

平成 27 年 度

問題冊子

教 科	科 目	ページ数
外国語	英語リーディング・ライティング	9

試験開始の合図があるまで、問題冊子を開かないこと。

解答の書き方

1. 解答は、すべて別紙解答用紙の所定欄に、はっきりと記入すること。
2. 解答を訂正する場合は、きれいに消してから記入すること。
3. 解答用紙には、解答と志望学部及び受験番号のほかは、いっさい記入しないこと。

注 意 事 項

1. 試験開始の合図の後、解答用紙に志望学部及び受験番号を必ず書くこと。
2. 用事・質問等があるときは、だまって手をあげて、監督者の指示を受けること。
3. 試験終了時には、解答用紙の 1 ページ目を表にし、机上の右側に置くこと。
4. 試験終了後、問題冊子は持ち帰ること。

[I] 次の英文を読んで、後の問いに日本語で答えなさい。

When you spill salt, do you quickly throw a pinch of it over your left shoulder? Have you tried to catch a bird by shaking salt on its tail? Do you take a box of salt as a present to a friend in his new home?

Of all subjects that superstitions have been built around the most outstanding is salt. Its unusual properties have puzzled and fascinated people in every part of the world. Today we understand the chemical reasons which enable salt to thaw snow but help to freeze ice cream. The ancients, however, were positive salt was magic and had a dual nature to do good or evil!

Man probably first noticed salt when he saw animals near a salt-lick. When he tried some it tasted good. Then as he came to realize that salt could preserve food he began to imagine that it also had the power to protect him.

When he spilled salt he was sure that his guardian spirit had caused the accident to warn him of evil nearby. The general belief was that good spirits lived on the right side of the body and bad spirits on the left. So early man quickly threw a pinch of the salt over his left shoulder to bribe those spirits who were planning to harm him.

Also, in those early days, salt was a precious and scarce item in some regions. So the taboo against spilling salt was one of economy as well.

Since tears are salty, spilling salt meant sadness to many people. You still hear the old saying, "Help me to salt, help me to sorrow." A popular Norwegian belief is that as many tears will be shed as are needed to dissolve the salt spilled. In New England, spilled salt is thrown on the stove so as to dry up any tears quickly.

Faith in the magic of salt made people believe it was easy to catch a bird if his tail feathers were salted. In recent years it has been reported that birds flying close enough to the Great Salt Lake in Utah to be covered by the salty water are easily captured. We now know that it is the weight of the salt on

their wings that keeps the bird from flying away, not the magic in it!

Salt as a present for a friend in his new home is a custom in many countries. Because of its lasting quality and the fact that it preserves food, salt is believed close to friendship. In ancient Greece a stranger was welcomed by having a pinch of salt placed in his right hand. In Eastern countries salt was put before strangers as a pledge of good will. Hungary has long had the custom of sprinkling the threshold of a new house with salt, so no witch or evil thing will enter.

It was believed by the Greeks and Romans that it was the salt in sea water that purified it. So they worshiped a goddess of salt who represented health. At birth, salt was placed on a child's tongue in the goddess's name, so as to insure long life, good health and protection. Some peoples still perform this ceremony.

Because of the scarcity of this mineral in ancient times, the Roman soldiers, officials and working people were often paid with salt. That pay was called "salarium" which came from the word for salt, "sal," and meant salt money. From this we get our word salary.

Today we still use some expressions of early origin based on the importance of salt. Among these are: "He's not worth his salt," "I'll take that with a grain of salt," and "He's the salt of the earth."

[出典 : Batchelor, J. F. and de Lys, C. (1954). *Superstitious? Here's Why!*, NY: Harcourt, Brace & World, Inc., pp. 9-12. 一部改編.]

Note:

salt-lick: a place where some animals eat salt and other minerals

Questions:

1. How did people long ago feel when they saw salt both melt snow and help to freeze ice cream?
2. How did people come to think that salt had the power to protect them?
3. Why do people throw a pinch of salt over their left shoulder, not over their right shoulder, when they spill salt?
4. Why was spilling salt an economical taboo in earlier times?
5. Why do New Englanders throw spilled salt on a stove?
6. Why is it easy to catch a bird if it is covered by salty water?
7. Why is salt taken to be close to friendship?
8. How was a stranger welcomed in ancient Greece?
9. For what purpose do some people place salt on a child's tongue?
10. What does the underlined phrase "That pay" mean?

〔Ⅱ〕 次の英文を読んで、後の問いに日本語で答えなさい。

Ask the parent who watches their child retreat into the world of video games for hours every day, who neglects their friends and family, and who loses interest in anything but their game console, and they will say that yes, video game addiction is as real as addiction to alcohol or cocaine. But do they really know what they are evaluating? Surely the alcoholic who drinks himself to death, or the drug addict who overdoses, are more sick than a kid who spends too long in front of a computer screen?

Video game addiction was not included in the current edition of the Diagnostic and Statistical Manual of Mental Disorders (DSM-IV), although video game playing has become much more widespread since its publication in 1994. Since then, the video game addiction concept has been controversial, with the American Medical Association (AMA) first supporting, then withdrawing support from a proposal for it to be included in the next edition, the DSM-V, in 2012. Video game addiction has also been proposed for the DSM-V as a sub-type of internet addiction.

