

Paper-Maker Khusboo Mishra

Directions (1-8): In each question below, a word is given followed by four pairs. Choose the pair which states either the synonyms or the antonyms or a synonym and an antonym of the given word. If none of the four pairs are correct then choose “None of these” as your answer choice.

Q1.

Symptomatic

- (a) Demonstrating, Nodding
- (b) Hereafter, Representing
- (c) Tolerate, Disfavour
- (d) Indicative, Signalling
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Q2.

Intrusion

- (a) Infringe, Deletion
- (b) Trespass, Withdrawal
- (c) Accidental, Spontaneous
- (d) Permit, Allow
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Q3.

Transgression

- (a) Offence, Obedience
- (b) Unpredictable, Crime
- (c) Felony, Collapse
- (d) Dislodge, Calculated
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Q4.

Obscure

- (a) Obvious, Immoral
- (b) Certain, Convenience
- (c) Uncertain, Clear
- (d) Unsure, Meticulous
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Q5.

Sheen

- (a) Affluence, Luxury
- (b) Shine, Lustre
- (c) Shrink, Casual
- (d) Systematic, Confidence
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Q6.

Exalt

- (a) Fairness, Worsen
- (b) Cursory, Lukewarm
- (c) Glorify, Extol
- (d) Dilate, Equity
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Q7.

Frenzy

- (a) Inflate, Distend
- (b) Improve, Better
- (c) Justice, Lasting
- (d) Agitation, Deliriousness
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Q8.

Reparations

- (a) Injury, Safe
- (b) Recompense, Indemnification
- (c) Impairment, Careless
- (d) Comradeship, Disadvantages
- (e) None of these

L1Difficulty 3

QTags Vocabulary

Directions (9-15): Read the following passage carefully and answer the questions given below it. Certain words are given in bold to help you locate them while answering some of the questions.

The explosion of the video game industry in the past decade has had many people questioning the content of the games being released. The main concern is that of violence and violent acts within the games. The newest generation of games is so realistic that the line between **simulations** and video games has greatly been blurred. They are so realistic that the United States government has even released a game, entitled Americas Army, to help train the next generation of military specialists. In the late 1990s a large number of high-school shootings were blamed on violent video games, the most devastating being the shooting at Columbine High School in Colorado in 1999. These shootings raise a valid concern that violent video games may be affecting the aggression of children and developing adolescents.

The term aggression is very general and can refer to and influence a large number of personality traits and behaviors. Connor and Steingard defined two specific types of aggression. Reactive aggression is an angry, defensive response to a threat or frustration. Proactive aggression is a deliberate behavior that is controlled by external reinforcements and is usually a means of reaching a desired goal. An example of this type would be robbing a bank to get money. There have yet to be any studies that take into account these two specific types, but most studies in the past have focused on both in some way.

Video games made their first appearance in the early 1970s. The first generation of games used simple shapes and had minimal interaction. The first game, Pong, attempted to simulate ping pong using two rectangles as paddles, and a small square as the ball. The paddles could be controlled by a human player. This game displayed no violent acts or situations though. The first of popular games to be considered violent was Pac Man. This game consisted of a small circle with a mouth that tried to eat pills and destroy ghosts. Although this hardly seems violent by today's standards, it was one of the first games to involve destruction of any kind.

With the release of the Nintendo Entertainment System in the 1980s and Sonys Playstation in the 1990s came new generations of games, with better graphics and more capabilities. Game developers were no longer as limited by their media, and tried to simulate reality as best as possible. New innovations in technology meant more realistic violence and **gore**. All these new capabilities meant developers could focus more on details. One example is the game Soldier of Fortune, released in 2000 for the personal computer. In this game each character has 26 kill zones, or areas that the character can be hit by a bullet. The game also employs a first-person perspective, making it seem as though the player is seeing through the eyes of the in-game character.

Until the recent **resurgence** in interest in video games in the past decade, research on the topic was minimal. There were few correlations found, and several had conflicting results. There were three studies which used self report data. Dominick found that the amount of video games played had a positive correlation with one of three measures of aggression among tenth and eleventh grade boys. However, Gibb and Bailey, found no relation in a larger study of 12-34 year olds. Another study found a correlation between use of arcade games and teachers ratings of aggressiveness. Due to the conflicting results of these studies, no conclusive correlations could be drawn. Most data seemed to show a positive correlation between videogame play and aggression, yet Gibbs study showed otherwise.

Q9. Which one of these is a correct example of reactive aggression as defined in the passage?

- (a) Beating someone up to prove that you are a bully
- (b) Insulting someone who you think is useless.
- (c) Severing contacts with people and being passive-aggressive
- (d) Participating in a boxing match
- (e) Attacking someone who points a gun at you and threatens to kill you

L1Difficulty 3

QTags Reading Comprehension

Q10. Which one of these is an appropriate title for the passage?

- (a) Video Games lead to violence
- (b) Video games and violence: Nature of Correlation?
- (c) The Myth of Video game inspired violence
- (d) Virtual violence
- (e) Society and violence

L1Difficulty 3

QTags Reading Comprehension

Q11. What is the most probable opinion of the author towards the first-person perspective used in Soldiers of Fortune?

