

**ÉPREUVES D'ADMISSIBILITE  
EN INTERPRETATION DE CONFERENCE  
Mars 2016**

English comprehension  
video 1 – QCM

**Video 1: Julian Treasure: The 4 ways sound affects us**  
From the beginning to 3min37min

[https://www.ted.com/talks/julian\\_treasure\\_the\\_4\\_ways\\_sound\\_affects\\_us](https://www.ted.com/talks/julian_treasure_the_4_ways_sound_affects_us)

**1. Julian Treasure believes that ambient sound...**

- a. is rarely unpleasant.
- b. doesn't actually exist.
- c. should not be suppressed.
- d. is mostly random.

**2. He argues that ...**

- a. we do not have a relationship with sound that is accidental.
- b. very often we are not conscious of our relationship with sound.
- c. we need to raise our consciousness of sound.
- d. sound only exists in our consciousness.

**3. An alarm bell is used as an example of...**

- a. sound having a physiological effect.
- b. sound that can stop a person breathing.
- c. sound on the same wavelength as the breathing of a person sleeping.
- d. resonance with being in a state of repose.

**4. For Julian Treasure, the excerpt of classical music played...**

- a. will relieve stress.
- b. is interesting because of the cycles.
- c. is likely to make the audience feel gloomy.
- d. is pretty.

**5. Birdsong...**

- a. has been developed by birds over hundreds of thousands of years.
- b. is the sound birds make when they under threat.
- c. is a natural sound that a minority of people find reassuring.
- d. could be used as background noise in a headset by people working in certain noisy and distracting settings.

**6. Cognitive processing of sound...**

- a. can be done to follow two people speaking simultaneously.
- b. means the audience will understand two sound sources from the same speaker.
- c. requires filtering, making a choice if there is more than one sound source.
- d. means choosing not to listen.

**7. Auditory input..**

- a. is bandwidth.
- b. travels from the ear to the brain.
- c. can only be appreciated in quiet rooms.
- d. is best heard with headphones.

**8. Julian Treasure...**

- a. thinks it is logical for behaviour to be affected by sound.
- b. is worried about damage to the health of people who drove past jackhammers.
- c. likes to drive fast when listening to music.
- d. is not amazed that behaviour can affect sound.

**9. Retail sound...**

- a. is always experienced as hostile.
- b. can mean substantial losses to retailers.
- c. is usually appropriate.
- d. should be as fast as the customer flow.

**10. What has Julian Treasure developed?**

- a. a top-down/bottom-up model to investigate the impact of noise on people subjected to a lot of noise.
- b. an analytical soundscape.
- c. a top-down model for prediction and a bottom-up model intended to produce specific effects.
- d. designer sound, both top-down and bottom-up.