OPIc Daily Practice - Lesson 16

Projects · 2026-10-10 · Goal: AL · Difficulty 6-6

학습 포인트

Q1 평소 루틴 → Q2 과거 경험 → Q3 변화와 비교 → Q4 Role-play 순서로 연습합니다. 각 답변은 IL → IM → IH → AL 순서로 디테일과 연결성을 높입니다.

Projects · work on a technical project · break the work into smaller tasks · set clear priorities · keep everyone updated · run into an unexpected issue · identify the root cause · test several possible solutions · get the project back on track

Q1 - General / Routine

Tell me about the kinds of projects you usually work on. What is your role, and how do you organize your work?

전략

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IL

I usually work on technical projects. I have my own tasks. I make a simple schedule and check my progress. I also talk with my team members.

IM

I usually work on technical projects with several team members. My role is to analyze problems and complete my part of the design. I break the work into smaller tasks and set deadlines. We have short meetings to share our progress.

IH

I often work on technical projects that require close coordination with other engineers. I am responsible for analyzing issues, completing my design tasks, and reviewing the results. At the beginning, I divide the work into smaller steps and set priorities based on the schedule. I also keep a task list and share important updates during team meetings so that everyone understands the current status.

AL

Most of the projects I work on are technical and involve several engineers with different responsibilities. My role usually includes analyzing requirements, completing design work, reviewing results, and resolving unexpected issues. To stay organized, I break the project into manageable tasks, identify the items that could affect the overall schedule, and set clear priorities. I also document major decisions and give the team regular updates. This approach helps me focus on the most important work while making sure that small problems do not turn into major delays.

Key Expressions

work on a technical project · break the work into smaller tasks · set clear priorities · keep everyone updated

Q2 - Past Experience

Tell me about a memorable project problem you faced. What caused the problem, what did you do, and what was the result?

전략

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IL

I had a problem during a project. A test result was not good. I checked the data with my team. We found the cause and fixed it. The project was completed.

IM

Last year, my team ran into an unexpected issue during a project. Some test results were different from what we expected. I reviewed the data and discussed it with my teammates. We found the main cause, changed part of the design, and tested it again. The new result was much better.

IH

Last year, my team encountered an unexpected problem near an important project milestone. Several test results were inconsistent, and the issue could have delayed the schedule. I first compared the failing data with the normal cases and then reviewed the design conditions with my teammates. We identified the root cause, prepared a small design change, and tested it under several conditions. The results became stable, and we were able to continue the project without a major delay.

AL

One of the most memorable problems I faced happened shortly before a major project milestone. A set of test results suddenly became inconsistent, which meant that we could not confidently move to the next stage. Instead of changing several things at once, I organized the failing data, compared it with the normal cases, and narrowed the issue down to a specific operating condition. I then discussed the evidence with the team, and we designed a focused experiment to confirm the root cause. After making a small but targeted design adjustment, we repeated the tests across multiple conditions. The results became stable, and we got the project back on track. That experience taught me that disciplined analysis is usually faster than rushing into a broad fix.

Key Expressions

run into an unexpected issue · identify the root cause · test several possible solutions · get the project back on track

Q3 - Change / Comparison

How has the way people manage projects changed compared with the past?

전략

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IL

In the past, people used paper notes and many meetings. Now they use online tools. They can share files and check progress quickly. Project work is faster now.

IM

In the past, people often managed projects through long meetings, emails, and separate documents. These days, teams use shared online tools to assign tasks and track progress. Information is easier to find, and people can make decisions more quickly.

IH

Project management has changed significantly compared with the past. Teams used to rely heavily on face-to-face meetings, email chains, and separate files. Now they can use a shared workspace to assign tasks, store documents, and track progress in real time. This makes communication faster and gives everyone better visibility. However, teams still need clear rules because too many messages and tools can become distracting.

AL

The biggest change in project management is that information is now shared almost continuously. In the past, teams often depended on scheduled meetings, long email chains, and separate documents, so it could take time to understand the latest status. Today, a shared workspace can show responsibilities, deadlines, decisions, and risks in real time, even when team members are in different locations. This allows teams to respond more quickly and makes accountability clearer. At the same time, faster communication does not automatically mean better communication. If every issue creates another notification or meeting, the tools can become a distraction. Effective teams therefore combine modern tools with clear priorities and concise reporting.

Key Expressions

compared with the past · use a shared workspace · track progress in real time · make decisions more quickly

Q4 - Role-play

Your project is behind schedule because of an unexpected technical problem. Call the project manager, explain the situation, ask at least three questions, propose an alternative plan, and confirm the next steps.

전략

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IL

Hello. We have a technical problem, so we are behind schedule. What should we do first? Can we change the deadline? Can another engineer help us? I think we should finish the most important part first. Please confirm the plan.

IM

Hello, I am calling about our project schedule. We found an unexpected technical problem, so the current task will take longer than planned. What should we prioritize first? Could we adjust the deadline by two days? Is another engineer available to help with testing? I suggest that we complete the critical part first and finish the remaining work afterward.

IH

Hello, I am calling to update you on the project schedule. We discovered an unexpected technical issue during testing, and the team needs additional time to verify the solution. Which deliverable should we treat as the highest priority? Would it be possible to move the deadline back by two days? Could another engineer support the final verification? My suggestion is to complete the critical function on the original date and deliver the lower-priority items two days later. Could you confirm whether that plan works?

AL

Hello, I am calling with an update on the project schedule. During final testing, we found an unexpected technical issue that affects one of the key functions. We have identified the likely cause, but we need additional verification before we can safely close the task. Could you clarify which deliverable is most important for the current milestone? Would a two-day adjustment to the final deadline be acceptable? Also, is another engineer available to help us run the remaining tests in parallel? My proposed plan is to protect the original date for the critical function, provide a verified interim result, and deliver the lower-priority items two days later. If that approach works for you, I will update the schedule, assign the parallel tests, and send a progress report by the end of today. Let me confirm that those are the next steps.

Key Expressions

we are behind schedule · What should we prioritize? · Could we adjust the deadline? · Let me confirm the next steps

Final Review

Q1은 역할·일정·협업 방식, Q2는 문제·원인·해결·결과, Q3는 과거·현재·효과, Role-play는 지연 설명·질문 세 개 이상·대안·최종 확인을 포함합니다.

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