



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

ОЛИМПИАДНАЯ РАБОТА

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

Профиль олимпиады: **Иностранный язык**

ФИО участника олимпиады: **Кладько Анастасия Евгеньевна**

Технический балл: **92**

Дата: **30 марта 2022 года**

1) Yucmобuk 1

- 1) What is a graphic novel?
- 2) When did the term "graphic novel" gain popularity?
- 3) When did graphic novels become a category in book stores?
- 4) What does "VN" stand for?
- 5) What art style is used in VNs most often?

Task 1: 15

12

Graphic novel

A graphic novel is a short story, printed along with the illustrations. Graphic novels include fiction and non-fiction. How did they become so popular?

The term "graphic novel" was first used by Richard Kyle, a fan historian in 1964. Soon after the publications of a few comics from Will Eisner and Marvel in the 1970-80s, it became popular. In 1986 more graphic novels gained recognition and commercial success. By 2001, they already became a category in book stores.

Due to technological progress, visual novels appeared. They are a form of video games. Originated in Japan, VNs completely took over PC games in 2006 there. The genre contains a text-based story and visuals. They are often anime-styled. The games ~~also~~ incorporate problem-solving ~~by having~~ and have visual effects.

All in all, I personally think the inventions of both those genres were important, as they made a huge impact on Millennials and Generation Z, making them more creative and open-minded.

Task 2: 31

Учуробук 2

№3

I woke up in the morning and found myself in an unfamiliar place with only dinosaurs all around... "Ouch!" Somebody near me exclaimed. I looked to my side only to find my sister rubbing her head. One of the coconuts from a tree fell right on her. "That hurt," she^e said, "I should've slept on your place yesterday."

I realized I couldn't ~~remember~~^{recall} a single thing before waking up here. "How did we get here?" I asked Lina. She ~~was~~^{stared} confused, "Don't you remember? We went on a vacation. There was an error in the system and all dinosaurs were set free," Lina responded. The entire ~~the~~ story sounded too similar to a movie to be true. Lina's expression changed. "We need to get to that lab," she pointed to at a tall building somewhere in the jungle, "before one of these creatures tries to eat us." I clearly had no choice, but to follow her.

The jungle was full of ~~plants~~ tropical plants, not to mention ^{the} ancient animals. Right before going into the lab, Lina somehow sprained her ankle. "Great, now I have to go there alone," I muttered. ~~It~~

When I entered the laboratory, I found so many machines and buttons, that I didn't know where to look. Gladly one of the assistants had been hiding in the building and managed to help me call a helicopter to get us off the island. ~~He~~ This man and I helped Lina.

Soon the helicopter arrived, and we were rescued. I was so tired, I fell asleep.

When I opened my eyes, I was in my room.

Task 3: 46

Черновик 3

N1

- 1) ~~When did was the term~~
- 4 When did "graphic novel" become a category in book stores?
- 2) What does "VN" stand for?
- 5) What art style is ~~now~~ used in visual novels most often?
- 2) ~~When~~ ~~where~~ Who is Richard Kyle?
- 3) When did the term "graphic novel" gain popularity?

for instance
to illustrate
in summary
key words
All in all

N2

~~"Graphic novel" is the latest trendy term in the whole world. But it is not like that. Let~~

A "Graphic novel" - this ~~word~~ ^{term} is often used nowadays. But have you ever wondered how did it become so popular?

First of all, a graphic novel, unlike a regular meaning of the word novel, is ~~a~~ a short story ~~with~~ printed with the illustrations. []

~~which is a long~~ Graphic novels include ^{along} fiction and non-fiction. Sounds a lot like comics, doesn't it? That's because those are ^{very} distinct terms. []

The term "graphic novel" was first used by Richard Kyle, [] a fan historian, in his essay in the November of 1964. The comics community liked this term. It became popular after the publication of a few comic books from Will Eisner and Marvel in the ~~to~~ late 1970s and beginning of 1980s. In 1985 more graphic novels gained recognition and commercial success. Therefore, in 2001 they ^{had} already became an independent category in book stores.

