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# Essay II

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Essay II 2.7+8



AYDI 2022/ T2

# LECTURE NO. 7

05.02.2022

HELLO EVERYONE!

*Video Games and Desensitisation to Violence*

Page 55:

4. The way aggressiveness is expressed depends mainly on the individual's cultural level. The lower their culture, the more likely they would be to express aggressiveness by exercising physical force. In this case, media may be useful to them in providing new fighting tricks and techniques.

However, these people would look for this kind of information anyway, even if it wasn't offered by the media so abundantly. People of a higher culture, on the other hand, are more likely to cope with conflict situation using reason. They have less reason to be aggressive but when they are, they express their aggressiveness by means of verbal violence which, of course, is never to be found in video games. A civilized person would never resolve conflict using his fists even if he had previously killed some thousand little men in Street fighter or Mortal Combat or whatever fighting game.

Exercising physical force:

ممارسة القوة البدنية

Abundantly: بوفرة

More likely: من المرجح

Conflict: صراع/نزاع

Verbal violence: العنف اللفظي

On the other hand:

من ناحية أخرى/من جهة أخرى

Cope with: يواجهه/يتعامل مع

Reason: عقل/منطق

Civilized person: شخص متحضر

Here, the writer is trying to relate violence to the cultural background of a person or of a society.

*Street fighter* and *Mortal Combat* are names of famous computer games; this is why they are capitalized.

So, here the writer is talking about aggressiveness and its relationship with cultural level, when he said:

The way aggressiveness is expressed depends mainly on the individual's cultural level.

\*\*\*

5. Although a very young medium, video games are popular among children, teenagers, and even adults.

They are considered a part of low culture but, as I see it, they are here to serve a need: the need for a substitute for the lost physical activity in modern society.

- Substitute: alternative (بديل)

- Physical activity: نشاط بدني

So, why are computer games popular now?!

The writer sees computer games as a need because children were used

to playing and losing their energy by physical activities, but now plays, instead of doing physical activities, they play computer games.

**Video games are actually simulated physical activity where the player is not doing the muscles part of action, but only the brain part of it. Titles like: Street fighter, Medal of Honor, Allied Assault, Grand Theft Auto, Doom are indicative of their content.**

Street fighter, Medal of Honor, Allied Assault, Grand Theft Auto, Doom are names of famous computer games; this is why they are capitalized.

- Assault: اعتداء
- Doomed to: محكوم عليه
- Indicative: دلالي
- Doom: موت/حكم/قتل غاشم/خسارة
- Doomed to failure: محكوم عليه بالفشل

**In all these games, the player is required to fight, outsmart, and defeat an enemy. Also, the enemy is usually human (soldiers, spies, gangsters, knights, evil people), but there are also aliens, ghosts, creatures and other things. Every possible form of fighting is used: martial arts, gun fighting, air fighting, submarine fighting, spacecraft fighting, anything we can imagine. Yet all this mayhem has nothing to do with violence. Violence means harm, pain, suffering.**

**There are no such elements in video shown and the victim can be completely run over and then pop back up without harm. The characters do not look realistic either by technical or by artistic standards.**

- |  |   |
|--|---|
| Is required to: يتعين عليه                     | Outsmart: يغلب/يفوقه حيلة ودهاء             |
| Soldiers: جنود                                 | Spies: جواسيس                               |
| Gangsters: رجال العصابات                       | Knights: فرسان                              |
| Evil people: أشرار                             | Aliens: غرباء/أجانب                         |
| Ghosts: أشباح                                  | Creatures: مخلوقات                          |
| Martial arts: فنون قتالية/فنون الدفاع عن النفس | Gun fighting: القتال بالأسلحة النارية       |
| Air fighting: القتال الجوي                     | Submarine: غواصة                            |
| Spacecraft: مركبة فضائية                       | Mayhem: الشعور بالحرف السائد/الشعور بالرهبة |

Mayhem: An extremely confused situation in which people are frightened.

