

READING PASSAGE 2

You should spend about 20 minutes on **Questions 14–26**, which are based on Reading Passage 2 below.

Boring Buildings

There could be more than an economic or nostalgic price to impersonal retail and high-rise construction; boring architecture may take an emotional toll on the people forced to live with it.

- A** A growing body of research in cognitive science illuminates the physical and mental toll bland cityscapes take on residents. Generally, these researchers argue that humans are healthier when they live surrounded by variety or work in well-designed, unique spaces, rather than unattractive, generic ones. Urban policy professor Justin Hollander and architect Ann Sussman review scientific data to help architects and urban planners understand how, exactly, people respond to their built surroundings, particularly at work. People, they argue, function best in intricate settings, not ‘big, blank, boxy offices’.
- B** Indeed, that’s what Colin Ellard, a neuroscientist at the University of Waterloo in Canada, has found in his work. Five years ago, Ellard became interested in a certain building—the gigantic Whole Foods Market ‘plopped into’ a notoriously textured part of Lower Manhattan in New York. Ellard partnered with the Guggenheim Museum to analyze what happens when someone walks out of a tiny neighborhood restaurant and encounters a full city block with nothing but ‘the long, blank facade of the Whole Foods Market building’.

In 2011, Ellard led small groups on Lower East Side walks to measure the effect of the urban environment on them. Participants recorded their responses to questions at each stopping point and wore sensors that measured skin conductance, a response to emotional excitement. Passing the monolithic Whole Foods Market, people’s state of arousal plummeted. Physiologically, Ellard explained, they were bored. To describe this place, they used words like ‘bland’ and ‘passionless’. In contrast, one block east at the other test site—‘a lively sea of restaurants with lots of open doors and windows’—people measured high levels of excitement, and they listed words like ‘lively’ and ‘socializing’. Ellard explains that the main objective of urban design should be to produce some kind of novelty or change every few seconds; otherwise, we become cognitively disengaged.

- C** The trick, it seems, is to design a world that excites but doesn’t overload our faculties with a constant barrage of information. ‘We are, as animals, programmed to respond to thrill,’ said professor Brendan Walker. In Walker’s ‘thrill laboratory’ at the University of Nottingham in the UK, devices measure heart rate and skin conductance to see how people respond to adrenaline-producing experiences such as a roller-coaster ride. A thrilling encounter moves us quickly from a state of equilibrium to a desirable ‘disorientation’. ‘Humans want a certain element of turmoil or confusion,’ he said. ‘Complexity is thrilling whether in an amusement park or architecture.’

- D** Psychologists have found that awe-inspiring moments can potentially improve our well-being. One study conducted by Melanie Rudd, Kathleen Vohs and Jennifer Aaker of Stanford University in the US showed that the feeling of 'awe' can make people more patient and less materialistic. In an experiment, the researchers showed students 60-second clips of waterfalls, whales, or astronauts in space. After only a minute of virtual images, those who said they were awed also felt less pressed for time. And in another variation, people made hypothetical choices between physical and experiential goods of equal monetary value. Those who had just 'felt awe' were more likely to choose an experience over a possession, a choice that is linked with greater satisfaction in the long run. In other words, a visual buzz—whether architectural or natural—might have the ability to change our frame of mind, making modern-day life more satisfying and interactive.
- E** It's important to note, however, that architectural boredom isn't about how pristine a street is. People often confuse successful architecture with whether an area looks pleasant. On the contrary, when it comes to city buildings, people often focus too narrowly on aesthetics, said Charles Montgomery, author of *Happy City: Transforming Our Lives Through Urban Design*. Some of the happiest blocks in New York City, he argues, are 'kind of ugly and messy'.

In 2014, Montgomery's Happy City Lab conducted an experiment in which he found a strong correlation between messier blocks and pro-social behavior. Montgomery sent researchers, posing as lost tourists, to places he coded as either 'active' or 'inactive' facades. He concluded that the former had a high level of interest—that is, they were messy—while the latter had no special features such as long warehouse blocks. Pedestrians at active sites were nearly five times more likely to offer assistance than at inactive ones. Of those who assisted, seven times as many at the active site offered use of their phones.