Asian countries, such as South Korea, are recognizing video game addiction as an urgent public health matter, with several deaths having occurred in internet cafes, apparently as a result of blood clots occurring during prolonged sitting at computers. In the United States, estimates of video game addiction and related problems are more difficult, with computers being accessed at home rather than in shared public places. However, case studies show similar patterns of behavior across cultures, and it is argued that they are the same phenomenon.

When free from the constraints of school, many kids simply want to be entertained as easily as possible. And many parents want this for their kids too, as the shift to single parent families and two-income families leaves many parents with little time to focus on interaction with their kids. Giving their

child the latest video game serves two purposes: It alleviates parental guilt about not spending enough time with the child, and it keeps the child happily occupied. This kind of lifestyle can quickly settle into a pattern which makes lengthy periods in front of computer games rewarding for everyone concerned.

Yet there is currently no clear or consistent message to parents about whether computer game addiction is a real risk. Video games may also have positive effects, and game developers are making efforts to incorporate health benefits, such as exercise, into games. So how are parents supposed to know how to respond?

Video games themselves are a relatively recent phenomenon, and widespread video game ownership and play has only occurred in the past few years. Video games certainly did not exist in their current, highly sophisticated form 15 years ago when the DSM-IV was published. So although there is no recognition of video game addiction in the DSM-IV, that is no indication that it does not exist now.

The idea of video game addiction has rapidly grown out of an industry geared specifically at getting kids to buy as many games as possible. Halfway between toys and TV, video games are targeted at naive youngsters who are unable to set their own limits on play, or to make well-thought-out decisions about how to spend their time — with some game manufacturers even boasting in their advertising about the “addictive” experience of their games. Proper recognition of the risk of video game over-use or addiction provides a rationale for setting standards of guidance for parents and gamers regarding appropriate limits to gaming.

Video game addiction is being increasingly recognized by researchers and other professionals. The American Medical Association took a lead role in compiling research supporting the idea of video game addiction in 2007, concluding that the “AMA strongly encourages the consideration and inclusion of ‘internet/video game addiction’ as a formal diagnostic disorder in the

〔Ⅲ〕 次の指示に従って、自分の考えを 12 行程度の**英文**でまとめなさい。

Do you think it is best to travel alone or with a group? Explain the reasons for your choice.

upcoming revision of the Diagnostic and Statistical Manual of Mental Disorders-IV.”

However, both the AMA and the American Society of Addiction Medicine (ASAM) backed off from this decisive position later in 2007, saying more research was needed before video game addiction could be recognized as an addiction. A release by the American Psychiatric Association (APA) around the same time stated:

“Since the current edition, DSM-IV-TR, does not list ‘video game addiction,’ the APA does not consider ‘video game addiction’ to be a mental disorder at this time. If the science warrants it, this proposed disorder will be considered for inclusion in DSM-V, which is due to be published in 2012. Revising DSM requires a years-long, rigorous process — one that is transparent and open to suggestions from our colleagues in the medical and mental health communities and the public. All changes to DSM will be based on the latest and best science.”

[...]

The APA is not saying that video game addiction does not exist, nor that it is not addiction, but simply that they are looking at the issue and won’t make a decision until the next edition of the DSM comes out in 2013.

In the same release in which they withdrew their recommendation that video game addiction be recognized, the APA expressed serious concern about the consequences of excessive video game playing in children, stating:

“Psychiatrists are concerned about the wellbeing of children who spend so much time with video games that they fail to develop friendships, get appropriate outdoor exercise or suffer in their schoolwork. Certainly a child who spends an excessive amount of time playing video games may be exposed to violence and may be at higher risks for behavioral and other health problems.”

Therefore, whether or not video game addiction is acknowledged as a real

addiction, or even as a mental health problem in and of itself, the APA is clear that excessive video game playing in children can be unhealthy, and can lead to other problems.

[出典: Hartney, E. (2011). "Is Video Game Addiction Really an Addiction?"
http://addictions.about.com/od/videogameaddiction/i/is_gaming_addiction_real.htm 一部改編.]

Notes:

blood clots: a problem that happens when blood has become thicker

prolonged sitting: sitting for a long time

alleviate: make something less severe

upcoming: going to happen soon

[問い]

1. 『精神疾患の診断・統計マニュアル第4版』(DSM-IV)の出版後、テレビゲーム中毒に対するAMAの見解はどのように変化しましたか。
2. アジア諸国と比べてアメリカでゲーム中毒者数の推計が難しいのはなぜですか。
3. 近年多くの親が子供にテレビゲームを買い与える理由を挙げなさい。
4. ゲーム開発者がテレビゲームに盛り込もうとしている良い効果とは何ですか。
5. DSM-IVが発表された当時、ゲーム中毒がリストに挙げられていなかったのはなぜですか。

6. テレビゲーム業界が子どもをターゲットにしたのはなぜですか。

7. AMA と ASAM が 2007 年に方針転換した理由は何ですか。

8. DSM-V 出版前の時点で、ゲーム中毒に対する APA の見解はどのようなものでしたか。

9. テレビゲームに長時間興じる子どもたち(①)と、さらに度を越して興じる子どもたち(②)のそれぞれについて、精神科医はどのような懸念を抱いていますか。