英　語（リーディング）

各大問の英文や図表を読み，解答番号 1 ～ 45 にあてはまるものとして最も適当な選択肢を選びなさい。

第1問　(配点　6)

You are a university student in your senior year putting effort into job hunting. Next week, you will be joining a company's program you are interested in. Below is the information provided about the program.

Our Company's Program

In our program, you will join three tours to visit our three departments in our office building.

The Planning Department Tour

The very first location of the tour will be the planning department. This department develops the concept of our products and services. Participate with the staff members in planning a rough idea of your original service. Also, you can get to know the staff members by playing table tennis in the gym. Staff members usually play table tennis during their free time to reduce any stress they might have. While many facilities are old, the gym is a relatively recent addition.

The Marketing Department Tour

When the planning is complete, it is important to execute a marketing strategy. The marketing department utilizes various media channels, such as television, newspapers, and social media, to promote our products or services to potential customers. You will come up with your very own advertisement plan for a new product. If the marketing department managers approve, the company may adopt your idea. At the end of visiting this department, you will have lunch with the staff members in our new cafeteria.

The Finance Department Tour

The finance department is responsible for monitoring and managing the flow of money throughout the company. During your visit, you may encounter some projects rejected due to high cost or negative estimated profit. Even though it may seem like a strict department, some staff members have fun playing video games together, which you can join during your free time. Also, please visit the gigantic replica of the company logo made with the toy building blocks in the office hall, one of the oldest facilities rich in the company's history. Speaking of the company history, the history exhibition area is the oldest facility, but unfortunately, it is now under repair and not open for tours.

問1　The company has 1 .

① a program that lets students learn practically how to start their own business

② a program that lets students tour the company

③ an office building with three rooms

④ branches in various countries and regions

問2　On all three departments tours, you can 2 .

① build friendships with employees

② observe art objects in the office

③ present a business idea in front of the staff members

④ receive a job offer if you perform well

問3　Which is the oldest place in the office building you can visit on the program?

<div style="border:1px solid black; display:inline-block; padding:4px 16px;">3</div>

① The cafeteria
② The gym
③ The history exhibition area
④ The office hall

第２問　（配点　10）

You are wondering what raising a child would be like. You find this review of a service that prepares kids' meals.

Early childhood is one of the most stressful periods of parenting. There should be some aspects that can ease parents' burden. This is where the Kids' Meal Program from Meal Prep Co. comes into play. One month after signing up for the program online, it will start serving your child. A cook assigned to the program will come to your home and cook three meals for your child every day, which are breakfast, lunch, and dinner. There will be no cancelation fees after receiving service for a month. Three plans are available to choose from.

If you want your child to experience an elegant lifestyle, the Elegant Kids' Meal is the right program for you, costing 300,000 yen/month. There is no fixed menu as the professional chef trained in very famous restaurants comes up with exciting new menus every day. One dish the chef served in the past featured on local television was the Matsusaka beef sandwich. Menus can be changed according to your child's preference.

The Future Athlete Meal costs 150,000 yen/month for those who want their child to become an athlete. Menus are checked by a specialist with the latest nutritional knowledge. Also, you can request what food to not include in the menu. Every meal is strictly measured in grams to achieve perfect balance for body growth and muscle recovery. Unlike the Elegant Kids' Meal, there will be days when the same menu is repeated.

With the Regular Kids' Meal for just 75,000 yen/month, your child can have the dining experience of a typical household. Your child will help a regular cook to buy ingredients at the local supermarket and to cook meals. The menu will consider

children's allergies but will not change by what the child likes or dislikes.

I do want my child to have the best athletic capabilities and a wealthy lifestyle, but I also want him to know how to cook his own meals. After some consideration, I chose a plan to foster his independence. This service is not cheap, but I think it's worth it because it has saved me a lot of time every day. I can spend more time on my job, and hopefully, I can get a raise from my work.

問1 According to the review, which of the following is true? 4

① All plans are designed so that all meals served to a child are different.
② The most expensive plan serves Matsusaka beef every day.
③ The prices of the plan vary depending on the ingredients used.
④ The program's staff members prepare all meals served.

