

ENGLISH TEST

CANDIDATE: _____

Please, read carefully the text below and answer the following five questions:

Will mobile learning change language learning?

AGNES KUKULSKA-HULME

The use of mobile phones and other portable devices is beginning to have an impact on how learning takes place in many disciplines and contexts, including language learning. Learners who are not dependent on access to fixed computers can engage in activities that relate more closely to their current surroundings, sometimes crossing the border between formal and informal learning. This creates the potential for significant change in teaching and learning practices. Taking the broader field of mobile learning as the setting within which developments in mobile-assisted language learning may be understood, the paper argues that an emphasis on mobility can lead to new perspectives and practices. The paper offers reflections on what mobile learning has to offer and considers whether it is **likely** to change how languages are **taught** and learnt. 'Mobile learning' is not a stable concept; therefore its current interpretations need to be made explicit. Examples of current projects and practices show an affinity between mobile and **games-based learning**, and can further illuminate what is distinctive and worthwhile about mobile learning.

1. **It is not** a mobile device:
 - a) Smartphone;
 - b) Tablet;
 - c) Bench computer;**
 - d) Laptops;
 - e) Smartwatches.

2. **Likely** in the sentence "The paper offers reflections on what mobile learning has to offer and considers whether it is **likely** to change how languages are taught and learnt" means:
 - a) Improbable;
 - b) Probably;**
 - c) Enjoyable;
 - d) Doubtful;
 - e) Dubious.

3. **Likely** is grammatically a (an):
 - a) Verb;
 - b) Adverb;**
 - c) Idiomatic expression;
 - d) Noun;
 - e) Complex verb.

4. The expression **taught** in this above sentence is:
 - a) Simple past tense and past participle of teach;**
 - b) Emotionally or mentally strained or tense;
 - c) To reproach in a sarcastic way;
 - d) Insulting manner other person;
 - e) None of the above meanings.

5. **Games-based learning** is:
 - a) Designed to induce people to gamble.
 - b) Learning process randomly applied.
 - c) A game-play that defines learning outcomes.**
 - d) The process to increase the favorable opportunities.
 - e) All sorts of computer games.

Please, read carefully the text below and answer the following five questions:

A Framework for Developing Mobile, Context-aware Applications

Gregory Biegel and Vinny Cahill

The emergence of truly ubiquitous computing, enabled by the availability of mobile, heterogeneous devices that supply context information, is currently **hampered** by the lack of programming support for the design and development of context-aware applications. We have developed a framework, which significantly eases the development of mobile, context-aware applications. The framework allows developers **to fuse** data from disparate sensors, represent application context, and reason efficiently about context, without the need to write complex code. An event-based communication paradigm designed specifically for **ad-hoc wireless environments** is incorporated, which supports loose coupling between sensors, actuators and application components.

6. **Hampered** in the text means:
 - a) Incentivized.
 - b) Facilitated
 - c) Inhibited.**
 - d) Encouraged
 - e) Strengthened.

7. **To fuse** in the text means to:
 - a) Disconnect;
 - b) To put apart.
 - c) Combine together;**
 - d) Unmix;
 - e) Separate.

8. In the above text the layered structure indicating what kind of programs can or should be built in computer systems and how they would interrelate is expressed by the word:
 - a) Sensors,
 - b) Actuators
 - c) Framework;**
 - d) Ubiquitous computing.
 - e) Heterogeneous devices

9. **Ad-hoc wireless environments** are:
 - a) Centralized type of bench computer.
 - b) Called ad hoc because add (ad) time (hoc) in their processing;
 - c) Decentralized type of wireless network;**
 - d) Directed linked to computer by cable devices.
 - e) Without linkage to any central processing unit

10. This second text proposes a way to:
 - a) Be applied to non-portable computing devices.
 - b) Facilitate the development of mobile, context-aware applications.**
 - c) Impair mobile use.
 - d) Enhance the satellite communications.
 - e) Help developers to classify data from different sensors.

Please, use the letters **T** and **F**, respectively, for **true** or **false** if the English idiomatic expressions and their meaning listed below are correctly linked.

Idiomatic expressions	Meaning	T or F
11. A penny for your thoughts	A way of asking what someone is thinking	T
12. Actions speak louder than words	People's intentions can be judged better by what they do than what they say.	T
13. Be glad to see the back of	Be happy when you see a naked person.	F
14. Cry over spilt milk	When a child vomits milk.	F
15. Devil's Advocate	To act as a lawyer	F
16. Don't put all your eggs in one basket	Running a risk.	F
17. Kill two birds with one stone	To accomplish two different things at the same time.	T
18. Picture paints a thousand words	A visual presentation is far more descriptive than words.	T
19. Piece of cake	Something sweet as a cake.	F
20. Speak of the devil!	This expression is used when the person you have just been talking about arrives.	T

TABLE TO ANSWERS THE FIRST TEN QUESTIONS.

Question	a	b	c	d	e
1			X		
2		X			
3		X			
4	X				
5			X		
6			X		
7			X		
8			X		
9			X		
10		X			