- Run over: يدعس/يدهس
- Pop: to come suddenly and unexpectedly/back again (يعود)
- The victim can be completely run over and then pop back up without harm:

أي أن الضحية قد تدعس كلياً وتعود إلى الحياة وكان شيئاً لم يكن.

- Realistic: واقعية
- Artistic standards: معايير فنية

**They are not given a substantial personality and they lack real life motivations and emotions. They remind more of toys than of living creatures. The player cannot get emotionally involved (nobody cries when playing Max Payne, although the game's story is supposed to be very tragic). After all, the**

game is there to be played, not to be watched, and fighting is just an excuse for practicing quick response, accuracy, strategy, and other skills. But if it was to be watched, one would see in it images, colors, motion, speed, sounds, special effects and music; definitely not violence and pain. In any case, the result of all this "violent" experience is a happy player who has had a very good time testing his reflexes and practicing various skills, while at the same time, nobody got hurt, nobody got sad, nobody lost anything.

- |   |                        |
|---|------------------------|
| - Substantial: essential (أساسي/جوهرى)      | - Lack: إلى يفتقر      |
| - Motivations: دوافع                        | - Toys: دمي/العباب     |
| - Living creatures: كائنات حية              | - Response: استجابة    |
| - Accuracy: دقة                             | - Motion: حركة         |
| - Special effects: مؤثرات خاصة              | - Definitely: بالتأكيد |
| - Reflexes: الأفعال اللاإرادية/ردود الأفعال |                        |

So, a child sits there for three or four hours, and at the end the result is that he feels "happy" because he killed many people!! But of course, this has nothing to do with reality.

Although, the game's story is supposed to be very tragic, nobody cries because you are really convinced that it is not related to real life.

\*\*\*

Go to the last paragraph which is the conclusion of the essay:

**6. By this, I don't mean that simulated violence is a good or even acceptable subject for games or films, but this is a completely different matter having to do with the poverty of original ideas and inadequacy of dominant value systems, characteristics of our society and not with the mechanisms behind insensitive or violent behavior.**

(Anonymous)

- |  |                    |
|--|--------------------|
| - Simulated: imitated (قلد/حاكى)           | - Poverty: lack    |
| - Dominant: مهيم                           | - Anonymous: مجهول |
| - Inadequacy: not suitable (ضعف/عدم أهلية) |                    |

The writer here gave us different viewpoints and he could convince us that aggressiveness can be a result of a situation it was inborn in us and it was developed through the situation, so according the situation aggressiveness grows on and grows on.

This is an **argumentative** essay because at the writer would to give us certain viewpoints and he would like to convince us at the same time. It's up to you to accept that or to deny it.

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Let us move to the exercise on page 61:

**Guessing the meanings of words**

**from the context**

**Circle the vocabulary expression that is closest in meaning to the**

**underlined words from the text:**

(Closest) means the most suitable and appropriate meaning to the choice.

1. Before trying to determine whether desensitisation to violence and video games are **correlated** in any way ...

- A. contrasted  
B. compared  
**C. related** ✓  
D. the same

2. It is an **instinctive** response to real or feared dangers that threaten an individual's life and happiness.

- A. innate** ✓  
B. learned  
C. fictional  
D. unrealistic

- Innate = inborn (فطري)

3. Video games are actually **simulated** physical activity where the player is not doing the muscles part of action but only the brain part of it.

- A. imitated** ✓  
B. real  
C. provocative  
D. emotional

- Provocative: استفزازي  
Provocative acts/actions: أعمال استفزازية

4. Yet all this **mayhem** has nothing to do with violence.

- A. order  
**B. destruction** ✓  
C. system  
D. discipline

- Yet = still

في هذا السياق (yet) تعني (still) لذلك يرجى الانتباه إلى مثل هذه الأمور فإنا أسأل عنها في الامتحان.

- Destruction: تدمير

5. ... the result of all this "violent" experience is a happy player who has had a very good time testing his **reflexes** and practicing various skills.

