

UPC: 12035901\_OC  
Course: GE for Honours courses  
Semester: II/IV  
Paper: Generic Elective  
Paper title: Academic Writing and Composition  
Marks: 75  
Time limit: 3+1 hours (1 Hour reserved for downloading of question paper, scanning and uploading of answer sheets)

**Instructions:**

Answer any **THREE (3)** of the following questions.

Each question carries **25 marks**.

Write each answer in **500-800 words**.

1. What do you understand by academic writing? Do you think research and reading are the basic requirements for academic writing? Provide a reasoned answer. (25)
2. Discuss the style and tone conventions of academic writing, giving suitable examples. (25)
3. Describe plagiarism. Why is it important to avoid plagiarism in academic writing? Why are citations important? (25)
4. Read the passage given below and write the following:
  - a) Write a summary of the given passage and give an appropriate title. (15 marks)
  - b) Add a new paragraph at any point of your choice to the passage. You may through this new paragraph provide information that is not already addressed in the piece or expand on existing information. (10 marks)

Computer games have become increasingly popular in this age of mobile devices and advancing graphical interfaces. While some claim there is educational value in these games, others would side with those decrying the propagation of a passive lifestyle.

Supporters of gaming can point to its alleged benefits for cognitive functioning. It is difficult to do good research in this area, but many recent studies have found optimistic results not only related to hand-eye coordination but also mental development. This is also supported by common sense because as games have become more advanced, players must now follow intricate storylines, figure out difficult puzzles and outsmart progressively intelligent artificial intelligence. Depending on the age of the gamer and the game in question it is very likely there are legitimate cognitive gains that can be attributed to the extensive playing of games.

Nonetheless, the marginal advances listed above pale in comparison to the effects of a passive lifestyle on both physical and mental health. Mobile devices and the internet generally, but video games in particular, are the leading causes of the more sedentary lifestyles that most children and teens now lead, often extending into adulthood. This leaves them at risk of developing bad habits that could later translate into more serious health conditions. Added to this is the mental aspect. Playing games is, next to watching television shows, one of the least active forms of entertainment. It would be more beneficial for people of all ages to play a team sport, read a book, spend more time with family, or take up a productive and creative hobby.

In short, computer games may offer a limited range of intellectual benefits but they also come at great physical and mental cost. It is therefore upto parents and individuals themselves to opt for more constructive pastimes.

5. Write an essay on the following topic sentence. Your essay must contain an introduction, at least two body paragraphs, and a concluding paragraph. (25)

“Online shopping has become one of the most popular forms of leisure activity for young adults.”

6. Read carefully the following Introduction to an essay. Continue the essay, writing two body paragraphs and a suitable conclusion. (25)

Not long ago, women faced tremendous barriers as they sought opportunities that would set them on an equal footing with men. Going back a mere quarter century, inequality between women and men was widely apparent – in university classrooms, in the workplace, and even in homes. Since then, the lives of women and girls around the world have improved dramatically in many respects. In most countries they are going to school more, living longer, getting better jobs, and acquiring legal rights and protections. Greater gender equality can enhance economic productivity, improve development outcomes for the next generation, and make institutions and policies more representative.