



**МОСКОВСКИЙ ГОСУДАРСТВЕННЫЙ УНИВЕРСИТЕТ
имени М.В. ЛОМОНОСОВА**

ОЛИМПИАДНАЯ РАБОТА

Наименование олимпиады школьников: **«Покори Воробьевы Горы!»**

Профиль олимпиады: **Иностранный язык**

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Технический балл: **98**

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Учебник 1

Task 1

1. When did the term "graphic novel" become popular?
2. How is the term defined in the Merriam-Webster's dictionary?
3. ~~Does the term "graphic novel" have a strict definition?~~
Does the phrase "graphic novel" have a strict definition?
4. Where do visual novels come from?
5. What is the difference between visual novels and adventure games?

Task 1: 15

Task 2

Graphic novel

Graphic novels consist of comics content and can include fiction or non-fiction. They are considered to be different from the comic books (comics periodicals) and visual novels (video game genre). The words "graphic novel" were first used in 1964 and since then the graphic novels have become really popular.

There isn't a strict definition for the words "graphic novel". Comic books, anthologies, non-fiction - all of it can be identified as a "graphic novel".

A visual novel is an interactive video game genre, where anime-style art is often used. Visual novels are mixed-media novels. The people, who regard the genre, call it as a novel game.

Visual novels are popular in Japan, where they are considered to be different from the adventure games. But outside Japan there is no distinction.

In my opinion, graphic novels ^{be} is a unique type of books, which will be always popular.

The source: Wikipedia, the free encyclopedia

Task 2: 33

УЧЕБНИК 2

Task 3

I woke up in the morning and found myself in an unfamiliar place with only dinosaurs all around... I was in a dense jungle, tall trees were all around me. The sun was shining brightly and I could see some dinosaurs with long necks who peacefully ate leaves from the tree. I wondered what was going on, so I decided to find a way out of here, before it got dark.

While I was making my way through the forest, I saw some little raptors, but they seemed not to have noticed me. I came to a clearing, when I suddenly heard a loud roar. Then a huge T-rex appeared and headed towards me! I was terrified and ~~pan~~ started running as fast as I could.

After some minutes I saw a person in the distance and ran towards him. "What is this place? Where am I? Those dinosaurs..." I ~~saw~~ ^{panted} asked. The ~~person~~ ^{man} answered. "They came to rescue me from this deadly place!" I exclaimed. "Oh, are you Sam? Your parents are looking for you," he answered. "My mum was in horror. Oh, dear! We were so worried! You ran away from us yesterday, remember?... Oh, you must've hit your head pretty hard. But don't worry, these are just robot dinosaurs, they can't do any harm to you," she told me. That's when I understood that I was ~~here~~ ^{not} in a real dinosaur park. I felt so relieved that the T-rex wasn't real!

Task 3: 50

Черновик 1

1145-1345

1. What is a graphic novel?
2. ~~Who did coin the term~~ Who did first use the words "graphic novel"?
- 3. When did the term "graphic novel" become popular?
- 4. How is the term ~~described~~ ^{defined} in the Merriam-Webster's dictionary?
- 5. Where do visual novels come from?
- 6. Does the term "graphic novel" have a strict definition?
- 7. What is the difference between visual novels and adventure games?
8. Which features does a visual novel have?
What are visual novels and when

Which Graphic novels consist of comics content and ~~includes~~ ^{include} both fiction and nonfiction. They are different from the comic books (comics periodicals) and visual novels, which is a video game genre.³¹ The words "graphic novel" were first used in 1964 and since then the graphic novels have become really popular, although the category "graphic novel" was first used in ~~the~~ bookshops in 2001.⁶²

There isn't a strict definition for "graphic novel". Comic books, anthologies, ~~non-fiction~~ ^{the words} all of it can be identified as a "graphic novel".⁸⁶ A visual novel is an ^{interactive} video game genre, which features ~~narrative style story with narrative~~ ^{which is} ~~It is interactive~~ ^{interactive} interactivity, which is one of the most important.

Anime-style art is often used there and sometimes live action skills. Visual novels are mixed-media novels. The people, who are fond of the genre, call call it as a novel game.¹²⁶

ЧЕРКОВИК 2

Visual novels are popular in Japan, where they are considered to be different from the adventure games, ~~where there are~~ ~~more~~ ~~interactive elements~~ ~~than~~ Adventures that incorporate problem solving, ~~while visual novels hasn't got~~ ~~a~~ ~~much~~ ~~interactive~~ ~~elements~~. But ~~in~~ ~~out~~ ~~side~~ ~~Japan~~ ~~there~~ ~~is~~ ~~no~~ ~~dis~~ ~~defined~~ both visual novels and adventure games ~~are~~ called as "visual novels".

Dinosours

- how did they get there?
- where?
- Events?
- Ending?
- Description of the place
- Direct speech.

They came to rescue me from this deadly place!

1. Wake up, lying on the grass.

Huge trees,

Both dinosaurs with full necks peacefully ate leaves from the tree,

Triceratops was walking around

~~to~~ I didn't understand what was going on, so I decided to find a way out of here.

Are my parents also here, I exclaimed

2. I was walking through the dense forest when I suddenly came to a clearing. Where to go,

~~the~~ "Dinosaur 200" ~~are~~ ~~in~~ ~~the~~ ~~sea~~ suddenly heard a roar and then a T-Rex appeared. So terrified, I yelled and ran as fast as I could and headed towards me.

Your parents are looking for you

I was so scared!

3. After some minutes I saw ~~some people~~ ~~a~~ ~~road~~ - no one. Is it an abandoned village? I saw a person! "Excuse me, what is this place?"

T-Rex
T-rer