

20. 주제 : 성공하기 위해서는 인내심을 길러야 한다.

1. Too many times people, especially in today's _____ things just _____
2. When we have these _____ it tends to _____ us _____ to move forward.
3. Because this is a high tech society, everything ^we want _____ to be within the parameters of our _____ and _____
4. If it doesn't happen fast enough, we're tempted to lose interest.
5. So many people don't want to take the time ^it requires _____
6. _____
7. Have you fallen prey to _____
8. Great things take time _____

* parameter: 매개 변수, 제한

21. 주제 : 한 때 멀게 느껴진 기술이 현실화된 자율주행자동차와 의학계

1. If you _____ to create a "self-driving" car in the 1950s, your best option _____ a brick to the _____
2. Yes, the _____ able to move forward on its own, but it could not slow down, stop, or _____
3. _____ not ideal. But _____ mean ^the _____ of the self-driving car is not worth _____
4. No, it only means that at the time we did not yet have the tools ^we now _____ vehicles _____ both _____ and safely.
5. _____
6. It is much the same story in medicine.
7. Two decades ago, we were still taping bricks to accelerators.
8. Today, we are _____ the point _____ we can begin to _____ some _____ technology _____ in ways _____ our understanding of patients as unique individuals.
9. In fact, many patients are already wearing devices _____ their conditions in real time, _____ doctors _____ to their patients in a _____ and _____ way _____ was not even _____ a decade ago. * strap: 끈으로 묶다 ** autonomously: 자율적으로

22. 요지 : 새로운 기술에 비해 기존 기술의 영향력이 간과되고 있다.

- _____
1. **Take** the baby bottle.
2. Here **is** a simple _____ **has** _____ a _____ human experience for _____ numbers of _____ and mothers, **yet** it **finds** no place in our histories of technology.
3. This technology **might** _____ as a classic _____ as it **enables** mothers _____ more control over the timing of feeding.
4. It **can** also _____ to save time, as bottle feeding **allows** _____ someone else _____ for the mother's time.
5. _____ it **has** huge _____ for the _____ of time in everyday life, **yet** it is **entirely overlooked in discussions of high-speed society.**

23. 주제 : 사업에서의 공감의 다른 해석들

1. _____ **is** frequently **listed** as one of the most _____ in an _____ or employee, without _____ exactly **is meant** by empathy.
2. **Some businesses stress cognitive empathy, emphasizing** the need _____ leaders _____ the _____ of employees and customers _____ deals and _____ decisions.
3. **Others stress affective empathy and empathic concern,** _____ the ability of leaders _____ trust from employees and customers by _____ them with real concern and _____
4. When some _____ **argue** successful companies _____ empathy, _____ companies should conduct good market research.
5. an "empathic" company **understands** the needs and wants of its customers **and** _____ those needs and wants.
6. When some people **speak of** design with empathy, that _____ is companies should **take into account the specific needs of different populations** — the blind, the deaf, the elderly, non-English speakers, the color-blind, and so on — **when** _____ products.

* empathy: 공감, 공감 능력 ** compassion: 동정심

24. 주제 : 디지털 사회에서 아이들은 즉각적인 응답이 없는 상황을 힘들어한다

1. The most _____ problem ^kids report ^that they feel like ^t _____
1. Because technology allows for it, they feel an _____
2. _____ is easy _____ most of us _____ — you probably feel the same _____ in your own life!
3. _____ is really _____ the fact _____ we're human and can't always respond _____.
4. For a teen or tween _____ is still learning the _____ of social _____ it's even worse.
5. Here's how this behavior plays out sometimes: Your child texts one of his friends, and the friend doesn't text back right away.
6. Now it's easy _____ your child _____ "This person doesn't want to be my friend anymore!"
7. So he texts again, and again, and again — _____ their phone."
8. This can be _____ and even _____ as _____
9. But you can see _____ this could happen.