- F** Fortunately, it's not necessarily a dichotomy—new architecture can achieve the optimal level of cacophony and beauty. Take the 2006 Hearst Tower in midtown Manhattan. Designed by architect Norman Foster, Hearst Tower is a glass-and-steel skyscraper, 40 stories of which are designed in a triangular pattern, differing in style from the 1920s Art Deco base. From the outside, the facade jolts city dwellers from their daily commutes, while energizing employees who enter it each morning. For many who walk by, Hearst Tower's design may not be the easiest to understand; it's both sleek and old. The top looks like it traveled from the future. Inside, workers travel upon diagonal escalators, up a three-story water sculpture, through the tower's historic atrium, flooded with light. Few New Yorkers who pass by would find this building boring. And they're likely to be happier—maybe even nicer to each other—because of it.

Questions 14–18

Reading Passage 2 has six sections, **A–F**.

Which section contains the following information?

Write the correct letter, **A–F**, in boxes 14–18 on your answer sheet.

- 14** a description of a building that has a positive effect
- 15** a reference to architecture affecting people's performance in their jobs
- 16** examples of the intensity of people's reactions in two urban settings
- 17** details of a study where seeing certain pictures reduced people's stress
- 18** a claim about feelings experienced in response to both architecture and leisure settings

Questions 19–23

Look at the following statements (Questions 19–23) and the list of researchers below.

Match each statement with the correct researcher, **A, B, C** or **D**.

Write the correct letter, **A, B, C** or **D**, in boxes 19–23 on your answer sheet.

NB You may use any letter more than once.

- 19** The aim of good city planning is to provide variety in architecture.
- 20** People in untidy areas were more helpful.
- 21** People who had recently felt amazed placed less importance on material goods.
- 22** 'Attractive' places are not necessarily the most enjoyable places to be.
- 23** One particular building failed to provide visual stimulation.

List of Researchers

- A** Colin N Ellard
- B** Brendan Walker
- C** Rudd, Vohs and Aaker
- D** Charles Montgomery

Questions 24–26

Complete the summary below.

Choose **ONE WORD ONLY** from the passage for each answer.

Write your answers in boxes 24–26 on your answer sheet.

Hearst Tower

Norman Foster's Hearst Tower was built in 2006. The 40-storey modern triangular-patterned building is made of glass and steel, contrasting with the base which is in the style of the 1920s. The sight of the building's **24** _____ has a striking impact on commuters and employees. Some passers-by may find the building's design confusing, as it mixes old and new elements. Inside the tower **25** _____ carry employees up past a large water sculpture in the light-filled **26** _____.

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配对段落信息 (14–18)

题号	答案	题干翻译	关键定位句 (原文 · 段落)	定位句译文	解析
14	F	对一种能产生正面影响的建筑的描述	“From the outside, the facade jolts city dwellers from their daily commutes, while energizing employees who enter it each morning... And they’re likely to be happier—maybe even nicer to each other—because of it. ” · 第 F 段	“从外观上看, 立面 会让城市通勤者从日常通勤的麻木中一震, 同时给进入大楼的员工注入能量.....因此他们可能会更开心, 甚至彼此更友善。”	题干问“正面影响”, F 段描述赫斯特大厦对路人和员工的积极情绪与行为影响, 完全对应。
15	A	提到建筑影响人们工作表现	“People, they argue, function best in intricate settings, not ‘big, blank, boxy offices.’” · 第 A 段; 另: “...live surrounded by variety or work in well-designed, unique spaces...” · 第 A 段	“研究者认为, 人们在复杂的环境中表现最好, 而不是在‘巨大、空白、盒子般的办公室’。”; “.....当人们在设计良好且独特的空间里工作时更健康.....”	“function best” 直接对应“工作表现更好/效率更高”。A 段把工作场所的设计与人的功能表现挂钩。
16	B	两种城市环境中人们反应强度的例子	“Passing the monolithic Whole Foods Market, people’s state of arousal plummeted ... In contrast... at the other test site... people measured high levels of excitement. ” · 第 B 段	“经过这家整体如巨石般的超市时, 人们的唤醒水平骤降.....相反, 在另一处测试点.....人们测得兴奋度很高。”	同一实验对比两处街区的生理/主观反应强弱, 完全符合“两个城市环境中的反应强度”。
17	D	研究细节: 看某些图片减轻压力	“After only a minute of virtual images, those who said they were awed also felt less pressed for time. ” · 第 D 段	“仅仅观看一分钟的虚拟影像, 那些表示感到敬畏的人也感到时间压力更小。”	“less pressed for time” 即压力感降低; 与原文“awe... make people more patient and less materialistic” 一起说明观看瀑布/宇航员短片带来缓解焦虑效应。
18	C	关于在建筑与休闲环境中都会体验到的情绪的论断	“‘ Complexity is thrilling whether in an amusement park or architecture. ’” · 第 C 段	“不论是在游乐园还是在建筑中, 复杂性都令人兴奋。”	明确把“建筑”和“休闲(游乐园)”并列, 指出同一种情绪反应 (thrilling)。

