EASTERN UNIVERSITY, SRI LANKA

29 MAY 2008

SECOND YEAR SECOND SEMESTER EXAMINATION IN BUSINESS, Lov ADMINSTRATION / COMMERCE 2005/2006 (PROPER & REPEAT) JANUARY - 2008

ENG: 2213 – ENGLISH FOR COMMUNICATION

Index No:-

Time: 03 hours

Answer all questions on this paper itself.

For Examiner's use only

Question Number	Maximum Marks	Marks Obtained
el en la Tanairo della teoria	10	
II	10	
III	10	
IV	15	
V	20	
VI	35	
Total	_100	

Examiner's Name	:	
Examiner's Signature	:	
Date	:	



Question: I

Fill in the blanks with suitable words given below.

meeting co-oper compar busines	ation, telephone, nies, share holde	ers,	progressive interviews, business letters,
01.		_ are a very impor	tant part of a country's economy.
02.	A good business, but it also help		ot only makes an impression in
03.	In skills.	, planning an	d writing reports are important
04.	Over two billion		are posted daily.
05.	In very large firms the _ do with the day $-$ to $-$ d	ay running of the	have very little to
06.	relationships with fellow		ple at the place of work include kers or colleagues.
07.	In large firms, union to represent them	to the management	join a trade union and ask the nt.
08.	The larger the decision.	, th	e longer it may take to reach a
09.	work they are doing and		mployees a chance to review the for the future.
10.	Diplomacy, friendliness selling.	and	are important in
			[10 marks]

Question: II

Imagine that you are the secretary of an association and going to hold a meeting nemonth.

Write an agenda for the meeting by filling in the blanks with all the necessar information.

Name of the association	:		
Address:			
Date of meeting:		(m. 797.194	Venue:

Agenda

01.	Reading of minutes
910	
02.	•••••••
03.	do with the day - to - day maning of the firm 00
04.	armit synu of the
05.	Union to represent them to the managoment
06.	
07.	work they are doing and its at objectives for a

[10 marks]

Question: III

Read the advertisement (Source: Daily News November 22, 2007) carefully and answer the questions on it.



01. What is the advertisement about?

02. Who is the leading spinning mill group? Where is it based at?

03. What is amount of yarn produced per day?

- 04. Who can send their offer to act as agents, for the Sulochana (P) Ltd., in Sri Lanka?
- 05. Name two ways of contacting the Sulochana (P) Ltd.,

[10 marks]

Question: IV

LIBRA

Imagine that you are a manufacturer of confectionaries in Sri Lanka and looking for agents in the Eastern part of Sri Lanka. Prepare an advertisement to be published in a local newspaper.

Your advertisement should carry more relevant information. [No marks will be given for duplicating the given advertisement above]

[15 marks]

Name two ways of contracting the Sulpaining (Fill a

IBRAK **Question:** V Imagine that you have been invited for a function to deliver a speech on "The Impact of Open Economy Policy in the Sri Lankan Economy". 2.9 MAY 200 Write the speech with relevant information in 150 - 200 words. Eestern University. and the loss in operant characters mours are converted by auto-arrange, disvirig elementer gardes will all the inclusion and a part of the second s scient and seattle wire love meaning and wint free a

Unterest [20 marks] 6

Question: VI

Read this article on Games People Play at Meetings and answer the questions below.

29 MAY 2008

The University, Sri

DO YOU ever feel as though you spend all your time in meetings?

Henry Mintzberg, in his book The Nature of Managerial Work, found that in large organizations managers spent 22 per cent of their time at their desk, 6 per cent on the telephone, 3 per cent on other activities, but a whopping 69 per cent in meetings.

There is a widely – held but mistaken belief that meetings are for "solving problems" and "making decisions". For a start, the number of people attending a meeting tends to be inversely proportional to their collective ability to reach conclusions and make decisions. And these are the least important elements.

Instead hours are devoted to side issues, playing elaborate games with one another. It seems, therefore, that meetings serve some purpose other than just making decisions.

All meetings have one thing in common: role-playing. The most formal role is that of chairman.

He (and it is usually a he) sets the agenda, and a good chairman will keep the meeting running on time and to the point. Sadly, the other, informal, role-players are often able to gain the upper hand. Chief is the "constant talker", who just loves to hear his or her own voice.

Then there are the "can't do" types who want to maintain the status quo. Since they have often been in the organization for a long time, they frequently quote historical experience as a ploy to block change: "It won't work, we tried that in 1984 and it was a disaster." A more subtle version of the "can't do" type, the "yes, but", has emerged recently. They have learnt about the need to sound positive, but they still can't bear to have things change.

Another whole sub-set of characters are people who love meetings and want them to continue until 5.30 pm or beyond. Irrelevant issues are their specialty. They need to call or attend meetings, either to avoid work, or to justify their lack of performance, or simply because they do not have enough to do.

Then there are the "counter dependents", those who usually disagree with everything that is said, particularly if it comes from the chairman or through consensus from the group. These people need to fight authority in whatever form.

Meetings can also provide attenders with a sense of identification of their status and power. In this case, managers arrange meetings as a means of communicating to others the boundaries of their exclusive club who is "in", and who is not.

A popular game is pinching someone else's suggestions. This is where someone, usual junior or female, makes an interesting suggestion early in the meeting which is not picke up. Much later, the game is played, usually by some more senior figure who propount the idea as his own. The suggestion is of course identified with the player rather than th initiator.

Because so many meetings end in confusion and without a decision, another more communal game is played at the end of meetings, called reaching a false consensus. Since it is important for the chairman to appear successful in problem-solving and making decision, the group reaches a false consensus. Everyone is happy, having spent their tim productively. The reality is that the decision is so ambiguous that it is never acted upor or, if it is, there is continuing conflict, for which another meeting is necessary.

In the end, meetings provide the opportunity for social intercourse, to engage in battle i front of our bosses, to avoid unpleasant or unsatisfying work, to highlight our socia status and identity. They are, in fact, a necessary though not necessarily productiv psychological sideshow. Perhaps it is our civilized way of moderating, if not preventing change.

[Source: New International Business English]

 Deera	(v) or false (x), according to the art	icle.
1.	According to Henry Mintzberg, managers spend most of their wo time having meetings.	rkinį
2.	According to him, the purpose of meetings is to solve problems and decisions.	nak
3.	At a meeting every person is playing a role. []	
4.	The writer mentions eight roles that people play at meetings. []	
5.	A 'can't do' type is in favour of tradition and against new ideas.	
6.	People who aren't invited to meetings are regarded as less important those who do attend.	it by
7.	It's normally junior people who steal other people's ideas at meetings.	
9.	Men at meetings no longer treat women as inferiors. [] Even when no definite decisions are made at a meeting, the people o leave thinking the meeting has been useful.	ften
10.	The writer believes that meetings are a waste of time and prevent char being made.	iges
	[10 marks]	

b.	1.	Who is Henry Minzberg?
	2.	What is the percentage, the managers of large organizations spent of their time in meetings?
	3.	What are the mistaken believes of meetings?
	4.	What are most formal roles of a chairman at meetings?
	5.	Who do not like to have change in the organization?
	6.	Why do the "sub-set" like to have meetings?
	7.	How are the people, who often disagree with everything, called?

What is the popular game mentioned at meetings?

8.

Stines sity.

9. What is the game played at the end of meetings?

10. Why is it necessary to reach at a false consensus at the end of meetings?

[25 marks]