

2024年（令和6年）度
一般編入学試験 A 日程問題
専攻外国語
（英語）

注意事項

- （1）試験開始の合図があるまで問題用紙を開かないでください。
- （2）試験時間は80分です。
- （3）試験問題は1～8ページまでです。
- （4）試験中に問題用紙の印刷不鮮明、ページの落丁・乱丁および解答用紙の汚れ等に気付いた場合は、手を挙げて試験監督者に知らせてください。
- （5）解答用紙はマーク解答用紙と記述解答用紙の2種類あります。
- （6）解答用紙には受験番号と氏名を記入してください。
- （7）試験終了後、問題用紙は持ち帰ってください。

[1] 次の英文を読んで、下記の設問に答えなさい。

In the long months of the coronavirus pandemic, while people were encouraged to stay in and socially distance, Japan's children turned increasingly to the virtual communities of online games to stay in touch with friends. ⁽¹⁾At the same time, some critics worry that children have come to rely too much on the games. An 8-year-old boy in the third grade, with a mask hanging from one of his ears, held a tablet in his hand. He was moving the characters on the screen with his fingers and communicating in English with a friend, who was far from the boy's home in Toyonaka, Osaka Prefecture. The boy's 48-year-old mother watched over him, smiling.

The boy had moved to Toyonaka in June 2020 after spending 3 years in the southern U.S. state of Georgia, due to his father's work. His school has not had any temporary closures due to the coronavirus pandemic, but he is expected to avoid the three Cs: closed spaces, crowded places and close-contact settings. There was a long period when he couldn't play with his new friends even when he wanted to.

What provided the emotional support the boy needed turned out to be the online game Minecraft, which was installed on the family tablet. He, together with his friends, could freely create a world by putting blocks together in a virtual space. And like an adventure game, it was possible to see the world from various angles. When the boy was living in the U.S., he rarely played online or video games, but after he moved back to Japan, he stayed in close contact with his friends in the U.S. through Minecraft. Through the online game, he also grew close to the daughter of his mother's friend in Osaka Prefecture. Now they meet up once a month to play in person.

"I still don't have that many friends in Japan, so I'm really glad I have the game," the boy said with a smile. His mother nodded in agreement. "My son didn't speak much when we first moved back to Japan, but through the game, he's become sunnier," she said. "We can play as a family, too, which brings us closer. And I think that being in contact with people living abroad will help my son gain an international outlook." Through a discussion between mother and son, gaming time on the weekdays is limited to 40 minutes or so in the morning before going to school, and about one hour after he comes home.

There is a wide range of online games and they are recognized as a valuable forum for interaction and as an instructional resource, but there are also concerns that people are using games for longer and longer periods of time, and that they have become tools for escapism. In 2019, the World Health Organization (WHO) newly certified gaming disorder—gaming that prevents one from performing daily activities—as an addictive behavior. According to a Japanese gaming industry report for 2021, the popularity of gaming among people in Japan aged 5 to 59 in 2020 increased by 10% from the previous year to 52.73 million people. It is the largest number on record since 2015, when the surveys began.

A study conducted by the Kyoto Prefecture-based Advanced Telecommunications Research Institute International (ATR) and others on 3,938 men and women aged 20 to

69 nationwide and released in October 2021 showed that the ratio of people with a tendency toward gaming dependency increased about 1.6 times after the coronavirus pandemic began in Japan. In December 2019, before the pandemic, it was 3.7%, while in August 2020, after the virus had spread, the figure was 5.9%. ⁽²⁾Analysis showed that the chances that a COVID-19 patient developed gaming dependency was at least five times that of someone who did not have the virus. A representative for ATR said, “It’s likely that stress from the coronavirus is a contributing factor to gaming dependency.”

(Adapted from an article in *The Mainichi*)

問A 本文の内容に基づいて、次の英文を完成させるのに最も適切なものを a ~ d の中から一つ選び、マーク解答用紙にマークしなさい。(5点×9)

1. The author tells about the experiences of a young Japanese boy who
 - a. lived in a southern state of the U.S. and traveled back to Japan.
 - b. moved to Tokyo from Toyonaka, Osaka Prefecture.
 - c. was born and raised in Osaka until he was 8 years old.
 - d. went abroad to study a variety of online gaming designs.

