

英语

用2000词 带你走进尖端科技世界.....

时文鲜读

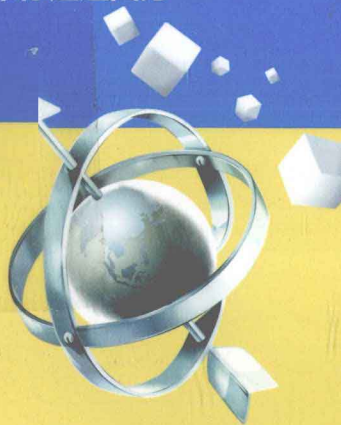
A BOOK FOR LIFE

美语 美文 美景 ➡ 心动不如行动

学的不是英语 ➡ 是文化

不同的思维 不同的文化 ➡ 带你走近西方

数字轨迹



吉林出版集团有限责任公司

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前言

《英语时文鲜读系列》是为英语学习者和爱好者编写的英汉对照读物，旨在扩大词汇量，提高英语阅读能力。同时，通过英文阅读帮助读者了解当今世界多方面的最新发展，拓展读者的知识面。

本书注重选材的权威性和时效性。文章多摘自权威英文报刊和杂志，多以最近发生的重大事件为选材依据，内容新颖，时效性强，是了解国际最新动态的窗口。它不仅是一篇篇地道、精彩的英语文章的集成，还是一本丰富多彩、综合全面的英语知识手册。本书题材多样、内容丰富，涉及了十几个领域的最新发展，选取的都是具有代表性的文章。选文既包含了政治经济方面的最新动态，又包括了当代科学技术的最新发展成果，内容涉及政治、经济、科技、生物、文化、教育、艺术、娱乐、图书、饮食、环境保护等多个方面。

本书注重文章作者的权威性和示范性。所选文章大多出自著名记者或权威人士之手，因此文章语言文字规范准确，遣词造句用心讲究。通读本书，不仅有助于提高读者的阅读理解能力，在浩如烟海的信息社会中快速获取最前沿的知识信息，更重要的是有助于读者养成规范的英语思维方式，提高英语综合素质。

本书注重文章结构的合理性和可读性。为了使读者能够顺畅地阅读,本书在选材时尽量使所选文章长短相近,同时附上了完整的参考译文。另外,考虑到读者自身专业领域的差异,对文章中出现的专有名词、术语、专业性较强的词汇加以注解。

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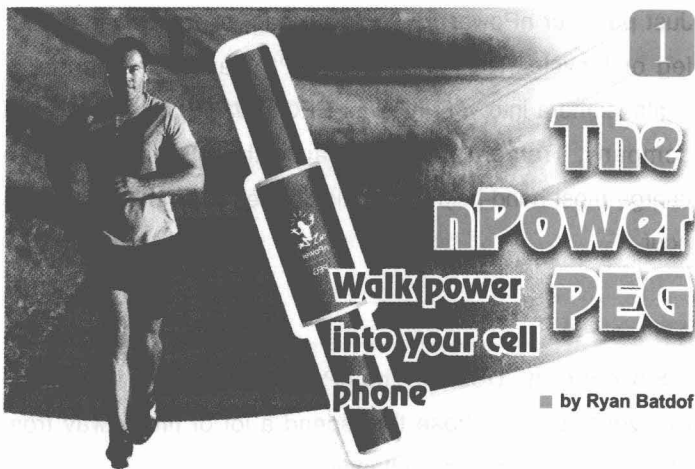
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■ by Ryan Batdorf

Aaron LeMieux loves to hike and often listens to the radio at the same time. While on a 1,500-mile hike along the *Appalachian Trail*, Aaron started thinking about energy. Could the energy his body was creating be used to charge an electronic **device**? In 2006 Aaron quit his job and turned the basement of his home into a **laboratory**. He then put all his time into developing the nPower PEG.

How the nPower PEG works

PEG means personal energy **generator**. It uses the energy you create while moving to charge a hand-held device.

Just put your nPower PEG in your bag, or ***fasten*** it to your leg or bicycle. Then plug your MP3 player, cell phone or digital camera into your nPower PEG's ***USB port***. LeMieux's company, Tremont Electric, claims the nPower PEG can charge most hand-held electronic devices to 80 percent in one hour.

The cost

Since it costs US\$149, the nPower PEG won't ***appeal*** to everyone. But for those that spend a lot of time away from electricity, it might come in handy.

Word Bank

Appalachian Trail (n) 阿帕拉契山径

device (n) [dɪ'vaɪs] 仪器; 装置

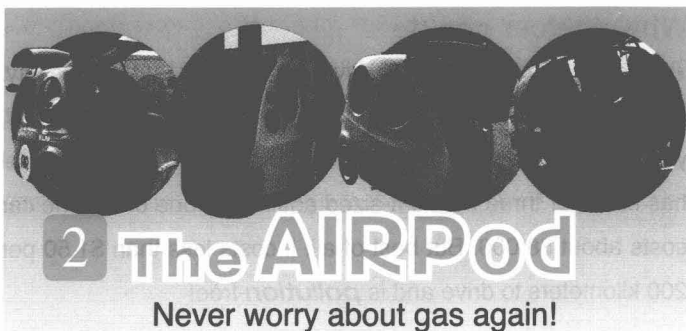
laboratory (n) ['læbrə'tɔːri] 实验室

generator (n) ['dʒɛnə'reɪtə] 发电机; 发电机

fasten (v) ['fæsən] 系牢; 扣牢

USB port (n) 插槽; 接口

appeal (v) [ə'piːl] 引起兴趣; 吸引



■ by Ryan Batdorf

What do you and Motor Development International's (MDI) newest car have in common? You both **rely on** air to operate. Does that sound impossible? Well, it's true! You don't put gas in this **vehicle** – it runs on the same thing you breathe!

