



답안지 (에세이)

답안지 바코드



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People fall into the state of 'hyper-reality' when people desire to have products or items and feel strong wish for them, which are usually demonstrated through media images and the Internet. They allure people with images that seem real but not actually correspond to the real world. But, people make their own false reality or purchase products or items that is already made to seem like the reality just to achieve their desire for things to be actual. This kind of act of people can be seen at shopping malls and supermarkets. Those places are filled with humans' desire. So when people enter shopping malls or supermarkets they tend to fall into the state of 'hyper-reality' buying products that cannot be actually 'real' in the reality and items that allow them to escape from the reality. Although people know that this consumerism is short-lived and that they need to come back to the reality, shoppers tend to fall into 'hyper-reality' that leads to excessive consumerism. When adopting this idea of 'hyper-reality' to the Disney Land, it is for sure that it is full of factors that can lead people to be in 'hyper-reality'. However, there are both the two negative consequences of 'hyper-reality' which are its limit on its effectiveness to the reality and the fact that it gives limits to people's choice making when referring to 'hyper-reality' in Disney Land when they fall excessively.

To begin with, 'hyper-reality' has limit of its effectiveness in the reality. When people are in Disney Land that require people to maintain order, they all voluntarily stand in proper allowing the smooth flow of consumers because most people believe that they are under the 'magic' of Disney Land which is the 'reality'. This action shows that people are in 'hyper-realism'. However, when people come back to the reality they tend to become not as much as manners and maintain in order compared to their days at Disney Land. This paradox shows that even though people's fall into 'hyper-reality' seems beneficial to the reality, this can lead to negative consequence of people being only in order and maintaining manners only when they are at 'hyper-reality' which can result people's desire to escape from the reality and fall into 'hyper-reality' without being conscious.

Furthermore, it has the negative effect of reducing people's right of choice making. As seen in Disney Land that is full of 'hyper-realism' people get limited to choose and act as individual. Because Disney Land and other places like supermarket that is full of 'hyper-reality' require people to work and act under their authority, they order people to stand in line or act as certain way provided by them. People follow these rules because they are so into the 'hyper-reality' that seems like the real world to them even though it is not. So, people do not stand for their right to choose what they wish to do even when they have paid to enter 'hyper-reality'.

With the continuing contact with media images, the Internet and videogames, people are likely to fall into 'hyper-reality' because they want to escape from the reality. However, they have to remember that excessive 'hyper-reality' can bring two negative consequences such as limit to its effectiveness in the real world and limit to make choices as seen in both passages B and C. People have to become aware of current situations of the 'hyper-realism' and be careful not to fall deeply to the 'hyper-reality'.