



■ 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) 1 On the other hand
  - 3 Alternatively
- (2) 1 is exposed to criticism
  - 3 is winning popularity
- (3) **1** props up
  - 3 pulls forward

- 2 Once in a while
- 4 Basically
- 2 has been changing
- 4 has been widely accepted
- 2 backs off
- 4 switches away
- 注 □ foken: しるし、象徴 □ incompatible with ~: ~と相容れない □ medium: 観介、似体 □ agency: 制度。何介 □ autopiographical: 自伝風の □ bewildered: 当惑した (3) □ prop up ~ ~ ~ につっかい標をする □ back off: 身を引く □ pull forward: 和へ引く □ switch away ~ to □ : ~ から… に切り替わる

## Learning a Second Language

There has been a lot of controversy about when children should start learning foreign languages. Some language education experts may say it is a waste of time to teach foreign languages to children as young as three years old. Their argument is that it can prevent children from mastering their mother language. ( 4 ), some language experts insist that it's never too early for children to learn a foreign language. They say infants' brains are open to new sounds, so they can easily mimic the new sound patterns of a foreign language much better.

Long-term studies by Harvard University show that critical thinking skills, creativity, and flexibility of the mind significantly increase if children learn a second language at ages 3 to 4 during their preschool years. The research group compared the results of standardized verbal and math tests between pupils who learned a foreign language and those who did not. Researchers found the former outscored the latter. According to the researchers, human brains function better with exercise, just like muscles. They believe that because learning a language involves memorizing rules and vocabulary, it ( 5 ).

Many language experts agree that the ages of 3 to 4 are the best period to start learning foreign languages. Children at these ages have a natural ability to learn, and they can spend more time and energy on learning than adults. Moreover, the habits of pronunciation and grammar of their first language are not ingrained very deeply, so it is much easier for them to ( 6 ).

- (4) 1 Similarly
  - 3 In addition

- 2 On the other hand
- 4 Rather
- (5) 1 is too taxing for children
  - 2 works as a discriminator
  - 3 makes it more difficult to master
  - 4 helps strengthen mental muscles
- (6) 1 overcome the difference between two language systems
  - 2 understand the structures of languages
  - 3 choose the best words to use
  - 4 stick to their first language

注 □ controversy: 語争 □ mimic! ~をまれる □ critical thinking skill: 批判的に考える技術 □ standardized : 標準化された □ verbal - 言葉に関する □ outscore: ~の点数を上回る □ ingrain: ~を駆けかせる (5) □ taxing: 太変な治力のいる