* tween: (10 ~ 12세 사이의) 십대 초반의 아동

29. 주제 : 암시와 결합된 마음 속 이미지는 행동변화에 도움이 된다.

1. For years, many _____ have held strongly to the belief _____ the key to _____ negative health habits _____ to change behavior.
2. This, more than values and _____ the part of _____ is easiest _____
3. Ingestive habits such as smoking, drinking and various eating behaviors are the most common health _____ for behavioral changes.
4. _____ behaviors (workaholism, shopaholism, and the like) _____ into this category as well.
5. _____
6. _____ this technique alone will not produce changes, _____ alongside other behavior _____ and _____ strategies, behavioral changes have _____ for some people.
7. _____ mental imagery does _____ a new _____ behavior.
8. _____ use of images _____ the _____ behavior more _____ over time.

* ingestive: (음식) 섭취의 ** premise: 전제

30. 주제 : 청소년기 감정 조절 발달에 영향을 주는 부모의 간접적 역할

1. Emotion _____ — _____ from other people about emotions and how to deal with them — _____ early in life **and** _____ a _____ role for emotion _____ development.
2. _____ such as peers or media, _____ importance _____ parents **remain** the _____ socialization _____
3. , their own _____ to emotional situations **serve** as a role model for emotion regulation, _____ the _____ their children **will show** similar reactions in _____ situations.
4. Parental _____ when their children **are faced** with emotional challenges also _____ emotion regulation development.
5. direct _____ and _____ guidance of _____ for younger children, they **may** _____ adolescents' _____
6. **In consequence, adolescents might pull away from, rather than turn toward, their parents in times of emotional crisis, unless parental practices are adjusted.**
7. More _____ in adolescence _____ indirect support of autonomous emotion regulation, such as through _____ as well as _____ and _____ adolescents' emotional experiences, **and** _____ when the adolescent **wants** to talk.

31. 주제 : 신체 조건과 자연적 물리 법칙의 제약을 이해하고 움직이는 것이 무용수에게 효율적이다

1. Dancers often **push** _____ to the limits of their physical _____
2. **But that push is misguided if it is directed toward accomplishing something physically impossible.**
3. , a tall dancer with long feet **may wish** to perform _____ jumps to fast music, _____ his feet in the air **and** _____ his heels to the floor between jumps.
4. That **may be** impossible no matter how _____ the dancer **is**.
5. But a short-footed dancer **may have** no trouble!
6. _____ dancer **may be** _____ a half-turn in the air.
7. _____ the connection between a rapid turn rate and the alignment of the body _____ the _____ her _____ her turn _____
8. In both of these cases, _____

* alignment: 정렬 ** rotation axis: 회전축

32. 주제 : 현대 대중문화의 중심에 있는 어린이 영화

1. We **must** _____ the relationship between children’s film _____ and consumption habits.
2. The term “children’s film” **implies** _____ by children — their cinema — but **films supposedly made for children have always been consumed by audiences of all ages, particularly in commercial cinemas.**
3. The _____ in audience _____ for children’s films **can be shown** by the fact in 2007, eleven Danish children’s and youth films _____ 59 per cent of _____ **and** in 2014, German children’s films _____ seven out of the top twenty films at the national box office.
4. This _____ a broader, international _____ of is _____ children’s culture among audiences of _____ ages.
5. The old children’s film **is** some other _____ from (and forever _____ to) a more _____ cinema for adults **is not supported** by the realities of consumption: _____

* subordinate: 하위의

33. 주제 : 호기심은 인간의 창의성의 원동력이다

1. Beethoven’s **drive to create something novel** is a reflection of his state of **curiosity**.
2. Our brains **experience** a sense of _____ when we **create** in the process of exploring **something** _____ such as a musical _____ we’ve never **played** or **heard** before.
3. When our curiosity **leads to** the _____ reward **brings** us a sense of
4. _____ of _____ **have modeled** curiosity **influences** musical _____
5. In the case of Beethoven, computer modeling _____ the thirty-two piano sonatas _____ after age thirteen _____ the musical patterns _____ in all of Beethoven’s music in later sonatas, while novel patterns, including patterns **were unique to a particular sonata**,
6.], Beethoven’s music became less predictable over time as his curiosity **drove** the _____ of new musical ideas.
7. _____

