

**ВСЕРОССИЙСКАЯ ОЛИМПИАДА ШКОЛЬНИКОВ  
ПО АНГЛИЙСКОМУ ЯЗЫКУ  
МУНИЦИПАЛЬНЫЙ ЭТАП  
2023–2024 учебный год  
9–11 классы  
Script**

**Task 1**

For those of you who haven't a clue what orienteering's about, this is a quick introduction. Orienteering is an adventure activity that involves getting from point A to point B. Organisers set up a course which can be anywhere out of doors: forests, open countryside, even in small, controlled environments such as a school playground. The courses have several stages between the start and end points, and the idea is to navigate around the course as quickly as possible, checking in at each stage in the correct order.

Distances vary but are often between one and ten kilometres. The level of difficulty is easy to identify as courses are colour coded. The brown and black courses are aimed at serious cross-country runners and are extremely challenging. However, for people new to orienteering, there are easier white and yellow courses. These courses are also popular with older people or people doing the course with young children, so if you simply want to take some gentle exercise, turn up and choose a suitable event.

On the day of the course, start times are staggered. In other words, people start at different times to make sure they find their way around the course by themselves. If times weren't staggered, people could just follow each other.

There's a small fee to register for an event. You will usually be given a free map when you register so you can follow the course. You'll need to bring a compass and it's a good idea to have a whistle. In some locations you won't be able to pick up a good mobile phone signal, so the whistle might be the only way of letting others know you're lost. You can also hire an emit card. This is an electronic gadget that allows you to record your time at each of the stages of the course.

Now, clothing. You'll need to come prepared for conditions that can vary depending on the course and the weather, and of course, you'll need strong walking boots or running shoes. It's also a good idea to wear long trousers as some courses can be through high grasses and sharp brambles which can scratch your legs otherwise.

And that's about it. If you check our website, you'll be able to see all the events taking place in your area, and get more information about orienteering generally. We're running an 'Introduction to Orienteering' event this Saturday and we organise weekly events at four different locations throughout the year. The next one takes place this coming Wednesday. Now, if anyone has any questions, I'll be happy to answer them.

**Task 2**

- Presenter:** This evening we're talking to usability expert, Simon Baldwin. Simon, what exactly is usability?
- Simon:** It's about how objects are designed, and if they're designed in a way that makes them as effective and simple to use as possible. It's about designing

from the point of view of the user rather than creating something that just looks attractive.

**Presenter:** Could you give us an example of good design?

**Simon:** Yes, sure. The traditional potato peeler, the old-fashioned knife with a shortish blade at a ninety-degree angle and a slot down the length of the blade. You can see by looking at it how it works. People have been using it for years because it's uncomplicated – and it works. It looks unimaginative but unlike some modern gadgets, it's very easy to use.

**Presenter:** What about an example of a poor design?

**Simon:** Yes ... I was trying to withdraw money from a cash machine at my bank the other day. They'd changed the order of instructions on the screen so that the most common choices – like asking for money – were at the top of the list, which was great. But the screen had also been changed. It was at an angle that reflected light so badly that it was difficult to see.

**Presenter:** What kind of things do you assess for usability?

**Simon:** Well, I used to work with companies making household appliances. But recently usability has become important in software design and websites, which is the area I'm involved in now.

**Presenter:** What's the biggest mistake made by website designers?

**Simon:** There are some technical issues which are important but ... I suppose to put things simply, you must be able to find your way around a website easily. Anything that makes this difficult is going to cause problems. People shouldn't rush the planning stage.

**Presenter:** Is it a difficult area to find work in?

**Simon:** Quite the opposite, actually. In the past companies were less concerned about usability but now they realise that if their site doesn't offer users what they want easily, they'll go elsewhere. So good web design is now seen as important and there are lots of people helping companies to do this.

**Presenter:** So how do people get into the field of usability?

**Simon:** You need to be comfortable with computers if you're interested in web design, though you don't need to be a programmer. People get into usability from different backgrounds rather than entering it directly from university. You might have experience in marketing or customer service, or you might have a background in graphic design. These are all common ways into usability.