- A. feeling  
B. effects  
**C. automatic responses** ✓  
D. reflection

- Reflexes: reactions (منعكسات/أفعال لا إرادية/ردود أفعال)

You react quickly without thinking.

- Violent (adjective): عنيف

- Violence (noun): عنف

\*\*\*\*\*

Now, let us start with **PART II**. It is entitled **Selected Texts for Practice. Unit One** in this part is entitled **Culture and Society**. The first text here entitled **Shoot'em up**. P.70

- Shoot'em up: shoot them up

When we use **(up)** after the verb, it means to **do this action/task completely**, for example,

- Drink up: drink everything in the cup
- Eat up: eat the whole meal
- Shoot'em up: kill them all (اقض عليهم جميعاً)
- (Shoot'em up): a group of video games or films deals with violence and horror films.

### Shoot'em up

*Playing action games improves visual skills*

1. Nothing, it seems, is without some redeeming value. Writing in *Nature*, Shawn Green and Daphne Bavelier, of the University of Rochester, in New York State, report the results of a series of tests they performed on two groups of people. One group consisted of experienced players of video games. The other consisted of non-players. It seems that playing games of the sort most censured by parents and moralists — action games such as "Grand Theft Auto III" — improves a person's visual perception.

- Visual skills: مهارات بصرية

The writer said that playing action games improves visual skills. I think they also teach you to keep your control and to be patient. They test your ability of being conscious and patient at the same time.

The writer says that when you have two groups: one of them consisted of experienced players of video games and the other consisted of non-players; you would find that the group of experienced players has better visual perception than the group of non-players because playing action games improves a person's visual perception.

He considers playing action games constructive and the opposite of (constructive) is (destructive).

- Constructive: helps your personality to be built up (ببناء).
- Destructive: destroy your personality (هدام)
- Redeeming: making something less bad
- Censured: blamed/ criticized (لام/ وبخ/ انتقد)
- Moralists: الأخلاقيين
- Visual perception: الإدراك البصري

The essay is going to be about the positive effects of computer games.

2. The first two tests measured the ability to pay attention. One asked the subjects to work out which small shape was within a circle, in the presence of a large 'distractor' shape. The other asked them to count the number of squares on a screen. Both tests showed that players pay better attention than non-players, at least within a narrow field of view.

The writer explains more and more about the differences between the experienced players and non-players.

As you see, the first two tests measured the ability to pay attention and both tests showed that players pay better attention than non-players especially within a narrow field of view.

- Presence: وجود
- Distractor: مشتت
- Narrow field of view: مجال رؤية ضيق

So, the experienced players did much better than the non-players.

**3. That is not surprising, because video games tend to have just such a restricted field of view. In a third test, however, the subjects had to find a small target (a triangle within a circle) in an extensive field of squares. This test showed that players did much better than non-players even when a wide field of view was involved, a result which suggests that their skills are being generalized.**

- Tend to: يميل إلى
- Restricted: limited
- Restricted field of view: مجال رؤية مقيد/محدد/محدود

In the third test, it was required to find a small target which is a triangle within a circle in an extensive field of squares. This test showed that players did much better than non-players within a wide field of view.

**4. Mr Green also looked at whether the rapid pace of action games improved the ability to avoid attention bottlenecks. An example of a bottleneck is when people have difficulty detecting a second target if it appears on screen a few tenths of a second after initial one. Regular players could, indeed, detect a second target almost twice as often as non-players.**

- Rapid: quick
- Pace: وتيرة
- Bottleneck: عنق الزجاجة

It means you can't get out and you have to stay in that area. It means you are confused and you try to find salvation (نجاة/خلاص) and reach to the top point.

- Detect: يكتشف/يكتشف

Some people have difficulty in detecting a second target if they have limited time. In this test, regular players were better than non-players too.

