

1. Define the following terms. (20%)
 - a. semivowel
 - b. diminutive
 - c. semantic priming
 - d. *trochaic*
 - e. filler
 - f. upspeak
 - g. adjacency pair
 - h. register
 - i. linguistically marked
 - j. agglutinative language

2. Explain why the following sentences are ungrammatical? (10%)
 - a. *Is the boy who sleeping was dreaming?
 - b. *What did John eat cheese and?

3. How do Chinese, Korean, Japanese, and Hebrew differ from one another in terms of writing? (10%)

4. Explain top-down and bottom-up processing involved in language perception and comprehension. (10%)

5. Briefly explain the main concepts and the principles of learner autonomy. (10%)

6. What is web-based learning? What internet communication tools would you use in language teaching and why? (10%)

7. What could be the impacts of globalization on English teaching and learning? (10%)

8. How does Project-based Learning (PBL) differ from Task-based Language Teaching (TBLT)? (14%)

9. Briefly explain the following terms. (6%)
 - a. acculturation
 - b. schema
 - c. fossilization

I. Summary Writing (20%)

Use 3-5 sentences to summarize the following excerpt from *Electronic Literature: New Horizons For The Literary*, by N. Katherine Hayles Ph.D.:

Electronic Literature: What is it?

Electronic literature, generally considered to exclude print literature that has been digitized, is by contrast "digital born," a first-generation digital object created on a computer and (usually) meant to be read on a computer. The Electronic Literature Organization, whose mission is to "promote the writing, publishing, and reading of literature in electronic media," convened a committee headed by Noah Wardrip-Fruin, himself a creator and critic of electronic literature, to come up with a definition appropriate to this new field. The committee's choice was framed to include both work performed in digital media and work created on a computer but published in print (as, for example, was Brian Kim Stefans's computer-generated poem "Stops and Rebels"). The committee's formulation: "work with an important literary aspect that takes advantage of the capabilities and contexts provided by the stand-alone or networked computer."

As the committee points out, this definition raises questions about which capabilities and contexts of the computer are significant, directing attention not only toward the changing nature of computers but also the new and different ways in which the literary community mobilizes these capabilities. The definition is also slightly tautological, in that it assumes pre-existing knowledge of what constitutes an "important literary aspect." Although tautology is usually regarded by definition writers with all the gusto evoked by rat poison, in this case the tautology seems appropriate, for electronic literature arrives on the scene after five hundred years of print literature (and, of course, even longer manuscript and oral traditions). Readers come to digital work with expectations formed by print, including extensive and deep tacit knowledge of letter forms, print conventions, and print literary modes. Of necessity, electronic literature must build on these expectations even as it modifies and transforms them. At the same time, because electronic literature is normally created and performed within a context of networked and programmable media, it is also informed by the powerhouses of contemporary culture, particularly computer games, films, animations, digital arts, graphic design, and electronic visual culture. In this sense electronic literature is a "hopeful monster" (as geneticists call adaptive mutations) composed of parts taken from diverse traditions that may not always fit neatly together. Hybrid by nature, it comprises a trading zone (as Peter Galison calls it in a different context) in which different vocabularies, expertises and expectations come together to see what might come from their intercourse. Electronic literature tests the boundaries of the literary and challenges us to re-think our assumptions of what literature can do and be.

II. Reading comprehension (20%)

Provide brief answers to the following questions based on the above book excerpt.

1. What does the author mean by "Electronic literature tests the boundaries of the literary and challenges us to re-think our assumptions of what literature can do and be?" (6%)

2. Why is electronic literature debatable based on the author's viewpoint? (6%)

3. Judging by this introductory material, who might be the targeted/intended reader of this book? and why? (8%)

III. Paraphrase the following sentences (20%)

1. In recent years it has become important to feminist critics to emphasize Virginia Woolf's strength and gaiety and to see her as the apotheosis of a new literary sensibility—not feminine, but androgynous.

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2. Early linguists such as Topping (1968) argued that literature should be excluded from the ESL curriculum because of its structural complexity, lack of conformity to standard grammatical rules, and remote cultural perspective.

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IV. Commentary writing (40% NO MORE THAN 400 WORDS, use the back side if needed)

Choose between the quotes below and write a short commentary to elaborate on your thoughts.

Quote 1: 莫言(諾貝爾文學獎得主)在頒獎典禮後的晚宴致詞：「文學和科學相比較，的確是沒有什麼用處，但是文學最大的用處也許就是他沒用處」。

Quote 2: 「國際知能之增廣」在中小學國際教育白皮書 2-2 定義為：「擴大學習關鍵的國際知能，從全球意識、跨文化認知、全球智能及全球行動力等國際教育內涵，設計課程及教學活動，為培育全方位的國際知能奠定基礎」。

國立中正大學 102 學年度碩士班甄試考試試題

系所別：英語教學碩士班

考試科目：應用語言學(含英語教學)

Answer the following questions (每題 25 分；共 100 分。)

1. What are the advantages and disadvantages of learning English as a foreign language through the audio-lingual method and the communicative language teaching approach?
 2. Define Krashen's $i+1$ and Vygotsky's Zone of Proximal Development (ZPD). What are the similarities and differences between these two concepts in terms of English language learning?
 3. Define instrumental motivation and integrative motivation. Why are they important in the process of English language learning?
 4. Define the terms, "critical period" and "silent period." Why are they important in the process of language learning and developments?
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