

## Part 2

**Read the article on 'World of E-sports in South Korea' in the Insert Booklet, Part 2, Pages 4-5 and answer Questions 11 - 25.**

### World of E-Sports in South Korea

Before assembling in a darkly lit room crammed with high-powered computers, the students ate their lunch in solitude. Coaches there taught kids how to outmaneuver opponents in a digital fantasy realm full with traps and monsters. Individual practice lasted late into the night for pupils at one of South Korea's many e-sports academies, despite the fact that school ended at 5 p.m.

Students who aspire to be an E-Sport celebrity have brought the same strong competitive intensity to their training at e-sports schools that is frequently associated with South Korean schooling. Although e-sports are said to have originated in South Korea, the extremely selective multibillion-dollar business is still looked upon by many in the country.

The academies have sought to reverse that perception and provide opportunities for thousands of young people to seek professions in an industry where gaming has long been considered a way of life. South Korea was the first country in the world to embrace online gaming, and it did so far quicker than the rest of the globe.

The older generation in Korea has worked hard to give their children a life they didn't have. The younger generation in Korea or the "IT Generation" as some would call them, have had relatively easy lives. Most focus on doing things that give them joy. Therefore Koreans are fascinated with new technologies and are always searching for something new.

Therefore, gaming is the perfect space as it combines technology with innovation. Each year, new games are constantly coming out which allows Koreans to constantly get a steady stream of new games to try. In addition, the mobile gaming market in South Korea is on the rise, even the older generation is getting in on the action. Gaming in Korea has become part of Korean culture.

Most might think that gaming only applies to the young generation. However, this is not the case. If you walk onto a subway in Korea you will notice that most are on their smartphones. Around half are playing some kind of mobile game. These are Koreans of all ages. Many have already heard about the brutal working culture in Korea. It got so bad that the Korean government had to make it law for major companies to lower working hours from 68 hours a week to 52. Therefore, the times they are not working are considered a time to have fun. This is why Korea has a heavy drinking culture. They like to party hard at night and play their games when they are at home or on their commute.

According to a poll conducted by the Education Ministry last year, e-sports is now the fifth most popular prospective career among South Korean students, after athletes, physicians, teachers, and digital content creators. In 2022, it will be a component of the Asian Games. Top players like Lee Sang-hyeok, better known by his gaming moniker Faker, enjoy the same level of fame and riches as K-pop stars. Millions of people tune in to watch them play live on the internet. Fans crowded into e-sports venues that looked like a mix between a rock concert and a pro-wrestling stadium before the epidemic.

It's difficult to resist the temptation so when young gamers find no control in their gaming behaviour, parents would haul them to gaming addiction counseling or recovery boot camps in order to adjust their limits. Typically, those who recover from it rejoin the academic system.

Many gamers have been known to drop out of school in order to spend more time gaming. However, only a select handful will get the opportunity to make it big. Gamers who do not have strong grades — and frequently do not have a high school diploma — will have restricted career opportunities. With younger, nimbler talent continually catching up, most e-sports players' careers in South Korea finish before they age 26, around the time when Korean males in their late twenties feel compelled to undertake their required military duty.

## Part 2

Read the article on 'World of E-sports in South Korea' in the Insert Booklet, Part 2, Pages 4-5 and answer Questions 11 - 25.

Questions 11 - 20

Answer the following questions. For each question write no more than THREE words that must be taken from one point in the text. DO NOT write full sentences.

11 What is another term for a gaming area where young gamers may compete against one another?

digital fantasy realm

12 What do Korean children want to be when they enroll in an e-sports academy?

an E-sport celebrity

13 What is Korea renowned for being the first to accomplish in comparison to other countries?

embrace online gaming

14 What quality are young Koreans said to have that set them apart from their elders?

(relatively) easy lives

15 What did the Korean government want to change?

brutal working culture

16 Apart from at home, when does the Korean people, according to the text, play their game?

on their commute

17 When Lee Sang-hyeok plays games, what alias does he use?

Faker

18 What does the e-sports arena's atmosphere resemble?

a rock concert / a pro-wrestling stadium

19 Where do parents often take their gaming-obsessed children to?

gaming addiction counseling / recovery boot camps

20 What is considered to be the disadvantage for children who do not graduate from high school?

restricted career opportunity

(Total for Questions 11 - 20 = 10 marks)

Questions 21 -25

Indicate your answers to the questions below by marking a cross . If you change your mind about an answer, put a line through the box  and then indicate your new answer with a cross .

21 What is **not** mentioned in the 1st and 2nd paragraphs? (1)

- A how the gaming students have to train so hard.
- B the daily atmosphere that the gaming students have to face.
- C that the e-sport players in South Korea has achieved its highest income in the country.
- D that each gamer has a strong will to excel in this sport.

22 What is the reason why young Koreans are able to be continuously engaged in games? (1)

- A the technological progression that allows the new games to be launched.
- B games are installed in most of the smartphones.
- C the older generation supports the new generation.
- D the mobile gaming industry is on the rise.

**23** What is the most popular profession in Korea, according to the survey? (1)

- A e-sport gamers.
- B physicians.
- C digital content creators.
- D athletes.

**24** What is true about becoming a professional e-sports player? (1)

- A everyone needs to create their fake name.
- B he or she will become like a superstar.
- C he or she will have his or her own concert.
- D from time to time, he or she is sent to recovery camp.

**25** Which choice best explains why an e-sports career ends prematurely? (1)

- A gaming has a lot of detrimental effects on their health.
- B they are forced to undertake their military duty.
- C there is high competition in the industry.
- D most of the players decide to continue their academic degree.

**(Total for Questions 21 - 25 = 5 marks)**

---

**TOTAL FOR PART 2 = 15 MARKS**