

**2011년 6월 1일 키워드 스피킹 방송 / 주제: 청소년 게임중독**

**Paul's Summary (transcribed)**

With the numerous video game deaths in Korea over the past year being spotlighted in the news, parents and **advocacy groups** have been protesting to the government that **stricter regulations should be imposed on online gaming**. The government has responded by approving the **shutdown of online games for minors under 16** between midnight and 6 am. Video game companies would be required to implement an **age verification system** that could cut off the connection to those underage. But it has become one of the most controversial issues for the nation.

For more than a decade, the video game industry has been booming in Korea, creating thousands of jobs and trillions of won. Korea is also one of the few countries that celebrates e-sports, making it a legitimate sport broadcasted 24/7 on cable and sponsored by major businesses. Unfortunately, **this success has come at a price**. The National Information Society Agency (NIA) states that up to 17 percent of teenagers in Korea are **video game addicts**. There are tens of thousands of teenagers being admitted to rehab clinics and even boot-camps.

Parents are understandably worried about their children's **overexposure to video games**. Long hours spent in front of a computer at night can hurt children's health as well as normal school life. Also, the **explicit content** of video games can make teenagers more **prone to violence**, which allegedly attributes to school bullying. However, this type of government action seems to have many holes. It doesn't cover mobile games which will soon become more than 50% of the game market. The restrictions would only be placed on local Korean game companies. But the main issue that seems to be facing lawmakers is whether it is **constitutional** for the government to enforce such a mandatory shutdown. Civic groups are **petitioning** to the courts that it infringes on the **rights of youths to pursue happiness** and of parents on how they want to educate their children. This issue is leaving many Koreans wondering about how much the government is responsible for **good parenting** and what goes on in the privacy of people's homes.

**Key Words**

1. 게임중독 game addiction, be hooked on games, obsession with games
2. 섯다운제 online game curfew, shutdown of online games
3. 사회적 결여 lack of social interaction
4. 수면권, 학습권 Teenagers have personal rights. They're supposed to sleep (or study) instead of spending hours playing video games
5. (게임을) 모방해서 저지르는 범죄 imitate online games and commit a crime
6. 현실감이 없어지다 lose sense of reality, be detached from society
7. 학부모의 책임 it's parents' responsibility; parents have responsibility to educate (or monitor) their children
8. 행복추구권 right to pursue happiness
9. (경제적으로) 타격을 받다 hit hard economically
10. 헌법소원 plead to the Constitutional Court; make an appeal to the Constitutional Court
11. 역차별 reverse discrimination
12. 16세 이하 청소년 minors under 16
13. 게임을 과도하게 하는 것 overexposure to video games
14. 선정적인 내용 explicit content
15. 폭력적인 성향을 띠다 prone to violence; easily turned to violence
16. 폭력에 둔감해지다 desensitized to violence
17. 법의 효력을 정지시키다 repeal the law

**More Key Words**

1. 인터넷중독 net addiction
2. (보도에 의한) 폭도 exposé
3. 신병훈련소, 중독을 치료하기 위한 캠프 boot camp

4. 비디오 게임이 청소년을 폭력적으로 만든다 video games influence children to become violent
5. PC방 Internet café
6. 사회 단체 advocacy groups
7. 나이 인증제 age verification system
8. 이런 성공에는 명암이 엇갈린다 this success has come at a price
9. (서명을 모아) 청원하다 petitioning
10. 좋은 부모가 되는 것 good parenting
11. 합헌이다 be constitutional