9-01 · 9-1 기술을 보는 눈
09 기술과 미디어 · 교재 p.206

2023학년도 수능 30번

2022년 11월 시행 · 대학수학능력시험

Everywhere we turn we hear about almighty “cyberspace”! The hype promises that we will leave our boring lives, put on goggles and body suits, and enter some metallic, three-dimensional, multimedia otherworld. When the Industrial Revolution arrived with its great innovation, the motor, we didn’t leave our world to go to some remote motorspace! On the contrary, we brought the motors into our lives, as automobiles, refrigerators, drill presses, and pencil sharpeners. This absorption has been so complete that we refer to all these tools with names that declare their usage, not their “motorness.” These innovations led to a major socioeconomic movement precisely because they entered and affected profoundly our everyday lives. People have not changed fundamentally in thousands of years. Technology changes constantly. _____. That’s exactly what will happen with information technology and its devices under human-centric computing. The longer we continue to believe that computers will take us to a magical new world, the longer we will delay their natural fusion with our lives, the hallmark of every major movement that aspires to be called a socioeconomic revolution.

1. 빈칸 추론 윗글의 빈칸에 들어갈 말로 가장 적절한 것은?

① We must change to fit our machines
② It will soon replace human workers
③ It’s the one that must adapt to us
④ It always takes us to new worlds
⑤ It should stay separate from daily life

2. 주장 윗글에서 필자가 주장하는 바로 가장 적절한 것은?

① 정보 기술은 우리를 새로운 세계로 데려가는 것이 아니라 일상생활 속에 자연스럽게 융합되어야 한다.
② 사람들은 가상 세계에서 살 준비를 해야 한다.
③ 모터 기술은 정보 기술보다 사회적 영향이 작았다.
④ 기술 혁신은 일상생활과 거리를 둘 때 성공한다.
⑤ 사람은 기술에 맞추어 끊임없이 변해 왔다.

2025학년도 9월 모평 32번

2024년 9월 시행 · 한국교육과정평가원

One of the factors determining the use of technologies of communication will be the kinds of ① investments made in equipment and personnel; who makes them, and what they expect in return. There is no ② guarantee that the investment will necessarily be in forms of communication that are most appropriate for the majority of people. Because the ownership of investment funds tends to be in the hands of ③ commercial organisations, the modernisation of communications infrastructure only takes place on the basis of potential profitability. Take, for example, the installation of fibre-optic communications cable across the African continent. A number of African nations are involved in the development but its operational structures will be oriented to those who can ④ pay for access. Many states that might wish to use it for education and information may not only find it too expensive but also simply unavailable to them. There can be no doubt that the development has been led by investment opportunity rather than ⑤ investor demand.

1. 어휘 윗글의 밑줄 친 부분 중, 문맥상 낱말의 쓰임이 적절하지 않은 것은?

① ② ③ ④ ⑤

2. 주제 윗글의 주제로 가장 적절한 것은?

① the educational benefits of fibre-optic cables
② why African states refuse new technology
③ the low cost of modern communication
④ how profit-driven investment shapes access to communication technology
⑤ how communities fund their own networks

2024학년도 9월 모평 33번

2023년 9월 시행 · 한국교육과정평가원

An invention or discovery that is too far ahead of its time is worthless; no one can follow. Ideally, an innovation opens up only the next step from what is known and invites the culture ① to move forward one hop. An overly futuristic, unconventional, or visionary invention can fail initially (it may ② lack essential not-yet-invented materials or a critical market or proper understanding) yet succeed later, when the ecology of supporting ideas catches up. Gregor Mendel's 1865 theories of genetic heredity were correct but ③ ignored for 35 years. His sharp insights were not accepted because they did not explain the problems biologists had at the time, ④ nor was his explanation operate by known mechanisms, so his discoveries were out of reach even for the early adopters. Decades later science faced the urgent questions that Mendel's discoveries could answer. Now his insights were only one step away. Within a few years of one another, three different scientists each independently ⑤ rediscovered Mendel's forgotten work, which of course had been there all along.

1. 어법 윗글의 밑줄 친 부분 중, 어법상 틀린 것은?

① ② ③ ④ ⑤

2. 제목 윗글의 제목으로 가장 적절한 것은?

① Mendel: The Scientist Who Never Made Mistakes
② The Faster the Invention, the Better
③ Why Early Adopters Love Visionary Ideas
④ Genetics Before Mendel
⑤ One Step Ahead, Not Ten: Why Timing Matters for Innovation

2026학년도 6월 모평 41~42번

2025년 6월 시행 · 한국교육과정평가원

In technological design, an aspiration towards seamlessness aims to make the technological experience for humans blend seamlessly into our everyday lives. Essentially, this aspiration aims towards experiences where people are _____, the interface or the differences between human-technology and human-human interaction. Considering the metaphor of seams in clothing, we can say that we aspire to seamless aesthetics by stitching the seams closely, pressing them flat and making sure they are hidden on the inside so that we wear clothing rather than pieces of fabric. When designers and engineers talk about technological seamlessness, they are often referring to ease of use and convenience. For example, in interface design, an aspiration towards seamlessness ensures the experience for the user flows and is not stressful or irritating. Most of us would have had experiences of poor interface designs or apps in workplaces that make things more complicated and irritating, and have longed for more seamless interfaces. Technological seamlessness can also include less visible screens in new technologies, or virtual reality technologies with a seamless technological design. The aim is to immerse the user experience such that the visual interaction might be described as inside the screen rather than a body interacting with a digital console or object as separate entities. Similarly, seamlessness in humanoid robotic design aims to make humanoids indistinguishable from a human body.

