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<광고>



More Like It

4탄 구동사 편 출간

더 영어답게 말하는 요령

Summary

Walking down the streets of Seoul, especially in an area popular with the younger generation, you'll easily find a new type of arcade filled with people. In these **claw machine arcades**, you can **test your luck at picking up cute plush dolls with bets of less than a dollar**. Arcades and claw machines **have been around for decades**, mostly as a pastime of elementary school students and teenagers; but now, enlarged and expanded forms of these have become popular with almost all generations, even middle-aged men.

To understand the sudden popularity of this **cheap but highly luck-based game**, some have **come up with socio-economic interpretations**. A **prolonged economic downturn** has taken away opportunities to feel a sense of achievement, **a feeling easily compensated for by claw machines at the expense of less than 10,000 won**. Claw machine arcades are also attractive as a business. As it doesn't cost a lot for initial investment and maintenance, it's emerging as a **good pick for those who want to start their own businesses** with limited budgets.

Despite the unpredictable nature of claw machines and concerns over illegal operation of these specialized arcades, **the craze is expected to last** for a while. However, **just like with fads in fashion**, it, too, will **wane in popularity** someday. If and when the welcome news that **the economy is back on track** comes, Koreans will feel a much bigger sense of happiness and fulfilment than they can ever get from a game.

해석

1. claw machine arcades 인형 뽑기방
2. test your luck at picking up cute plush dolls with bets of less than a dollar 1달러도 안 되는 돈을 걸어서 봉제 인형을 뽑는 행운을 테스트 해 본다
3. have been around for decades 오래 존재해 왔다
4. cheap but highly luck-based game 저렴하지만 사행성이 높은 게임
5. come up with socio-economic interpretations 사회경제적인 해석을 제시하다
6. prolonged economic downturn 지속되는 경기 불황
7. a feeling easily compensated for by claw machines at the expense of less than 10,000 won 인형뽑기에 1만원도 쓰지 않으면서 쉽게 충족될 수 있는 감정
8. good pick for those who want to start their own businesses 창업을 하려는 사람들에게 좋은 선택
9. the craze is expected to last 열풍은 지속될 것이다
10. just like with fads in fashion 잠시 유행하는 패션이 그렇듯이
11. wane in popularity 인기가 줄다
12. the economy is back on track 경제가 회복되다

Keywords / Key Sentences

1. 500원에서 1000원 정도의 돈을 넣고 인형을 뽑는 인형 뽑기방이 유행이다. Claw machine arcades are popular in Korea now, where only 500 or 1,000 won gives you a chance to try picking up a stuffed animal. / Claw machine arcades are trendy in Korea at the moment, where just 500 or 1,000 won lets you try your hand at grabbing a plush doll. / Claw machine arcades are in fashion in Korea at present, where a mere 500 to 1,000 won allows you to test your luck at plucking a stuffed animal.
2. 어린이들뿐 아니라 20대 청년층에서 중장년층까지 다양하게 인형뽑기를 즐긴다. It's not just children who enjoy claw machines. People ranging from in their 20s to the middle aged all have fun trying to pick up toys. / Kids aren't the only ones who like claw machines. People in their 20s up to the middle aged all take pleasure in trying their hand at grabbing toys. / Claw machines aren't appreciated by only the youth. People aged 20 all the way up to the middle aged all entertain themselves by testing their luck at plucking toys.
3. 적은 돈으로 성취감을 느낄 수 있고 스트레스가 해소되는 것 같아 이용한다고 말한다. Lovers of claw machines cite a sense of achievement and stress relief at a cheap price as the source of their fun. / Claw machine fans attribute their enjoyment to a sense of accomplishment and stress relief with low cost. / Enthusiasts of claw machines credit a sense of attainment and stress relief at minimal expense as the reasons for their amusement.
4. 인형 뽑기는 어려운 경제상황 속에서 생활이 빠듯한 청년들이 사치를 부려 볼 수 있는 기회로 받아들여지고 있다. Claw machines are thought to be an easily accessible form of extravagance for many young people who have difficulty sustaining their lives financially in this difficult economic situation. / Claw machines are seen as an affordable luxury for much of the younger generation who struggle with providing for themselves financially in this troubling economic situation. / Claw machines are looked at as a readily available type of indulgence for many youth who find it challenging to make ends meet financially in this tightened economic situation.
5. 투자비용이 적고 인건비가 들지 않아 인형 뽑기방 창업이 인기다. Opening a claw machine arcade is popular for those who want to start their own business, as it demands little initial investment and employment cost. / Establishing a claw machine arcade is desirable among those who want to launch their own venture, since it requires minimal starting investment and labor expense. / Setting up a claw machine arcade is favored by those who want to be entrepreneurs, because it involves low investment at the outset and staff burden.
6. 열풍이 지나치다 보니 중독성을 우려하는 목소리도 커지고 있다. This popularity increases concern about the game's addictive quality for some people. / The craze raises fears over the game's addictive characteristic for certain individuals. / This trend grows worries about the game's addictive nature for particular consumers.