- (a) It was the reason for spreading more violence in society
- (b) It heightened the player's ability to relate to the aggression
- (c) It was an aspect added after research
- (d) It was the best way for someone to train to be a soldier
- (e) It made the players less aggressive.

L1Difficulty 3

QTags Reading Comprehension

Q12. What is the author trying to highlight by mentioning the release of a game by the American army?

- (a) The American establishment believes in promoting violence
- (b) The American Army is using popular games to encourage conscription
- (c) The extent to which video games can emulate real-life
- (d) These games have now become a part of American mainstream life
- (e) American Army believes that the need for stimulation is high during adolescence.

L1Difficulty 3

QTags Reading Comprehension

Q13. The word 'gore' in the passage means.

- (a) a piece of cloth that is generally triangular or tapering
- (b) a skirt
- (c) a panel
- (d) blood shed from a wound
- (e) None of the above

L1Difficulty 3

QTags Reading Comprehension

Directions (14- 15): Choose the word/group of words which is most SIMILAR in meaning to the word/group of words printed in bold as used in the passage.

Q14. Resurgence

- (a) rebuke
- (b) reproach
- (c) returning
- (d) resumption
- (e) recurring

L1Difficulty 3

QTags Reading Comprehension

Q15. Simulation

- (a) Magnolious
- (b) Resplendent
- (c) Difference
- (d) Exoneration
- (e) Imitation

L1Difficulty 3

QTags Reading Comprehension

Solutions

S1. Ans. (d)

Sol. **Symptomatic- Serving as a symptom or sign, especially of something undesirable. Indicative, Signalling, Warning, Characteristic, Suggestive**

Both the words given in **option (d)** are synonyms of the given word. Hence, **option (d)** is the right answer choice.

S2. Ans. (b)

Sol. **Intrusion- An occasion when someone goes into a place or situation where they are not wanted or expected to be.**

Encroachment on, Trespass on, Intrusion into

Trespass- Synonym

Withdrawal- Antonym

Hence, **option (b)** is the right answer choice.

S3. Ans. (a)

Sol. **Transgression- An act that goes against a law, rule, or code of conduct; an offence.**

Offence, Crime, Sin, Wrong

Offence- Synonym

Obedience- Antonym

Hence, **option (a)** is the right answer choice.

S4. Ans. (c)

Sol. **Obscure- Not discovered or known about.**

Uncertain, Unclear, Doubtful

Uncertain- Synonym

Clear- Antonym

Hence, **option (c)** is the right answer choice.

S5. Ans. (b)

Sol. **Sheen - A soft lustre on a surface.**

Shine, Lustre, Gleam

Both the words given in **option (b)** are synonyms of the given word. Hence, **option (b)** is the right answer choice.

S6. Ans. (c)

Sol. **Exalt- Think or speak very highly of someone or something.**

Glorify, Extol, Praise, Acclaim

Both the words given in **option (c)** are synonyms of the given word. Hence, **option (c)** is the right answer choice.

S7. Ans. (d)

Sol. **Frenzy- A temporary madness.**

A violent mental or emotional agitation.

Agitation, Deliriousness

Both the words given in **option (d)** are synonyms of the given word. Hence, **option (d)** is the right answer choice.

S8. Ans. (b)

Sol. **Reparations- The action of making amends for a wrong one has done, by providing payment or other assistance to those who have been wronged.**

Amends, Restitution, Redress, Compensation, Recompense

Recompense- Synonym

Indemnification- Synonym

Hence, **option (b)** is the right answer choice.

S9. Ans. (e)

Sol. Option (a) is incorrect because, the author explains in paragraph 2, that proactive aggression is where the behaviour is deliberate and is undertaken to reach a particular goal. Bullying someone is deliberate and intentional. Hence option (e) is the correct choice.

S10. Ans. (b)

Sol. Option (a) is an incorrect title because the author throughout the passage discusses the connection between video games and violence. The author does not present with any certainty that video games lead to violence. The studies discussed in the last paragraph show video games may or may not be leading to violence.

S11. Ans. (b)

Sol. Option (a) is incorrect because it cannot be justified from the passage that one particular video game was responsible for increasing the level of violence in society. Similarly, other options except (b) make no valid interaction with the passage. Hence (b) is the correct option.

S12. Ans. (c)

Sol. Option (a) is incorrect because there is no evidence in the passage that justifies that the American establishment promotes violence. Other options except (c) are almost out of the context. Hence (c) is the correct choice.

S13. Ans. (d)

Sol. The word gore, in paragraph 4 of the passage, means blood, usually from a violent injury. Hence the correct answer is (d).

S14. Ans. (d)

Sol. Resurgence means an increase or revival after a period of little activity, popularity, or occurrence. Hence it has the same meaning as resumption.

Reproach means express to (someone) one's disapproval of or disappointment in their actions.

Rebuke means an expression of sharp disapproval or criticism.

S15. Ans. (e)

Sol. Simulation means the action of pretending; deception. Hence it has the same meaning as imitation.

Exoneration means the action of officially absolving someone from blame.

Resplendent means attractive and impressive through being richly colourful or sumptuous.

Magnolious means very good.