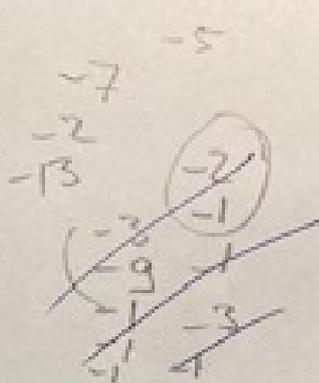
[] You may have also heard of a visual novel or a VN. This is a form of video games. The genre contains a text-based story and static or sprite-based visuals. They are often ~~the~~ anime-styled. [] Internationally, VN is called a novel game.

Visual novels were designed in Japan. ~~It~~ ^{It completely} took over PC ¹⁶⁰ games in 2006. The games contain adventure games and problem-solving. All in all, I personally think the invention of both of those genres were important, as they made a huge impact on Millennials and Generation Z, made them more creative and open to new adventures.

~~Учимся~~ Учимся 5

№1

- 1) When did graphic novels become a category in book stores?
- 2) Who is Richard Kyle?
- 3) When did the term "graphic



№3

I woke up in the morning and found myself in an unfamiliar place with only dinosaurs all around... "Ouch!" Somebody near me ~~ex-~~ suddenly exclaimed. I looked to my side ^{only} to find my sister rubbing her injured head. She had been sleeping under the same coconut tree with me; one of the coconuts ^{from the tree} fell right on her. "That hurt," she said, "I should've insisted to sleep on your place yesterday." I realised that for me there was no ^{sleep} yesterday. I ^{couldn't} remember a single thing happening to me before waking up here. "How did I get here?" I asked Lina. She was clearly confused, ^{because} ~~had to ask me what I meant by not remembering my past.~~ "Don't you remember? How we went on a vacation here? The error in the park system and all dinosaurs being set free?" Lina ^{was} ~~recapitulated with a guess.~~ "No," I said, "I don't recall a single thing you just told me." The entire story sounded too similar to the "Jurassic Park" movie to be true. Lina's expression changed and she said, "I don't know what games you're trying to play here, but we need to get to that lab," she pointed on a tall building somewhere in the jungle, "before one of these friendly creatures tries to eat us." I clearly had no choice, but to follow her.

We had been sleeping on some kind of a bench. My shoes were full of sand. I entered the jungle ^{tropical trees, flowers, fruits were everywhere.} Not to mention the ancient creatures. Right before going into the lab, Lina managed to sprain her ankle. "Great, now I have to go there all alone," I muttered. When I entered the laboratory, I found so many machines and buttons, that I didn't know where to look. Gladly one of the assistants had been hiding in the building and managed to help me call a helicopter to get us off the island. Me and this ^{man}, Jason, helped Lina with us on the way. An hour later the helicopter arrived, and we were rescued. I was so tired, I fell asleep.

"Well that was an adventure" somebody said. I opened my eyes and realized I had been sleeping all this time.

I woke up in my room

Упражнение 4

A graphic novel is a short story printed along with the illustrations. Graphic novels include fiction and non-fiction. How did they become so popular? ²⁵

The term "graphic novel" was first used by Richard Kyle, a fan historian in 1964. ³⁰ The comics community ³⁰ liked this term. Soon after the publications of a few comics from Will Eisner and Marvel in the 1970-80s it became popular. In ⁴⁰ 1986 more graphic novels gained recognition and commercial success. By ⁵⁰ 2001, they already became a category in book stores. ⁵⁵

⁶⁰ Due to technological progress visual novels appeared. They are a form of video games. Originated in Japan, VN's completely took over PC games in 2006 there. The genre contains a text-based story and visuals. They are often anime-styled. ⁷⁰ The games incorporate problem-solving by having visual elements. ⁸⁰

All in all, I personally think the invention of both those genres were important, as they made a huge impact on Millennials and Generation Z. ⁹⁰ made them more creative and open ¹⁰⁰ to new adventures. ¹⁰⁵ minded

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