**5. Sceptics might argue that video-game players did better on the tests because of pre-existing differences. Mr Green therefore took another group of novices and trained them for an hour a day over the course of ten days. Half the group played 'Medal of Honour', an action game. The other half played 'Tetris', a puzzle game. After the training period, the 'Tetris' players had not notably improved on the tests, but the 'Medal of Honour' players had. Mr Green supposed that this is because action games require players to do a lot of things at once – look for new enemies, shoot old ones, dodge bullets and so on. 'Tetris' players, by contrast, have to focus on a specific task – getting the block in the gap.**

- Sceptics: people who doubt things/doubters (مشككين)

وكذلك هذه الكلمات تعني (hesitant) أي (متردد) أو (inconstant) أي (متذبذب/غير مستقر).

- Pre-existing differences: اختلافات موجودة مسبقاً

- Novices: beginners أي (مبتدئين)

- Puzzle: لغز/أحجية

- Enemies: اعداء

- Bullets: طلقات/رصاصة

- Gap: فجوة

- Notably: remarkably (بشكل ملحوظ)

- Dodge: avoid (يتجنب/يتفادى)

- By contrast: على النقيض من ذلك

- Block in the gap: fill in the gap

\*\*\*

6. This, surely, will please armies, air forces and sports teams, which require people to make split-second decisions based on a rich, wide visual field. Whether parents will welcome their children's arguments that video games are good, for you it is, of course, another question entirely.

- Please: يسر/يُمتع

Armies: جيوش

Air forces: القوى الجوية

- Split-second (n + adj.):

A very brief moment of time (noun) i.e. (جزء من الثانية).

- Visual field: مجال بصري

- Entirely: completely/totally/fully

At the end, the writer would like to tell us that some parents would encourage that type of games for only one important point which is (these games are helpful to add something to their visual skills). Other parents are against these games because they consider these games would waste time and make children neglect their homework.

- Inflation: تضخم

Dowry: مهر

Thank You

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## LECTURE NO. 8

12.02.2022

### HELLO EVERYONE!

First of all, let us do the exercise on page 74:

#### Vocabulary

1. Follow the clues to find the words and phrases in the article.

1. A noun in paragraph 1 used to refer to people who adopt and teach good morals: ⇨ Moralists

ومرادف هذه الكلمة هو (preachers) أي (واعظين)

2. A noun in paragraph 2 which refers to study samples, or participants, in experiments: ⇨ Test

- Samples: عينات

Participants: مشاركون

3. A verb in the past participle, meaning brought to general use:

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⇒ Generalized عمم

4. A verb in paragraph 4 meaning to discover or perceive: ⇒ Detect

- Detect: يتقصى/يتحرى Perceive: يدرك/يفهم/يلاحظ

5. A noun in paragraph 5 which refers to people who generally doubt accepted opinions: ⇒ Skeptics مشككين

6. A noun in paragraph 5 which refers to beginners: ⇒ Novices

أي (beginners) بمعنى (مبتدئين) أو كما نقول بالعامية (أغرار).  
\*\*\*\*\*

Let us move to our text for today which is entitled *A Suitable Price*. A suitable price refers to a dowry that a girl pays to a man when she wants to get married.

In India, there are different social ranks and if a woman wants to get married to a man from a high rank, she should pay a high dowry.

- Ranks: classes (طبقات)

In India and Egypt, girls and their families pay dowries to men. Girls and their families are also responsible for having a flat and furniture.

ففي مصر وفي الهند مثلاً العروس هي التي تدفع المهر للشاب وهي التي تقوم بتأمين متطلبات المنزل.

Let us read the text on page 80:

## 2. A suitable Price

### *The rising cost of marrying up*

1. India discovered a new heroine last month when Nisha Sharma, a 21-year-old software engineering student, called off her wedding near Delhi after learning that her would-be-in-laws were demanding an extra \$25,000 dowry payment on her wedding day. Miss Sharma's defiance in the face of an ancient dowry tradition, which has caused the price of a husband to soar — sometimes to as much as \$100,000, and often to several times the bride's family's annual income — made her the toast of Indian editorialists and won her newspapers spread around the world.