問2 Which is included in the cheapest option? 5

① The opportunity for the child to learn how to negotiate food prices
② The opportunity for the child to learn how to prepare their meals
③ The option of changing menus according to the child's preference
④ The wide selection of professional cooks

問3 Which of the following is true about the Kids' Meal Program? 6

① All meals are packed in a container for portability.
② You can customize all of the plans' menus to both the child's liking and allergies.
③ You can receive service after a few days from signing up.
④ You have to pay the cancelation fee if cancelation is within a month from the start of service.

問4 Which is the best combination that describes the writer's **opinion** of her chosen plan? 7

A : It allowed her to save time on daily tasks.
B : It has helped improve her child's athletic abilities.
C : It is good for her child as he can learn new skills.
D : It is helpful as it allows her to work longer.
E : It is wise to invest in yourself to be smarter.

① A and C
② A and E
③ B and C
④ B and D
⑤ C and D

問5 Which of the following does **not** describe the writer's attitude? 8

① She believes it is important for children to develop their independence.
② She believes that parenting in early childhood is especially stressful.
③ She believes the most important part of early childhood is developing the child's athletic abilities.
④ She believes working more hours may allow her to get a higher salary.

You are going to participate in an event called English Day. As preparation, you are reading an article in the school newspaper written by Yuzu, who took part in it last year.

Virtual Field Trip of Ninja Training

Yuzu Hashimoto

For this year's field trip, we participated in a virtual ninja training tour. Due to bad weather conditions, the class couldn't attend the ninja dojo, which is located far away, so we went on a virtual field trip. Still, we were excited to see how ninjas supposedly trained.

For starters, the ninja instructor on the screen taught us the ninja's walking style, "*ashinamijyuppo*." It is a walking method that makes no noise when moving. The key is to walk in a way so that your toes touch the ground first and your heels last, like a wheel. It's easy when you do it slowly, but when you try to walk fast or run, it is difficult. Our class had fun practicing, but no one could master it during the virtual field trip.

Next, the instructor lectured us about "*shuriken*." When we think of *shuriken*, we would most likely think about the star-shaped blade. However, *shuriken* come in different shapes and sizes and there are many throwing methods, not just spinning them, which is what most people would think of. Another interesting fact is that at the time when ninjas were active, *shuriken* were not often used. This is because a ninja's main objective was to gather information. Ninjas only used *shuriken* when they were discovered by the enemy and could not run away. The ninjas themselves must have prayed that the opportunity to use them would never come.

Ninjas' vanishing technique is what makes them so mysterious. This was the highlight of the virtual field trip, which is what the lecturer presented to us last. There are many ways to vanish, whether using fire, smoke, grass, trees, or taking advantage of your surroundings. The lecturer demonstrated the technique of using metal objects to vanish called "*kinton-no-jyutsu*." The main methods used were ringing bells and scattering coins. The ninja escapes while the enemy is distracted by the bell's sound or when picking up the coins. This can be used in modern society. We practiced scattering some coins to make it seem like they dropped by accident.

At the end of our virtual field trip, we gave a warm farewell to our ninja instructor. Our classroom teacher then ruined the happy atmosphere by giving out a surprise test for the day's virtual field trip. We all sighed deeply and went back to our seats. The teacher was handing out the tests one by one to the students. By the time the teacher was standing in front of me, there was a sound of a coin hitting the floor. The teacher unconsciously turned his head toward the sound, then looked back at my desk and said, "Where's Yuzu?"

問1 Yuzu's article also included students' comments (①～④) describing the events in the virtual field trip. Put the comments in the order in which the events happened. | 9 | → | 10 | → | 11 | → | 12 |

① Although many variations of using the weapon were interesting, the knowledge itself isn't practical as it's against the law to carry a dangerous weapon.	② It was interesting to see how ninjas used their feet and ankles differently when moving without sound from how we normally use them.
③ Moving desks and setting up the projectors and screen so students could see without any problem for the virtual field trip was tiring.	④ We learned something practical for our everyday lives. It's especially useful when you encounter a dangerous person or someone you don't like.

問2　From the virtual field trip, Yuzu did **not** learn about ⬚13 .

① the frequency of *shuriken* usage by ninjas at that time

② the history of the ninja dojo

③ the technique of moving quietly

④ the ways of using bells to interrupt the enemy's concentration

問3　After the virtual field trip, the classroom teacher said, "Where's Yuzu?" because
⬚14 .