2. The reason the boy’s school did not have any temporary closures due to the pandemic was because
 - a. it was located in a rural area, not close to the city center.
 - b. the local government didn’t see any necessity for restrictions.
 - c. the school had implemented strict measures to control the virus.
 - d. there was a strict rule about closures coming from the government.

3. Minecraft is described as a game where players can
 - a. communicate with other players in their native language.
 - b. create their own virtual world in a virtual online space.
 - c. provide emotional support to other players who are nearby.
 - d. see the world from the perspective of a singular culture.

4. The boy’s mother felt that playing Minecraft
 - a. had neither a good nor bad influence on him.
 - b. helped very much to stabilize his feelings.
 - c. led the boy to spend too much time with his friends.
 - d. turned out to be a complete waste of his time.

5. Online games tend to help young children to
 - a. do well on most of their school subjects.
 - b. escape from family and friends.
 - c. pick up some foreign phrases.
 - d. stay in touch with new and old friends.

6. By playing Minecraft, the boy
 - a. became happier and started to speak more with people around him.
 - b. moved to Toyonaka and started to work harder as a third grader.
 - c. started to play the game face-to-face with friends in Osaka every week.
 - d. stayed away from his friends in the U.S. but became closer with his neighbors.

7. One of the main concerns regarding children and online games is that children are
 - a. not as interested in online games as they should be.
 - b. playing online games less frequently due to the coronavirus pandemic.
 - c. playing too many educational online games instead of going to school.
 - d. using online games for long periods of time to avoid obligations.

8. The gaming industry report for 2021 shows
 - a. a decrease in the popularity of gaming among people in Japan.
 - b. an increase in gaming dependency among people in Japan.
 - c. an increase in the popularity of gaming among teenagers in Japan.
 - d. no significant change in the popularity of gaming among people in Japan.

9. According to the ATR representative, a possible contributing factor to gaming dependency during the pandemic was
 - a. increased physical activity by students who had to stay home.
 - b. lack of access to online games because of the popularity of online learning.
 - c. lack of interest in online games among people aged five to twenty.
 - d. stress brought about by the coronavirus pandemic.

問B 下線部（1）の At the same time の内容を明確にして、下線部（1）を和訳し、記述解答用紙の所定の欄に記入しなさい。（12点）

問C 下線部（2）の Analysis の内容を明確にして、下線部（2）を和訳し、記述解答用紙の所定の欄に記入しなさい。（12点）

[2] 次の各英文の空所を補うのに最も適切な表現を a ~ d の中から一つ選び、マーク解答用紙にマークしなさい。(4点×12)

10. John has a high opinion of himself just because he graduated from a prestigious university. Everybody says he should be more ().
a. boastful b. candid c. modest d. straight
11. Beth and I bought a new () for our kitchen. The old one had given out two days before, and we had needed a new one for cooking on.
a. cupboard b. heater c. kettle d. stove
12. Doug sometimes spends a large amount of money without thinking. Unsurprisingly, he ran () 50,000 yen at a restaurant in Osaka last night.
a. into b. off with c. out of d. through
13. The young witness was reluctant to refer to the tragic traffic accident. She was unwilling to () how it caused so many injuries and casualties.
a. disclose b. discover c. enclose d. recover
14. Ned is so () a person that he always thinks about how to be successful and wealthy.
a. ambitious b. compassionate c. radiant d. thoughtful
15. We advise companies on how to () other companies. For example, we helped the hotel giant to take over three radio stations in California last year.
a. acknowledge b. acquire c. assemble d. assess
16. It looks like this information is a valuable (). We all feel it might lead to the solution to the mystery.
a. assumption b. clue c. myth d. remedy
17. None of your suggestions were entirely satisfactory. You must think carefully and () with better ideas to solve this problem.
a. come up b. get on c. go along d. make off
18. Everyone, I was () today by the way you listened to me and took in every key word I said. Thank you very much for your kind attention to my speech.
a. appreciated b. flattered c. insulted d. offended
19. Many experts think the Prime Minister's economic policies make no sense. They strongly insist what the government is trying to do is a matter of ().
a. absurdity b. choice c. opinion d. preference

20. Mr. Swan found his friends' jokes and laughter coarse and vulgar. Their behavior was far from ().
- a. arrogant b. disgraceful c. elegant d. hopeful
21. The politician issued a formal public apology for his careless remarks. He expressed how sorry he was for what he () said.
- a. calculatingly b. deliberately c. purposefully d. unintentionally