The main title is (A Suitable Price). The subtitle is (The rising cost of marrying up).

- Marrying up: إنجاز الزواج كلياً

- Hero: بطل

- Called off: cancelled

- Dowry: (المهر)

- In the face of: في مواجهة

- Income: دخل

- Annual income: دخل سنوي

- Editorial: افتتاحية

- Her would-be-in-laws: the family that would be her future family-in-law.

- Heroine: بطلة

- Software engineering: هندسة برمجيات

- Demanding: asking for

- Defiance: تحدي/جموح

- Soar: حلق/ارتفع بصورة جنونية

- income tax: ضريبة الدخل

Editorialist: editorial writer (كاتب الافتتاحية)

Here in this essay, we have a 21-year-old engineering student who cancelled her wedding on the wedding day because the bridegroom asked her to pay extra \$25,000 on the wedding day.

\*\*\*

**2. Miss Sharma's notoriety may now be fading, but an interesting question remains: Why are dowries so high in the first place? Rapid economic growth and modernization (not to mention the law) should by now be starting to put paid to the dowry system in India much as they did long ago in Europe. But not only has the practice persisted in India, the amounts required to lure a man to the altar have grown far faster than can be explained merely by economic growth.**

Notoriety: bad reputation (سعة سيئة)  
In the first place: في المقام الأول  
Persisted: واصل/استمر  
Lure and lull: يبدل

Fade: disappear (يتلاشى)  
Rapid economic growth: النمو الاقتصادي السريع  
Lure: seduce/tempt (يغري/يغوي/يجذب)

- Altar: a holy table in a church used in religious ceremonies (مذبح).  
معنى الكلام هو أن على الفتاة في الهند أن تدفع الغالي والنفيس كي يقبل بها الرجل الذي رآته مناسباً.

As you see, the rapid economic growth is one of the reasons of high dowry.

**3. A new study, by Siwan Anderson, an economist at the University of Tilburg in the Netherlands, offers an answer. It argues that the continuing importance of caste continues to fuel dowry inflation.**

**Economic growth has not only made average wealth rise, but, crucially, has increased the range of inequality of income within each caste.**

- Argue: debate/more than discuss (يجادل)

أي (يجادل) وليس فقط يناقش.

- Continuing importance: أهمية مستمرة

- Caste: a high class/noble class in India

و (caste) إشارة إلى طبقة النبلاء أو الطبقة الأرستقراطية في الهند.

- Fuel (verb): increase/support/fire (يؤجج/يزيد)

- Inflation: a continuing increase in prices (تضخم)

- Inequality: عدم المساواة

As you see, the economic growth is not the only reason of high dowries, there is another reason which is the inequality of income (دخل) within each caste.

**4. Despite attempts to chip away at caste, through job-promotion programmes and greater access to education, it remains a powerful source of status. So, argues the paper, women are still competing for the limited pool of men in castes above their own. Marrying up, in status rather than in wealth, is still something India's brides are willing to pay for. An increasing income spread makes it possible for the price of a scarce resource, in this case a high-caste husband, to be bid up much higher than it would if incomes were more**

**uniform.**

Chip away: reduce (يقال/يقطص)

Source: مصدر

Paper: newspaper

Pool: group

Brides: عرائس

Income: دخل

Bid up: pay more and more (يزايد)

As you see, it is kind of bidding (مزايده).

Job-promotion: ترقية في العمل/ترقية وظيفية

Status: حالة

Compete: يتنافس

Paper: newspaper

Bridegroom (male): عريس

Scarce: rare (نادر)

Uniform: homogenous (متجانس)

This essay talks about an important social problem which even girls face nowadays. It needs to be argued to help the process of marriage; otherwise, we would have billions of girls still single.

