

Agrégation interne d'anglais

Session 2022

Épreuve EPC

**Exposé de la préparation
d'un cours**

EPC

511

Ce sujet comprend 3 documents :

- Document 1 : Kevin Kallaugher (Kal), cartoon, *The Economist*, 30/10/2021.
- Document 2 : "What is the metaverse?", *BBC News*, BBC News youtube channel, 20th December 2021.
- Document 3 : Ernest Cline, "0002", *Ready Player One: A novel*, Ballantine Books, 2011.
3A : pp. 27-28.
3B : pp. 30-31.

Compte tenu des caractéristiques de ce dossier et des différentes possibilités d'exploitation qu'il offre, vous indiquerez à quel niveau d'apprentissage vous pourriez le destiner et quels objectifs vous vous fixeriez. Vous présenterez et justifierez votre démarche pour atteindre ces objectifs.

Document 1 : Kevin Kallauger (Kal), cartoon, *The Economist*, 30/10/2021.



Economist.com

Kal

Document iconographique également consultable sur la tablette multimédia fournie.

Document 2 : “What is the metaverse?”, *BBC News*, BBC News youtube channel, 20th December 2021.

Document vidéo (2’51”) à consulter sur la tablette multimédia fournie.

Document 3 : Ernest Cline, "0002", *Ready Player One: A novel*, 2011.

3A : pp.27-28

My avatar materialized in front of my locker on the second floor of my high school—the exact spot where I'd been standing when I'd logged out the night before.

5 I glanced up and down the hallway. My virtual surroundings looked almost (but not quite) real. Everything inside the OASIS was beautifully rendered in three dimensions. Unless you pulled focus and stopped to examine your surroundings more closely, it was easy to forget that everything you were seeing was computer-generated. And that was with my crappy school-issued OASIS console. I'd heard that if you accessed the
10 simulation with a new state-of-the-art immersion rig, it was almost impossible to tell the OASIS from reality.

I touched my locker door and it popped open with a soft metallic click. The inside was sparsely decorated. A picture of Princess Leia posing with a blaster pistol. A group photo of the members of Monty Python in their Holy
15 Grail costumes. James Halliday's Time magazine cover. I reached up and tapped the stack of textbooks on the locker's top shelf and they vanished, then reappeared in my avatar's item inventory.

Aside from my textbooks, my avatar had only a few meager possessions: a flashlight, an iron shortsword, a small bronze shield, and a
20 suit of banded leather armor. These items were all nonmagical and of low quality, but they were the best I could afford. Items in the OASIS had just as much value as things in the real world (sometimes more), and you couldn't pay for them with food vouchers. The OASIS credit was the coin of the realm, and in these dark times, it was also one of the world's most
25 stable currencies, valued higher than the dollar, pound, euro, or yen.

A small mirror was mounted inside my locker door, and I caught a glimpse of my virtual self as I closed it. I'd designed my avatar's face and body to look, more or less, like my own. My avatar had a slightly smaller nose than me, and he was taller. And thinner. And more muscular. And he
30 didn't have any teenage acne. But aside from these minor details, we looked more or less identical. The school's strictly enforced dress code required that all student avatars be human, and of the same gender and age as the student. No giant two-headed hermaphrodite demon unicorn avatars were allowed. Not on school grounds, anyway.

35 You could give your OASIS avatar any name you liked, as long as it was unique. Meaning you had to pick a name that hadn't already been taken by someone else. Your avatar's name was also your e-mail address and

40 chat ID, so you wanted it to be cool and easy to remember. Celebrities had been known to pay huge sums of money to buy an avatar name they wanted from a cyber-squatter who had already reserved it.

45 When I'd first created my OASIS account, I'd named my avatar Wade_the_Great. After that, I kept changing it every few months, usually to something equally ridiculous. But my avatar had now had the same name for over five years. On the day the Hunt began, the day I'd decided to become a gunter*, I'd renamed my avatar Parzival, after the knight of Arthurian legend who had found the Holy Grail. The other more common spellings of that knight's name, Perceval and Percival, had already been taken by other users. But I preferred the name Parzival, anyway. I thought it had a nice ring to it.

50 People rarely used their real names online. Anonymity was one of the major perks of the OASIS. Inside the simulation, no one knew who you really were, unless you wanted them to.

3B : pp.30-31

5 I'd attended school in the real world up until the sixth grade. It hadn't been a very pleasant experience. I was a painfully shy, awkward kid, with low self-esteem and almost no social skills—a side effect of spending most of my childhood inside the OASIS. Online, I didn't have a problem talking to people or making friends. But in the real world, interacting with other people—especially kids my own age—made me a nervous wreck. I never knew how to act or what to say, and when I did work up the courage to speak, I always seemed to say the wrong thing.

10 My appearance was part of the problem. I was overweight, and had been for as long as I could remember. My bankrupt diet of government-subsidized sugar-and-starch-laden food was a contributing factor, but I was also an OASIS addict, so the only exercise I usually got back then was running away from bullies before and after school. To make matters worse, my limited wardrobe consisted entirely of ill-fitting clothes from thrift stores and donation bins—the social equivalent of having a bull's-eye painted on my forehead.

* Short for 'Egg hunter', an OASIS user who searches for James Halliday's Easter Egg.