

APELLIDOS (en mayúsculas): _____

NOMBRE: _____

**PRUEBA DE ACCESO A LA FACULTAD DE TRADUCCIÓN E
INTERPRETACIÓN
Junio 2013
-Lengua Inglesa-
Reality Television**

Reality television is a genre of television programming which, it is claimed, presents unscripted dramatic or humorous situations, documents actual events, and features ordinary people rather than professional actors. It could be described as a form of artificial or "heightened" documentary. Although the genre has existed in some form or another since the early years of television, the current explosion of popularity dates from around 2000.

Reality television covers a wide range of television programming formats, from game or quiz shows which resemble the frantic, often demeaning programmes produced in Japan in the 1980s and 1990s (a modern example is *Gaki no tsukai*), to surveillance- or voyeurism-focused productions such as Big Brother.

Critics say that the term "reality television" is somewhat of a misnomer and that such shows frequently portray a modified and highly influenced form of reality, with participants put in exotic locations or abnormal situations, sometimes coached to act in certain ways by off-screen handlers, and with events on screen manipulated through editing and other post-production techniques.

Part of reality television's appeal is due to its ability to place ordinary people in extraordinary situations. For example, on the ABC show, *The Bachelor*, an eligible male dates a dozen women simultaneously, travelling on extraordinary dates to romantic places. Reality television also has the potential to turn its participants into national celebrities, mostly in talent and performance programs such as *Pop Idol*, although frequently *Survivor* and *Big Brother* participants also reach some degree of celebrity.

Some commentators have said that the name "reality television" is an inaccurate description for several styles of program included in the genre. In competition-based programs such as *Big Brother* and *Survivor*, and other special-living-environment shows like *The Real World*, the producers design the format of the show and control the day-to-day activities and the environment, creating a completely fabricated world in which the competition plays out. Producers specifically select the participants, and use carefully designed scenarios, challenges, events, and settings to encourage particular behaviours and conflicts. Mark Burnett, creator of *Survivor* and other reality shows, has agreed with this assessment, and avoids the word "reality" to describe his shows; he has said, "I tell good stories. It is not reality TV. It really is unscripted drama."

I.- Read the text carefully and circle the correct option for each of the following questions:

- 1) Reality television has
 - A) always been this popular.
 - B) has been popular since well before 2000.
 - C) has only been popular since 2000.
 - D) has been popular since approximately 2000.

- 2) People have criticised reality television because
 - A) it is demeaning.
 - B) it uses exotic locations.
 - C) the name is inaccurate.
 - D) it shows reality.

- 3) Reality TV appeals to some because
 - A) it shows eligible males dating women.
 - B) it uses exotic locations.
 - C) it shows average people in exceptional circumstances.
 - D) it can turn ordinary people into celebrities.

- 4) The term 'reality television' is inaccurate
 - A) for all programs.
 - B) just for Big Brother and Survivor.
 - C) for talent and performance programs.
 - D) for special-living-environment programs.

- 5) Producers choose the participants
 - A) on the ground of talent.
 - B) only for special-living-environment shows.
 - C) to create conflict among other things.
 - D) to make a fabricated world.

- 6) Shows like Survivor
 - A) are definitely reality TV.
 - B) are scripted.
 - C) have good narratives.
 - D) are mostly controlled by the producers.

II.- Circle the correct option for each of the following expressions, according to their use in the text:

- | | |
|---------------|----------------|
| 1) to claim | 2) demeaning |
| A) to shout | A) exciting |
| B) to reclaim | B) extravagant |
| C) to pretend | C) creative |
| D) to affirm | D) humiliating |

PRUEBA DE ACCESO A LA FACULTAD DE TRADUCCIÓN E INTERPRETACIÓN Junio 2013 -Lengua Inglesa-

Are children naturally better with computers than their parents?

Rhodri Marsden
The Independent, 22 May 2013

We're often astounded by the ability of children to pick up, use and master the latest technological innovations. You frequently hear stories from parents of how they left a tablet computer lying around and after a couple of hours they came back to find their toddler using it to play games, look at kittens on the internet or open an offshore bank account.

The idea that the younger generation is somehow inherently more adept at using technology is slowly taking hold. In a recent survey, 71 per cent of parents admitted that they consult their children for technological advice, whether that's help online (setting up social-media profiles) or around the home (operating the digital video recorder). In other words, while adults are busy putting food on the table, children are becoming our technological overlords.

But how and why is this happening and why do some parents seem resigned to it? After all, modern user interfaces are getting simpler and, at least in theory, are designed for all of us to operate. They're not geared specifically towards children and, while it's often stated that kids find technology easy because they "grew up with it", their 30-something parents probably grew up with it, too.

"It's certainly an illusion to assume that kids can do these things intuitively," says Nigel Houghton, managing director of Simplicity Computers. "It's more the case that they're not fearful of looking around, and so they eventually work things out." Dr Mark Brosnan, senior lecturer in psychology at the University of Bath and author of the book *Technophobia*, says that children's apparent expertise has little to do with youth. "If they swipe a tablet screen with three fingers, it looks like an intuitive gesture," he says, "but it's because they've seen someone do it before. They just have a great immediate experience of potential solutions."

Question: According to the text, are children naturally better with computers than their parents? In your opinion, is this true?