1. 빈칸 추론 윗글의 빈칸에 들어갈 말로 가장 적절한 것은?

① constantly reminded of the interface
② no longer aware of the technology
③ forced to learn complex controls
④ separated from the digital world
⑤ able to see every seam clearly

2. 주제 윗글의 주제로 가장 적절한 것은?

① why poor interfaces improve workplace skills
② the history of clothing design
③ the aim of seamlessness in technological design
④ the dangers of virtual reality for children
⑤ how robots replace human workers

2025학년도 수능 20번

2024년 11월 시행 · 대학수학능력시험

We almost universally accept that playing video games is at best a ① pleasant break from a student's learning and more often what prevents a student from accomplishing their goals. Games catch and ② hold attention in a way that few things can. And yet once they have our focus, they ③ rarely seem to offer anything meaningful to help students grow in their lives outside the games. While this may be true for many games, we are too easily ④ ignoring a valuable tool that could be used to enhance productivity instead of derailing it. Rather, it is desirable that we develop games that connect to the learning outcomes we want for our students. This will enable educators to take advantage of games' attention commanding capacities and allow our students to ⑤ avoid their games while learning.

1. 어휘 윗글의 밑줄 친 부분 중, 문맥상 낱말의 쓰임이 적절하지 않은 것은?

① ② ③ ④ ⑤

2. 제목 윗글의 제목으로 가장 적절한 것은?

① Why Students Should Quit Video Games
② Game On for Learning: Turning Attention into Achievement
③ Games: A Pleasant but Useless Break
④ How to Limit Screen Time
⑤ The Dangers of Online Gaming

2026학년도 수능 39번

2025년 11월 시행 · 대학수학능력시험

A video game has its own model of reality, internal to itself and separate from the player's external reality, the player's bodily space and the avatar's bodily space. The avatar's bodily space, the potential actions of the avatar in the game world, is the only way in which the reality of the external reality of the game world can be perceived. As in the real world, perception requires action. The difference is that the action in the game world can only be explored through the virtual bodily space of the avatar. Players extend their perceptual field into the game, encompassing the available actions of the avatar. The feedback loop of perception and action that enables you to navigate the world around you is now _____: instead of perceiving primarily through interaction of your own body with the external world, you're perceiving the game world through interaction of the avatar. The entire perceptual system has been extended into the game world.

1. 빈칸 추론 윗글의 빈칸에 들어갈 말로 가장 적절한 것은?

① completely broken
② faster than before
③ no longer necessary
④ one step removed
⑤ limited to the eyes

2. 요지 윗글의 요지로 가장 적절한 것은?

① 게임 속 지각은 아바타의 가능한 행동을 통해 이루어지며, 플레이어의 지각 체계는 게임 세계로 확장된다.
② 비디오 게임은 현실과 같은 방식으로 지각된다.
③ 아바타는 플레이어의 지각에 아무런 영향을 주지 않는다.
④ 게임 세계는 플레이어의 신체 공간 안에만 존재한다.
⑤ 지각은 행동 없이도 가능하다.

2027학년도 수능 31번

2026년 11월 시행 · 대학수학능력시험

There are several ways designers can ① minimize the likelihood of a control's accidental activation. Perhaps the easiest way is to make sure the control is far away so that the operator is unlikely to come into accidental contact with it. We could also increase the control resistance, which in turn will increase the force ② requiring for the operator to activate the control. We might recess the control into the control panel or place it behind a barrier. If the control is not ③ used frequently, we can place a protective cover over it, or lock the control into position. These options not only make the control harder to operate, but they create a sequence of several actions that the operator must take ④ to activate the control. If operation requires more than a single step, the operator must go through a sequence not only of actions, but also of decisions to make each action. Each point in the activation process then provides an opportunity for the operator ⑤ to reconsider his or her choice to activate the control.

1. 어법 윗글의 밑줄 친 부분 중, 어법상 틀린 것은?

① ② ③ ④ ⑤

2. 제목 윗글의 제목으로 가장 적절한 것은?