[3] 次の各英文の下線部 (a) ~ (d) には一箇所誤りがあります。その箇所を選び、マーク解答用紙にマークしなさい。(4点×8)

22. The village which I visited almost two decade ago was a small one located in the neighborhood of Bangkok.
(a) (b) (c) (d)
23. No matter what smart the girl may be, she is only five years old and she can't attend an elementary school yet.
(a) (b) (c) (d)
24. People in many parts of the world differ in their recognition of how many colors a rainbow include.
(a) (b) (c) (d)
25. We are thrilling to inform you that our 50th commemorative convention will take place at St. Michael's College in Rockford, Illinois on Monday, November 10th next year.
(a) (b) (c) (d)
26. The old gentleman drunkenly staggered into a taxi at the airport and asked the driver to take him to the nearest convenience store as quickly as she can.
(a) (b) (c) (d)
27. Our teacher repeatedly told us to submit our assignments to him until noon on Friday.
(a) (b) (c) (d)
28. I don't mind standing here for two more hours, as far as I get to see the rock star when he comes out of the studio.
(a) (b) (c) (d)
29. The price of groceries has raised so much in the past two years that poor families cannot afford to purchase as much food as they did before.
(a) (b) (c) (d)

[4] 次の会話文の (30) ~ (35) の空所に入れるのに最も適切なものを a ~ d の中から一つ選び、マーク解答用紙にマークしなさい。(4点×6)

Conversation [1]

Joe: Oh, no! I didn't know it was going to rain today, so I didn't bring an umbrella.

Meg: That's OK. (30) so you can borrow it if you would like.

Joe: Thank you very much. That's very helpful. Can I bring it back to you tomorrow?

Meg: Sure! (31) you can just leave it next to my front door.

(30) と (31) の選択肢

- a. I have an extra one,
- b. If I'm not at home,
- c. There is a supermarket,
- d. When I get back,

Conversation [2]

Bill: Good afternoon. Can I ask you for some advice?

Ann: Certainly, (32)

Bill: I really have no idea what to get my sister Carol as a graduation present. Do you have any good ideas?

Ann: Well, (33) Why don't you buy her a gift card? Then she can choose what she likes.

Bill: Great idea! I think I will do that.

(32) と (33) の選択肢

- a. all the best things in life are free.
- b. that shouldn't be too difficult.
- c. what can I help you with?
- d. what's wrong with that?

Conversation [3]

- Liz: Excuse me, sir. I'm really lost. Could you help me find my way to the underground?
- Ken: By all means! (34) If you go 50m straight down this street, then turn left, you will arrive at the subway station.
- Liz: OK, that helps me a lot. Is it easy to get downtown from there?
- Ken: Yes. (35) In fact, when you get to the central terminal, there is a tourist information office with downtown maps.

(34) と (35) の選択肢

- a. And it is pretty expensive.
- b. I know this area very well.
- c. It's only two stops away.
- d. That's a really tough problem.

[5] 次の日本語の (1) ~ (3) を英訳し、記述解答用紙の所定の欄に記入しなさい。
(9点×3)

- (1) 太郎は昨晚、帰宅するとすぐにソファーで眠ってしまいました。
- (2) この映画はすごく悲しいので、何回観ても私は号泣してしまいます。
- (3) 旧友と10年ぶりに、京都で偶然に出会って本当に驚きました。

2024年(令和6年)度 一般編入学試験A日程
専攻外国語 [英語] 解答例

2023年11月26日実施

[1]問A

1	2	3	4	5	6	7	8	9
a	c	b	b	d	a	d	b	d

問B コロナ禍の日本の子どもたちがどんどんオンラインゲームの仮想社会に依存する中で、評論家の中には子どもたちのゲーム依存が度を越してきていると危惧している人もいる。

問C ATRの研究の分析から、コロナ患者がゲーム依存を顕在化する可能性は感染していない人と比べると少なくとも5倍であることが分かる。

[2]

10	11	12	13	14	15	16	17	18	19	20	21
c	d	d	a	a	b	b	a	b	a	c	d

[3]

22	23	24	25	26	27	28	29
b	a	d	a	d	d	b	a

[4]

30	31	32	33	34	35
a	b	c	b	b	c

[5] (1) Taro fell asleep on the sofa as soon as he got back home last night.

(2) This movie is so sad that I burst into tears no matter how many times I see it.

(3) I was really surprised to run into an old friend of mine in Kyoto for the first time in ten years.