

# 予想テスト

答えは別冊7ページ



- 次の英文を読み、その文意にそって (1) ~ (6) の ( ) に入れるのに最も適切なものを **1, 2, 3, 4** の中から一つ選びなさい。

## A New Wave of Video Games

So many kinds of video games have been published, but most video games are based on fiction. Historical figures such as Gandhi and Napoleon often appear in video games, but their roles in games are just tokens and not real. ( **1** ), the behaviors and destinies of figures in video games can be changed by players' controllers. Many game developers have considered the biographical form as incompatible with the game medium because it is defined by flexibility and the agency of the viewer-player. That's why the genre of real life has been absent from video games so far.

In recent years, however, this attitude ( **2** ). For example, in 2013, Nina Freeman, a female game designer, published "Cibele," an autobiographical game. The game is about Nina's own experiences when she started a relationship with a boy across the Internet. When you start playing the game, you'll find yourself accessing a simulation of Nina's own computer desktop. You'll even see shortcut icons to folders full of her real photos and poems.

In one scene, the boy asks Nina to send him some photos, and the action ( **3** ) from the virtual desktop to a video of her standing in a T-shirt and underwear. The players may be bewildered by the sudden invasion of privacy, but to shock players is not Nina's true intention. Through the game, Nina wants to communicate the anxiety and innocent desire that she — and so many other young women who have found themselves in the same situation — felt at the time.

- |                                      |                                   |
|--------------------------------------|-----------------------------------|
| (1) <b>1</b> On the other hand       | <b>2</b> Once in a while          |
| <b>3</b> Alternatively               | <b>4</b> Basically                |
| (2) <b>1</b> is exposed to criticism | <b>2</b> has been changing        |
| <b>3</b> is winning popularity       | <b>4</b> has been widely accepted |
| (3) <b>1</b> props up                | <b>2</b> backs off                |
| <b>3</b> pulls forward               | <b>4</b> switches away            |

注

- token : しるし、象徴     incompatible with ~ : ~と相容れない     medium : 媒介、媒体  
 agency : 働き、仲介     autobiographical : 自伝的の     bewildered : 当惑した  
(3)  prop up ~ : ~につっかい棒をする     back off : 身を引く     pull forward : 前へ引く  
 switch away ~ to ... : ~から...に切り替わる