\*\*\*

Let us do the exercise on page 83:

**II. Decide whether the following statements are True (T) or False (F).**

1- Nisha Sharma called off her wedding because she could not pay the dowry. True

2- Despite the high dowries in India, they are still affordable. True

- Affordable: can be paid (قابل للدفع/في متناول اليد)

3- Modernisation is one cause of dowry inflation. True

- Modernisation: الحداثة

- Inflation: تضخم ≠ Deflation (انكماش/نقص في حجم العملة)

4- Social classes are homogenous in terms of wealth and income. False

- Homogenous: متجانس

5- A high-caste husband is easily attainable in India. False

- Attainable: you can get him (سهل المنال)

\*\*\*\*\*

Now, the next exercise on pages 84 and 85 has to do with vocabulary.

**Guessing the meanings of words from the context.**

**Circle the vocabulary or expression that is closest in meaning to the underlined words from the text.**

1) Nisha Sharma ... called off her wedding near Delhi after learning that her would-be in-laws were demanding an extra \$25,000 dowry payment on her wedding day.

called off

A. postponed

C. delayed

would-be

A. becoming ✓

C. prospective

B. cancelled ✓

D. stopped

B. hoped for

D. waited for

\*\*\*

2) ... the amounts required to lure a man to the altar have grown far faster than can be explained merely by economic growth.

A. tempt ✓  
C. bring

B. call  
D. take

\*\*\*

3) It argues that the continuing importance of caste continues to fuel dowry inflation.

A. reputation  
C. prestige

B. wealth  
D. social status ✓

- Social status: حالة اجتماعية

\*\*\*

4) An increasing income spread makes it possible for the price of a scarce resource, in this case a high-caste husband, to be bid up much higher than it would if incomes were more uniform.

A. homogenous ✓  
C. varying

B. different  
D. unique

\*\*\*\*\*

Let us move to another essay which is entitled "*Holidays in Europe*".

France is the first European country which occupies the first grade for tourism. The second country is Spain. Because of covid-19 the number of tourists is limited now.

All people all over Europe plan to have a certain holiday at the end of the year. People used to collect a sum of money for that holiday to enjoy their holidays with their families or with friends. Americans are not like Europeans in holidays. Americans are mean but Europeans like to enjoy themselves. Europeans are generous and their motto is 'pleasure for pleasure'. Let's read the essay on page 88:

### "Holidays in Europe"

Does it matter that Europeans have longer holidays than Americans?

**1. The United States may have a beefier economy, better universities, a more potent popular culture and an incomparably mightier military, but Europeans are quietly confident that they have the edge in one crucial respect. They enjoy longer holidays.**

Beefier: stronger (أضخم/أقوى)

Potent: strong/powerful (قوي)

Incomparably:

Mightier: very strong/great

على نحو لا يمكن مضاهاته/لا يمكن مقارنته

(جبار/قوي/عظيم)

Military: عسكري

Confident: واثق

Edge: field/limit (حد/مجال)

Crucial respect: بنقطة مهمة/جانب مهم

Although America is classified as a great power, Europeans still enjoy longer holidays in comparison with Americans.

على الرغم من تصنيف أمريكا كقوة عظمى لا يزال الأوروبيون يتمتعون بعطلات أطول مقارنة بالأمريكيين.

2. The figures are striking. The Los Angeles recently reported that Americans have an average holiday entitlement of 16 days a year—but most only take 14. In Europe, by contrast, at least a month of paid vocation is viewed as an inalienable right. The Italians get 42 days of holiday a year; the French 37; the Germans 35. Even the British get an average of 28 days off a year.

Figures: numbers

The Los Angeles: صحيفة لوس أنجلوس

Entitlement: استحقاق

Inalienable: fixed

Vocation: مهنة/وظيفة/صناعة/عمل

Striking: amazing/ astonishing (مدهش/مذهل)

Average: متوسط

Holiday entitlement: حق الموظف في إجازة بمرتب

Inalienable right: حق غير قابل للتصرف/حق ثابت

So, here the writer is making a comparison (مقارنة). People in America have only 16 days off per year, but in Europe, people have longer holidays: some have 35, while others have 37 or even 42 days off a year! So, the idea here is that Europeans enjoy longer holidays than Americans.

