



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

**ОЛИМПИАДНАЯ РАБОТА**

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

Профиль олимпиады: **Иностранный язык**

ФИО участника олимпиады: **Зырянова Елизавета Петровна**

Технический балл: **97**

Дата: **30 марта 2022 года**

## Zucmobook 1.

### TASK 1.

1. What is the difference between graphic and visual novels?
2. Is "graphic novel" a strictly defined term?
3. Which country is the origin of visual novels?
4. How can we tell NVL from AVG?
5. Does term "novel game" mean respect to any game genre?

**Task 1: 15**

### TASK 2.

#### Graphic novel

The word "novel" is usually used to refer to long works of fiction. Though a book consisting of comics content is called a graphic novel.

This term was coined in November 1964 by Richard Kyle, a fan historian. The term became popular after Will Eisner's "A Contract with God" was published in 1978.

Graphic novel has a vague definition, so sometimes non-fiction or collections of almost unrelated pictures are called graphic novels, too.

A visual novel is a game genre which features interactive text-based story often accompanied by anime-style visuals. The origin of visual novels is Japan. In 2006, they made up about 70% of computer games released in Japan. In this country, visual novels are often distinguished from adventure games, depending on the type of gameplay. All the mentioned facts originate from Wikipedia.

In my opinion, it is important that such phenomena exist, because they attract people to reading, even though in an unusual form.

**Task 2: 33**

## Mucmobuk 2.

TASK 3.

### A Dinosaur World

I am an ordinary schoolgirl, I am 15 years old and now I am going to [tell you] describe the most unbelievable event that has ever happened to me.

It was a nice summer evening when I went to bed. But as I woke up in the morning, I found myself in an unfamiliar place with only dinosaurs all around! I was astonished. Around me I saw enormous green bushes and a sparkling blue lake. Also, giant reptiles were wandering around.

Then, one of the dinosaurs crawled closer to me. I was so scared that I did not even try to run. What happened next almost made me faint. The reptile started to talk. I was trembling. Meanwhile, it explained that its name was Rex and that it did not mean any harm to me. I said, "I thought you were going to eat me," and Rex answered, "No! I will help you get out of here!"

After that, the reptile led me to the lake. It said that I needed to jump in it and then I will get back home. I had nothing else to do, so I trusted Rex. I closed my eyes and jumped.

In a few seconds, I felt warm and calm... Eventually, I opened my eyes and saw my room. I was saved! To this day, I can not believe that it was just a dream, so realistic it was.

**Task 3: 49**

## Reprobluk 1.

graphic and visual novels?

1. What is the difference between [a graphic novel and a visual novel]? 6-10 words
2. Is "graphic novel" a strictly defined term? 6-10 words
3. Which country is the origin of visual novels?
- How 4. Can we tell the difference NVL from AVG? game
5. Does term "novel game" mean respect to any genre?

## Name: Brief summary (140-160 words)

2. ✓ source

✓ title

✓ main events

✓ examples

opinion on the importance of such cultural events

According to Wikipedia, Graphic novel.

The word "novel" is usually used to refer to long works of fiction. ~~But~~ <sup>though</sup> a ~~graphic~~ novel means book which consists of comic content is called a graphic novel. <sup>26</sup> We distinct graphic novels from comic books and visual novels.

The term "graphic novel" was coined in November 1964 <sup>36</sup> by Richard Kyle, a fan historian. The term became popular after Will Eisner's <sup>51</sup> "A Contract with God" was published in 1978. <sup>66</sup>

The term has a vague definition, so sometimes non-fiction, anthologies of almost unrelated pieces and so on are called "graphic novels", too. <sup>21 = 87</sup>

A visual novel is a game genre which features ~~the~~ interactive text-based story often ~~is~~ accompanied by anime-style visuals. <sup>37 + 17 = 104</sup> Sometimes people who highly regard visual novels refer to them as "novel games".

The origin of visual novels is Japan. They made up approximately 70% of the PC games released in 2006. In Japan visual novels (NVL) are often distinguished from ~~the~~ adventure games (AVG) depending on the amount of interactivity and the type of gameplay.

Rephobun 2  
In my opinion it is extremely important that such cultural phenomena exists because it attracts people to reading, even though in an unusual form.

### Graphic novel.

According to Wikipedia, the word "novel" is usually used to refer to long works of fiction. Though a book which consists of comics content is called a graphic novel. We distinct graphic novels from comic books and visual novels.

The term "graphic novel" was coined in November 1964 by Richard Kyle, a fan historian. The term became popular after Will Eisner's "A Contract with God" was published in 1978.<sup>64</sup>

The term has a vague or definition, so sometimes non-fiction, anthologies or collections of almost unrelated pictures ~~and so on~~ are called graphic novels, too.<sup>86</sup> A visual novel is a game genre which features interactive text-based story often accompanied by anime-style visuals.  
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The origin of visual novels is Japan. In 2006 they released in Japan. In made up about 70% of ~~referred~~ computer games. In Japan, visual novels are often distinguished from adventure games<sup>140</sup> depending on the type of gameplay. They originate from WIKI my opinion, it is extremely important that cultural phenomena exist, because it attracts to reading, even though in an unusual form.<sup>128</sup>

### Reptobien 3. A short story

Now I am going to describe one of the most unbelievable events that has ever happened to me. I am a schoolgirl, I am 15 years old, a junior. It was an ordinary summer evening when I went to bed. But, as I woke up in the morning, I found myself in an unfamiliar place with only dinosaurs all around! I was astonished and couldn't even move. Around me I saw enormous green reptiles, green bushes, and a sparkling blue lake. The sun was shining bright. I saw everything vividly and clearly. Also, giant reptiles were wandering around.

Then, one of the dinosaurs came crawled closer to me. I was so scared that I did not even try to run. What happens next almost made me faint. The reptile started to talk to me!

I was trembling and crying. Meanwhile, it explained that its name was Rex and that it did not mean any harm to me. I said, "I thought you were going to eat me", and Rex answered, "NO. I will help you get out of here".

After that, the animal led me to the lake. It said that I needed to jump in it and then I will get back home. I had nowhere else to go and nothing else to do, so I trusted Rex. I closed my eyes, shouted, "Goodbye!", and jumped.

Eventually, I felt something warm. In a few seconds, I

felt warm and calm, as if I was falling asleep... Eventually, I opened my eyes and saw my room. I was saved! To this day, I do not believe that it was just a dream, so realistic it was.

(256)

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