do texto, na linha 26, são **corretamente** preenchidas, respectivamente, por

- a) map - spot - celebration - letter
- b) partner - video - statement - card
- c) house - chance - plan - email
- d) apartment - day off - call – agenda
- e) location - selfie - phone call - mail

Questão 15. O termo “hazardous”, sublinhado na linha 13, pode ser substituído, sem prejuízo de sentido, por

- a) illicit.
- b) harmless.
- c) dangerous.
- d) innocuous.
- e) filthy.

Questão 16. A palavra “them” (linha 7) faz referência a

- a) AI.
- b) professional.
- c) some.
- d) advantages.
- e) enormous.