As we will see, the majority of Europeans take their holidays in August. As a result, all the shops close down in August.

3. In August, the height of the holiday season, much of Europe simply closes down ... August is one big blank space. There is simply no point in trying to get anyone to do any work. Taking a long summer holiday is so crucial to European self-esteem that a survey published this week in *IL Messagero*, an Italian newspaper, found that although 19% of Italians will not be going away on holiday this year, more than a third of the stay-at-homes intended to pretend that they were going away. Considerable numbers were prepared to buy tanning machines and to take the pets to the neighbours to keep up appearances.

- The height of the holiday season: ذروة موسم العطلات
- Blank space: empty (مساحة فارغة)
- Crucial: extremely important/very necessary (بالغ الأهمية)
- Self-esteem: تقدير الذات/الاعتداد بالنفس
- Survey: study/report
- *IL Messagero*: Italian newspaper
- Pretend: يتظاهر بـ
- Tanning machines: machines that change the colour of the skin to a brown colour—like what the sun does.
- The brown colour: اللون الأسمر الذي يسببه لفتح الشمس
- Pets: حيوانات أليفة
- Appearances: مظاهر

- للحفاظ على المظاهر: To keep up appearances:  
The idea here is that August is the time when most Europeans are away, and even those who are not away, they don't want to work. So, the general atmosphere is that the city is not crowded, and the people are off their work.

So, those Italians who stay at home pretend that they are away.

Why do they pretend going away?

They do this to keep up appearances i.e. it is a kind of showing off.

- Showing off: تباهي/تفاخر

How do they pretend that they were away?

1- They buy a tanning machine instead of sitting in the sun.

2- They take their pets to their neighbours even if they are not traveling.

Usually, when people want to travel, they don't leave their pets (domestic animal like cats, dogs, etc.) alone at home; rather, they take them to their neighbours so that the neighbours take care of them.

4. One man's leisure, however, is another man's living. Tourism and travel are, by some measures, the world's largest industry —and Europe boasts of being the world's most popular destination. Figures from the World Tourism Organisation (WTO) suggest that most international tourists travel to or within Europe. Europe is said to have a 58% share of the world tourism market. Of the top eight destinations, five are in Europe; France tops the list, followed by Spain, the United States and Italy.

- Man: إنسان

- Leisure: free time i.e. the time of enjoyment

- Boast: show off (تتباهي/تفاخر)

- Destination: المكان المقصود/الوجهة

- World Tourism Organisation (WTO): منظمة السياحة العالمية

- France tops the list: تتصدر فرنسا القائمة

The writer here is talking about tourism as a kind of business of industry: if a country has an active tourism, this will affect its economy positively.

There are eight countries in which people are interested to visit; five of them are in Europe.

**Why do you think five of these countries are in Europe?**

Most of the Europeans would travel within the continent, i.e. if you are in France, you may travel to Spain; if you are in Spain you may travel to Italy—and so on.

Remember that we talked about the length of the holidays in Europe and America. So, due to the two facts that Europeans have longer holiday, and

that they prefer to travel within the continent, you will find that five of the most active countries in the term of tourism are in Europe.

Also, in America, people travel within the continent from a state to another, but Americans have only 16 days off a year and they cannot take all of the days at once. The majority may take 14 days, but when people have 35 or 42 days off like the Europeans, they may travel for about three weeks.

Some 80% of holiday-makers within the European Union are from other parts of the EU. France's top place owes much to the country's inherent attractions, but also quite a lot to its geographical position. Even Dutch or Belgian caravan thundering through France towards the beaches of Spain adds to the figure of foreign visitors to France.