* sonata: 악곡의 한 형식

34. 주제 : 측량 가능한 것을 찾는 기술자들의 문제점들

1. _____ are always _____ .
2. s to a model are their _____ and like a social scientist, a technologist needs to _____ or "proxies," for _____
3. This need for quantifiable proxies _____ a _____ toward _____ things are easy _____
4. But simple metrics can take us further away from the important goals ^we really _____ may require _____ metrics or be _____ difficult, or perhaps _____ to any measure.
5. And when we have _____ or bad proxies, we can easily fall under the _____ we are solving for a good _____ without actually _____ progress toward a worthy solution.
6. _____
7. As the saying goes, Not everything that counts can be counted, and not everything that can be counted counts.

* metric: 측정 기준

35. 주제 : 생존과 관련된 진화적 근거를 두고 생겨난 향신료와 맛

1. We are the only species _____ its food, _____ it with the highly _____ plant parts ^we call herbs and _____
2. It's quite possible that our taste for spices has an evolutionary root.
3. Many spices have _____ — in fact, _____ such as garlic, onion, and oregano _____ the growth of almost every _____
4. And the cultures make the heaviest use of spices — think of the garlic and black pepper of Thai food, the ginger and _____ of India, the chili peppers of Mexico — _____ from warmer climates, bacterial _____ is a bigger issue.
5.], the most _____ cuisines — those of Scandinavia and northern Europe — _____ from cooler climates.
6. Our uniquely human _____ to flavor, in this case the flavor of spices, _____

* cuisine: 요리(법)

36. 주제 : 인체 발달의 복잡한 상호작용: 무작위 변이와 비무작위적 선택

1. _____

2. All _____ of body development from embryo to adult _____ random activities at the cellular level, **and** body _____ **depends on** the new possibilities _____ by these activities _____ with selection of those _____ **satisfy** _____ built-in _____
3. Always new structure **is** based on old structure, **and** at every stage selection **favors** some cells **and** **eliminates** others.
4. The survivors **serve** to produce new cells _____ further rounds of selection.
5. _____ the _____ system, cells and _____ of cells **are** not _____ _____ development, but rather, _____.
6. Those in the right place _____ the right connections _____ and those _____
7. This process **is** much like _____
8. A _____ of the strategy **is** great _____ from individual to individual at the cell and _____ levels, even though large-scale structures **are** quite similar.

* molecular: 분자의 ** embryo: 배아

37. 주제 : 재택 간호의 비용 증가를 통제하기 위해 도입한 관리시스템

1. _____ the _____ costs of home care for _____ and _____ persons under control, managers of home care providers have introduced management systems.
2. These systems _____ tasks of home care workers and the time and budget _____ these tasks.
3. _____ reporting systems **require** home care workers _____ on their activities and the time _____ thus _____ the _____ of time and money _____ **and** in the _____ of managers, ^^ _____.
4. **This, in the view of managers, has contributed to the resolution of the problem.**
5. The home care workers, _____, **may** _____ their work **not** as a set of separate tasks _____ as _____ as possible, **but** _____ a service _____ to a client they **may have developed** a relationship.
6. **This includes having conversations with clients and enquiring about the person's well-being.**
7. _____ time and the requirement to report **may be perceived** as _____ **make** _____ the service **is needed.**
8. If the management systems **are** too _____ this **may result in** home care workers _____ and _____

38. 주제 : 무리를 떠나는 것이 생태학적 진화적 관점에서 중요할 수 있다.