① Yuzu put her classroom teacher to sleep

② Yuzu turned the classroom's light off

③ Yuzu used a technique that she had learned during the virtual field trip

④ Yuzu was absent from the virtual field trip

第4問　（配点　12）

In English class, you are writing an essay on a topic you are interested in. This is your most recent draft. You are now working on revisions based on comments from your teacher.

Lose Weight by Watching Horror Movies	**Comments**
Everyone wants to lose weight. Everyone wants to watch movies. Well, why not do both? Sudden muscle tension, a spike in heart rates, and cold sweat are signs of getting scared when watching horror movies. These experiences alone make non-horror movie viewers, such as myself, reluctant to watch horror movies. However, there is good news for horror movie lovers. Some studies show watching horror movies burns calories. (1)The future of filmmaking may be focused on improving people's health. The study found that films with the most scary moments, suspense, and jump scares tend to help burn calories. (2)∧Watching horror movies increases blood flow and adrenaline rush, resulting in the burning of calories. An experiment found that watching a horror movie for 90 minutes burns up to 150 calories. This is equivalent to an adult male running casually for about 20 minutes. In addition, an adrenaline rush from sudden intense stress, caused by fear in this case, leads to calorie burn and reduces appetite. One may consider stress to trigger overeating rather than undereating. (3)∧Therefore, it can be said that the change in appetite depends on the types of stress you receive. The stress caused by horror movies is just the right type when you want to curb your hunger. Some other studies also suggest the benefits of horror movies for weight loss. When watching horror movies, you don't need to think that you are wasting your time in an unproductive activity as you are (4)doing something.	(1) This topic sentence doesn't really match this paragraph. Rewrite it. (2) Insert a connecting expression here. (3) You are missing something here. Add more information between the two sentences to connect them. (4) The underlined phrase doesn't summarize your essay content enough. Change it.

Overall Comment:

I see a lot of improvement in your writing. Keep up the good work! (Because I don't like exercising, I will start watching horror movies! ☺)

問1　Based on comment (1), which is the best replacement?　15

① It goes without saying that films can affect people's health.
② Let's dive more closely into one of the studies.
③ Science is advancing rapidly, and this case is no exception.
④ Unfolding the relationship between visual technology and health requires a great effort.

問2　Based on comment (2), which is the best expression to add?　16

① In spite of that,
② Meanwhile,
③ To be more specific,
④ When in doubt,

問3　Based on comment (3), which is the best sentence to add?　17

① However, research shows that appetite is increased by daily stress but reduced by sudden stress.
② However, research shows that appetite is one of the greatest factors for sudden and daily stress increases.
③ However, research shows that the effect on appetite by any types of stress has minimal difference.
④ However, research shows that there is no relationship between stress and appetite.

問4　Based on comment (4), which is the best replacement?　18

① doing no harm to others
② doing things according to the plan
③ doing what you do best
④ doing your body a favor

You are a member of the college air guitar club. One of your club members, Adam, is going to perform at the national championship, and the club members are working together to improve his performance. Based on the following article and the reviews by the members, you make a handout for a group discussion.

The Criteria of Outstanding Air Guitar Performances
Abdullah Chandrasekhar, National Institution of Air Guitar India

Many people dream of performing their favourite rock tracks in front of a large crowd, let alone becoming a world-champion air guitarist. Air guitar is a form of dance or movement in which the performer pretends to play the guitar without using an actual instrument. As many air guitarists are improving their performances daily, it is important to keep in mind the scoring system and official judging criteria of air guitar tournaments when practising or planning your performance.

All judges' results are final, and contestants cannot protest. Each round will be scored between 4.0 and 6.0 points, with 6.0 being the highest. Scores will be given to one decimal place (e.g. 4.4 instead of 4.48). Performing two rounds, each air guitarist will receive one score based on their overall performance in each round. The total score from both rounds will be the contestant's final score, determining the winner.

When it comes to the judging criteria, there are three main components. The first is technical merit. You don't actually play the keys, but the more your invisible fingering resembles the corresponding notes of the music you are playing, the higher your performance will be evaluated. Therefore, it is advisable to learn how to play the guitar.