Holiday-makers: مصطافين

Top place: المركز الأول/المرتبة الأولى

Inherent: متأصل/طبيعي

Quite: إلى حد بعيد

Dutch: هولنديين

Caravan: قافلة/موكب/عربة كبيرة

European Union (EU): الاتحاد الأوروبي

Top place owes to: يعود الفضل في المرتبة الأولى إلى

Attractions: عوامل الجذب

Geographical position: موقعها الجغرافي

Belgian: بلجيكيين

Thunder: rush (يسرع/يندفع/يجتاح)

So, France is number ONE because of its attractions, and because of its geographical position. France is surrounded by so many countries. If you want to travel to Spain or Italy, for instance, you will have to go through France, so it is like a transit country.

5. Still, there is no doubting the economic weight of tourism in Europe. Indeed, any sign that the flow of tourists is slowing is greeted with neurotic headlines. Libération, a left-wing French newspaper, recently devoted its first three pages to a long lament about the decline in the number of American tourists visiting France.

Still: yet

Weight: أهمية/وزن/ثقل

Flow: تدفق

Headlines: عناوين

Libération: اسم صحيفة فرنسية

Devoted: كرّست

No doubting: لا شك

Indeed: في الواقع

Neurotic: very worried (قلق)

Lament: blame/show disagreement (يلوم/يندب/ينوح)

Left-wing: يسارية/جناح يساري

Decline: decrease (انخفاض/تراجع)

Here, the writer is talking about the newspapers which feel sorry that the number of tourists has declined.

Why did the newspapers write about the declining in the number of tourists?!

They did so because tourism affects the economy of the country.

6. Yet, while Europe cannot live without tourists, it sometimes finds it hard to live with them. The city authorities in Venice are so fed up with some visitors' behaviour that they have just announced a list of ten offences for

which they will impose on-the-spot fines. They include walking around bare-chested and bathing in fountains. Spaniards and Greeks find the hordes of riotous, boozy young Britons that descend on them each summer a mixed blessing.

Authorities: سلطات

Offences: insult (إساءات/إهانات/إزعاجات)

On-the-spot fines: غرامات فورية

Bath (noun): حمام

Fountains: نوافير

Greeks: اليونانيين

Mixed blessing: good and bad (نعمة ونقمة)

Britons: بريطانيين

Riotous: causing noise/trouble makers (مشاغب/صاحب/شديد الجلبة)

Fed up: get bored (سئمت/ضجرت)

Impose: يفرض

Bare-chested: عاري الصدر

Bathe (verb): يستحم

Spaniards: الإسبان

Hordes: large group of people (حشد/جماعة)

Boozy: drunk (سكران/ثمل/مخمور)

Descend: come down

Notice what is happening in Venice.

Having tourism is good for the country in terms of its economy, but the writer here is talking about a mixed blessing, which means that the country will get the economic benefit but at the same time, there is a bad effect because of which the tourists behave in a bad way such as walking around bare-chested. What they did was asking the tourists to pay a fine (غرامة) if they just walk around bare-chested.

**7. Such excesses of mass tourism will certainly do nothing to puncture Europe's love affair with the long holiday. Those unfortunate souls charged with managing the European economy are having to factor holidays into their thinking ... An account of a study by an American economist [in recent editions of The Economist] suggests that a large part of the wealth gap per head between Europeans and American could be put down to European's preference for taking longer holidays.**

Excesses: تجاوزات/إفراطات

Mass tourism: سياحة جماعية

Recent editions: الإصدارات الأخيرة

Wealth: ثروة

Wealth gap: فجوة في الثروة

Preference: تفضيل

- Puncture: يثقب/يخرق

Mass: a huge number of people

Economist: خبير اقتصاد/عالم اقتصاد (بالاقتصاد)

The Economist: American magazine

Gap: فجوة

Per head: للفرد

والمقصود هنا هو (to put obstacles) أي (يضع العصى في العجلات).

The whole issue is a matter of business, and there is a gap between America and Europe because the Europeans have longer holidays, so they have more time to be away and to spend more money than Americans. The author is convinced that we can't do without tourism because it is a very important industry.

Thank You



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