How it works

The AIRPod is powered by an engine that runs on **compressed** air. Several high-pressure tanks on the car supply the air. MDI claims the vehicle can go 220 kilometers before the tanks need to be **refilled**. The tanks take only minutes to refill at special air stations.

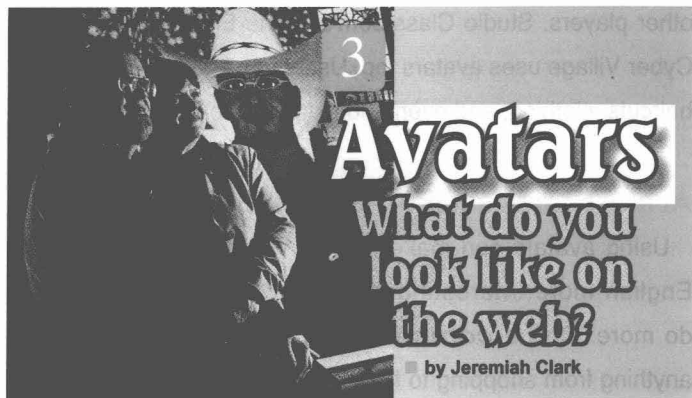
What the car can do

Use the car's **joystick** to drive this cute car through the city. But since the vehicle's top speed is 45 kilometers per hour, you won't be breaking any speed records. The standard model has room for three medium-sized adults and one child. The car costs about \$8,000. But best of all, it costs less than \$1.50 per 200 kilometers to drive and is **pollution-free**!

Word Bank

- rely on** (phr v) 依靠; 依赖
- vehicle** (n) ['vi:kl̩] 车辆; 交通工具
- compress** (v) [kəm'pres] 压缩
- refill** (v) [ri'fɪl] 重新装满; 续杯
- joystick** (n) ['dʒɔɪ.stɪk] 操纵杆; 驾驶杆
- pollution** (n) [pə'luʃən] 污染





Today, thousands of people can do things they never thought possible. Some people fly. Other people talk to hundreds of strangers in a foreign language without ever feeling *nervous*. Some even grow tails or other strange body parts. Well, not really. People aren't really growing tails or flying, but their avatars are.

What is an *avatar*? It is simply an online *representation* of a person. Some websites and video games allow players to use avatars for a more personal experience. With avatars, users can see – and control – themselves in a *digital* world. Users can also choose what they're going to look like in that world. For example, Nintendo's Wii allows players to create their own "Miis," or cartoon-like representations of themselves. Players then can use their Miis to play games or *interact* with

other players. Studio Classroom's online English-learning tool, Cyber Village uses avatars too. Users can choose their avatars' haircuts, clothing, and even add extras like bags or pets.

Avatars and real life

Using avatars can make playing video games or studying English more interesting. But other **sites** allow users to do more. Online **community** Second Life lets avatars do anything from shopping to fighting dragons. Second Life is also unique because players can use their avatars to buy real things like art.

This ability raises questions about the relationship between people and their avatars. In fact, research has shown that avatars can affect their users. Nick Yee, from Stanford's **VHIL**, claims that avatars can change a user's behavior. If someone has a tall avatar, for example, he or she is more likely to be **aggressive**. Having an avatar that is either very beautiful or handsome may make one more **confident**.

Through the use of avatars, the link between online life and real life is growing. It is up to the users to decide to be honest in how they represent themselves. Who will you be?



Usage Tip

Today, thousands of people can do things they never **thought possible**.

本句中的 **thought possible**, 其完整的说法应该是 **thought that's possible**, 其中的 **that's** 被省略掉了。例句:

- Janelle learned French better than she ever **thought possible**.
 - People can now live in space longer than anyone ever **thought possible** thirty years ago.
-

Word Bank

nervous (adj) ['nɜ:vəs] 紧不安的; 神经的

avatar (n) ['ævə,tar] 虚拟化身

representation (n) [ˌrɛprɪzən'teʃən] 表现; 象征

digital (adj) ['dɪdʒɪtl] 数码的; 数字的

interact (v) [ˌɪntə'ækt] 互动

site (n) [saɪt] 网址

community (n) [kə'mjʊnɪti] 社群; 社区

VHIL [Virtual Human Interaction Lab] (n) 虚拟人类互动实验室

aggressive (adj) [ə'grɛsɪv] 有侵略性的; 好斗的

confident (adj) ['kɒnfɪdənt] 自信的; 有信心的