



### 本集内容

South Korea's gaming addiction 韩国青少年沉迷网络游戏

### 学习要点

有关“dependence 依赖”的词汇

### 边看边答

How much is the South Korean gaming industry worth?

### 文字稿

In South Korea many kids don't want to be sports stars, they want to be professional gamers. They practise for hours in rooms known as PC Bangs. The competition is so tough, there's no time to stop for dinner.

在韩国，很多孩子并不想当体育明星，而是想成为职业游戏玩家。他们在被称作“网吧”的隔间里一连数小时练习玩游戏。竞赛激烈，没有时间停下来吃晚饭。

In this arena, you're a fighter, a hero, a winner. But it's having a real impact on this new gaming generation.

在这个赛场上，你是一个斗士，一名英雄，一位冠军。但它确实对新一代玩家有着不小的影响。

These teenagers are just a few of the hundreds who've had to undergo a **digital detox** treatment. Their passion was becoming an **addiction**.

这些青少年只是数百名接受了**数字排毒**治疗中的少数人。他们对游戏的热情变成了一种**瘾**。

Male, former gaming addict

I tried quitting by myself, but my friends kept **seducing** me back to the PC Bang.

男 曾沉迷游戏的玩家

“我曾试图自己戒掉，但我的朋友们不停地**引诱**我回到网吧里去。”

They're taught to care for others and taken to a retirement home where they even put on a show. The aim is to help them interact in the real world: develop a human connection before their **symptoms** become much worse.

这里有人教他们照料他人，并把他们带到敬老院，他们甚至还给老人们表演节目。目的在于帮助他们在现实世界中互动，让他们在成瘾**症状**愈加恶化之前与人建立联系。

But one head teacher believes the answer is not to limit gaming, but to encourage it.

但有一位校长却认为解决问题的办法不是限制而是鼓励孩子们玩电子游戏。

**Bang Seung-Ho, Ahyeon Polytechnic School**

Everyone looks at this as a gaming problem. But if you look beyond that, all the kids have talent. And if you just hone that and make them concentrate on it, I think the kids show signs of genius.

方承豪 阿峴理工中学

“所有人都认为这是玩游戏导致的问题。但如果你放远目光，就会发现所有的孩子都有天赋。如果你让他们不断磨练并专注于此，我认为孩子们会展现出天才的迹象。”

The South Korean paradox is that its gaming industry is one of the biggest in the world worth over five billion dollars and it's growing fast. But this country's also having to invest billions to ensure it doesn't lose a generation along the way.

在韩国，问题的矛盾就在于它拥有世界上最大的电子游戏产业之一，价值超过五十亿美元，并且在迅速发展。但同时韩国也不得不投入数十亿美元以确保不会因此失去整整一代人。

词汇

digital detox 数字排毒（一段时间内不使用电子设备）

addiction 上瘾

seducing 引诱、诱惑

symptoms （疾病）症状

视频链接: <https://bbc.in/2rKMfdI>

你知道吗？

Tennis for Two is widely considered to be the oldest video game. It was created in 1958 by American physicist William Higinbotham and looked much like the later and more well-known game Pong.

人们普遍认为《双人网球》是最早的电子游戏。它是由美国物理学家威廉·辛吉布森在 1958 年设计开发的，游戏风格很像后来更为广为人知的乒乓游戏《乓》。

## 问题答案

The South Korean gaming industry is worth over five billion dollars.