1. ___ is a common _____ most vagrant birds are _____ the rare cases individuals are able to _____ and _____ to their normal _____
2. ___ it is also commonly _____ vagrancy itself is a _____ unimportant _____
3. This is _____ true for the _____ of cases, as the most _____ outcome of any _____ vagrancy event is the individual will fail to find enough _____ and/or _____ to _____ environmental conditions, _____
1.], there are many lines of evidence _____ vagrancy can, on _____ dramatically alter the fate of populations, species or even whole ecosystems.
4. _____
5. The most _____ consequences of vagrancy _____ the _____ of new _____ sites, new _____ and _____ locations.
6. Each of these can _____ through different mechanisms, _____ and they each have their own unique importance.

* vagrancy: 무리에서 떨어져 헤매 * doomed: 죽을 운명의 * inhospitable: 살기 힘든

39. 주제 : 대부분은 사람들은 전문가에게 필요한 내재화된 전문 지식없이 스스로를 전문가라고 착각한다

1. _____
2. _____], are able to think on their feet because they've invested thousands of hours in learning and practice : their intuition has become data-driven.
1. Only then _____ able to act quickly _____ their _____ and evidence-based experience.
3. _____
4. Most of us, especially when we _____ others on social media, _____ with expert-like speed and _____ a wide range of opinions on global crises, without the substance of knowledge that supports it.
5. And thanks to AI, ensures our messages are delivered to an audience more _____ to believing it, our delusions of expertise can be reinforced by our personal filter bubble.
6. We have an _____ people more open-minded, _____ and _____ when

* intuition: 직관 ** delusion: 착각

40. 주제 : 데이터 폭증 시대의 지식 추출과 의사 결정

요약 : 저장소에 저장된 방대한 양의 데이터는 인간의 이해를 압도하기 때문에, 더 나은 의사 결정을 위해 가치 있는 지식을 얻기 위한 효과적인 도구가 요구된다.

1. The fast-growing, _____ amount of data, _____ and _____ in large and _____ data **repositories**, _____ far _____ our human ability for understanding without powerful tools.
1. As a result, data _____ in large data repositories become "data tombs" — data archives are _____ visited.
2. Important decisions **are** often **made** based not on the information-rich data _____ in data repositories but rather _____ a decision maker's _____ simply **because** the decision maker **does not have** the tools _____ the valuable knowledge _____ in the _____ amounts of data.
3. Efforts **have been** _____ expert system and knowledge-based technologies, _____ users or **domain** experts _____ knowledge into knowledge _____
4.], this _____ **is** likely to cause _____ and errors **and is** extremely _____ and time consuming.
5. The widening gap between data and information _____ the systematic development of tools **can turn** data tombs **into** "golden nuggets" of knowledge.

* repository: 저장소 ** golden nugget: 금괴

[41 ~ 42] 요약 : 우리의 뇌는 멀티태스킹에 적합하지 않으므로 한 번에 두 가지 일을 시도한다면 한 가지 일은 집중하지 않아도 될 만큼 익숙해야 한다.

1. ___ is untrue teens can focus on two things at once — they're doing is _____ their attention from one task to _____
2. In this digital age, teens ___ their brains _____ these shifts very quickly, they are still, like everyone else, _____ attention to one thing at a time, _____
3. _____ tells us ^multitasking should increase brain activity, Carnegie Mellon University scientists _____ the latest brain imaging technology find ^it _____. ^^
4. As a matter of fact, they discovered that multitasking actually decreases brain activity.
5. Neither task is done as well as if each were performed individually.
6. _____ of a second _____ lost every time we make a switch, a person's _____ task can take 50 percent longer _____ with 50 percent more errors.
7. _____ ^the latest brain research supports the old advice "."
8. It's not that kids can't do some tasks _____
1. But if two tasks are performed at once, one of them has to be familiar.
9. Our brains perform a familiar task on "automatic pilot" really _____ attention to _____
10. That's _____ companies consider talking on a cell phone and _____ as _____ as _____ _____ — _____ the driving _____ goes on "automatic pilot" while the conversation really holds our attention.
11. Our kids may be living in the Information Age but our brains have not been redesigned yet.