研究者配对 (19–23)

题号	答案	题干翻译	关键定位句 (原文 · 段落)	定位句译文	解析
19	A (Colin N Ellard)	良好城市规划的目标是提供多样/变化	“Ellard explains that the main objective of urban design should be to produce some kind of novelty or change every few seconds ; otherwise, we become cognitively disengaged.” · 第 B 段	“Ellard 解释, 城市设计的主要目标应当是每隔几秒就带来某种新意或变化, 否则我们会在认知上脱离。”	“novelty or change”= 多样/变化, 且由 Ellard 明确提出, 是城市规划/设计的目标。
20	D (Charles Montgomery)	乱一些的区域里人们更乐于助人	“He found a strong correlation between messier blocks and pro-social behavior ... Pedestrians at active sites were nearly five times more likely to offer assistance than at inactive ones.” · 第 E 段	“他发现更杂乱的街区与亲社会行为之间存在强相关.....在‘活跃’地点的行人提供帮助的可能性几乎是‘不活跃’地点的五倍。”	“messier/active”= 不那么整洁; “offer assistance”= 更乐于助人。
21	C (Rudd, Vohs & Aaker)	刚感到惊叹的人会更不重物质	“the feeling of ‘awe’ can make people... less materialistic. ” · 第 D 段	“‘敬畏’之感会让人.....更不物质化。”	直接对应。
22	D (Charles Montgomery)	“好看”的地方不一定最让人愉快	“People often confuse successful architecture with whether an area looks pleasant... Some of the happiest blocks in New York City... are ‘ kind of ugly and messy !’” · 第 E 段	“人们常把成功的建筑与‘看起来是否悦目’混为一谈.....纽约一些最幸福的街区挺丑且凌乱。”	说明审美 ≠ 体验, 驳斥“好看=最宜人”, 与题干一致。
23	A (Colin N Ellard)	某一栋建筑缺乏视觉刺激	“the long, blank facade of the Whole Foods Market building... Passing the monolithic Whole Foods Market, people’s state of arousal plummeted. ” · 第 B 段	“整整一整块空白的立面.....经过这家如巨石般的超市时, 人们的唤醒水平骤降。”	“blank facade”+“唤醒下降”显示该建筑未能提供足够视觉刺激。

概要填空 (24–26)

题号	答案 (1词)	题干翻译	关键定位句 (原文 · 段落)	定位句译文	解析
24	facade	大楼的____对通勤者和员工产生强烈冲击	“From the outside, the facade jolts city dwellers... while energizing employees...” · 第 F 段	“从外观上看, 立面 会使城市居民为之一振, 并给员工注入能量。”	概要里的“The sight of the building’s ____ has a striking impact”与“facade jolts/energizing”精准对应。
25	escalators	塔内的____载着员工经过大型水景	“Inside, workers travel upon diagonal escalators , up a three-story water sculpture...” · 第 F 段	“在塔内, 员工乘着斜置自动扶梯, 沿三层高的水幕雕塑上行.....”	与“carry employees up past a large water sculpture”一致; 须用原词 escalators 。
26	atrium	充满光线的____	“...through the tower’s historic atrium , flooded with light. ” · 第 F 段	“.....穿过这座塔历史性的中庭, 充满了光线。”	概要给出“light-filled ____”, 与原文“atrium... flooded with light”一致。