① Why Controls Should Be Easy to Reach
② The Fastest Control Panels
③ Protective Covers Waste Time
④ Slow Down to Stay Safe: Preventing Accidental Activation
⑤ Operators Need No Decisions

2024학년도 6월 모평 36번

2023년 6월 시행 · 한국교육과정평가원

The growing complexity of computer software has direct implications for our global safety and security, particularly as the physical objects upon which we depend—things like cars, airplanes, bridges, tunnels, and implantable medical devices—transform themselves into computer code. Physical things are increasingly becoming information technologies. Cars are "computers we ride in," and airplanes are nothing more than "flying Solaris boxes attached to bucketfuls of industrial control systems." As all this code grows in size and complexity, so too do _____. According to a study by Carnegie Mellon University, commercial software typically has twenty to thirty bugs for every thousand lines of code—50 million lines of code means 1 million to 1.5 million potential errors to be exploited. This is the basis for all malware attacks that take advantage of these computer bugs to get the code to do something it was not originally intended to do. As computer code grows more elaborate, software bugs flourish and security suffers, with increasing consequences for society at large.

1. 빈칸 추론 윗글의 빈칸에 들어갈 말로 가장 적절한 것은?

① the number of errors and software bugs
② the safety of our cars
③ the price of computers
④ the speed of the internet
⑤ the number of programmers

2. 주제 윗글의 주제로 가장 적절한 것은?

① the history of the airplane industry
② why software bugs are easy to fix
③ how cars became more fuel efficient
④ the benefits of open-source code
⑤ growing software complexity as a threat to security

정답 및 해설

9-01 **1.**③ **2.**① · 9-02 **1.**⑤ **2.**④ · 9-03 **1.**④ **2.**⑤ · 9-04 **1.**② **2.**③ · 9-05 **1.**⑤ **2.**② · 9-06 **1.**④ **2.**① · 9-07 **1.**② **2.**④ · 9-08 **1.**① **2.**⑤

9-01 · 2023학년도 수능 30번
1. ③ 사람은 수천 년간 근본적으로 변하지 않았고 기술은 계속 변하므로, 적응해야 하는 쪽은 기술이다. ①은 필자가 반박하는 사이버 공간식 사고와 맞닿아 있다.
2. ① 모터가 일상 도구에 흡수되었듯, 정보 기술도 마법 같은 신세계가 아니라 인간 중심 컴퓨팅으로 우리 삶과 융합되어야 한다는 주장이다.

9-02 · 2025학년도 9월 모평 32번
1. ⑤ 아프리카 광케이블 개발은 공동체의 요구가 아니라 투자 기회가 이끌었다. '투자 기회 rather than 투자자 수요'로는 대조가 성립하지 않는다. ⑤ investor → community.
2. ④ 통신 기반 시설은 수익성에 따라 투자되므로 다수에게 가장 적합한 형태가 아니라 비용을 낼 수 있는 사람 위주로 구축된다는 내용이다.

9-03 · 2024학년도 9월 모평 33번
1. ④ nor 뒤의 도치에서 동사 operate의 시제·형태에 맞춰 did가 와야 한다(nor did his explanation operate). ④ nor was → nor did.
2. ⑤ 시대를 너무 앞선 발명은 따라올 수 없어 가치가 없으며, 멘델의 예처럼 생태계가 따라잡을 때 비로소 받아들여진다는 글이다. ②는 글과 반대다.

9-04 · 2026학년도 6월 모평 41~42번
1. ② '이음매 없음'은 사람들이 기술, 인터페이스, 인간-기술과 인간-인간 상호 작용의 차이를 더 이상 의식하지 않는 경험을 지향한다.
2. ③ 옷의 이음매 비유를 들어, 기술 설계가 사용자가 기술을 의식하지 못할 만큼 일상에 녹아드는 매끄러움을 추구한다는 내용이다.

9-05 · 2025학년도 수능 20번
1. ⑤ 교육 목표와 연결된 게임을 만들면 학생들은 '게임을 즐기면서' 배울 수 있다. ⑤ avoid → enjoy.
2. ② 게임의 주의 집중력을 활용해 학습 목표와 연결된 게임을 개발해야 한다는 글이다.

9-06 · 2026학년도 수능 39번
1. ④ 자기 몸으로 세계와 상호 작용하는 대신 아바타를 통해 게임 세계를 지각하므로, 지각과 행동의 순환이 한 단계 떨어져 있게 된다.
2. ① 게임 세계는 아바타의 신체 공간을 통해서만 지각되며, 플레이어는 아바타의 행동을 매개로 지각을 게임 속으로 확장한다는 것이 요지다.

9-07 · 2027학년도 수능 31번
1. ② the force를 수식하며 '필요한' 힘이라는 수동의 의미이므로 과거분사 required가 알맞다. ② requiring → required.
2. ④ 제어 장치를 멀리 두거나 저항·덮개·잠금을 더해 여러 단계의 행동과 결정을 요구함으로써 우발적 작동을 줄이는 방법을 설명한다.

9-08 · 2024학년도 6월 모평 36번
1. ① 코드가 커지고 복잡해질수록 오류와 버그도 함께 늘어난다. 이어지는 '천 줄당 20~30개의 버그' 통계가 근거다.
2. ⑤ 사물이 코드로 바뀌는 시대에 소프트웨어가 복잡해질수록 버그가 늘어나 안전과 보안이 위협받는다는 내용이다.