Another item is stage presence. Any stage performance requires the performer's charisma to grab the audience's attention; air guitar is no exception. In fact, it is much more difficult to hold the audience's attention, as you do not have anything with you. Actual guitarists can depend on their guitars to get attention, while air guitarists can depend on nothing but themselves. Be ready to rock the crowd of thousands without an instrument.
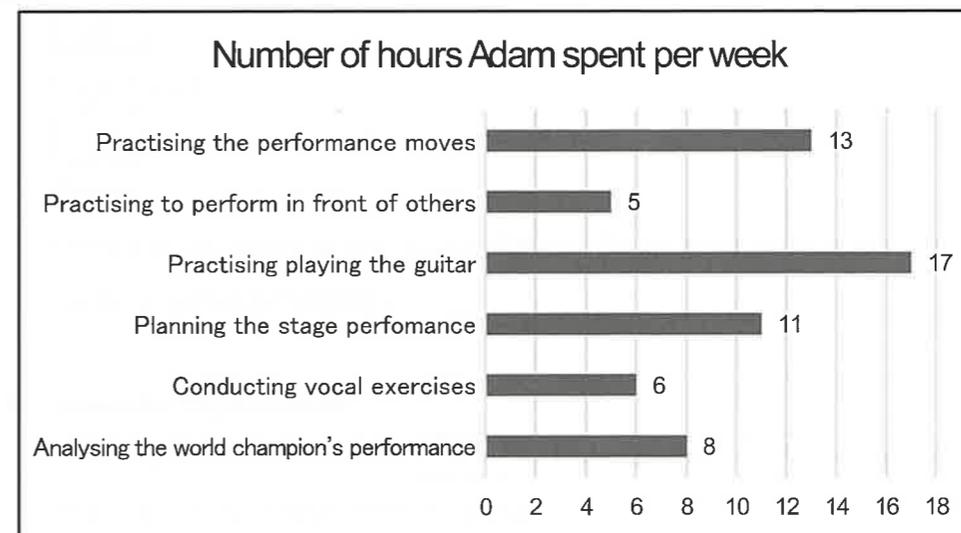
The most difficult concept to grasp but the most crucial item, airness is defined as the degree to which a performance exceeds the imitation of playing a real guitar

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and becomes an art form in its own right. The double-world champion air guitarist talked about this aspect by borrowing from Nietzsche's philosophy. If you define something, it loses its brilliance. If you could see a guitar, it would be boring. Trying to explain airness is itself an act of distancing oneself from the essence of such a concept. It is something that you just know when you see it.

Results of the Reviews

1: The number of hours per week Adam spent to improve his performance.

Number of hours Adam spent per week

Activity	Hours
Practising the performance moves	13
Practising to perform in front of others	5
Practising playing the guitar	17
Planning the stage perfomance	11
Conducting vocal exercises	6
Analysing the world champion's performance	8

2: What do you think about Adam's Air Guitar performance?

Main comments:

Student 1 (S1): Overall I can see he put in a lot of hours practising. However, his performance in the first round was far better than the second one.

S2: It was a little hard for me to connect with his performance because he kept focusing on playing his imaginary guitar and not communicating with the crowd.

S3: I felt his love of the music. He was imitating not only the guitar playing but also the actual artist's small gestures and facial expressions. He put in quite an effort.

S4: There was a lot of thought in the planning stages as the light works and costumes were sophisticated. However, compared to the world champion's performance, something was missing that was hard to describe in words.

S5: His imitation of playing the guitar was good. However, if you looked closely, some of the notes he mimicked with his air guitar did not correspond with the actual music.

S6: Many movements stood out and attracted me at first, but gradually the same movements were repeated, and I became bored halfway through. He needs to be a little more creative to keep the audience from getting bored.

Your discussion handout:

Adam's Air Guitar Improvement Project

■ **Key Points of the Scoring System**
— Participants cannot argue over their scores.
— ☐ 19 ☐ .

■ **The Judging Criteria**
— Technical Merit:
  ☐ 20 ☐
— Stage Presence:
  ☐ 21 ☐
— Airness:
  Evaluating the degree of artistic excellence of the air guitar performance beyond the actual guitar performance.

■ **Issues for Improvement**
— Adam spent the most hours ☐ 22 ☐ . However, from ☐ 23 ☐ 's comment, maybe he should further improve on that.
— According to ☐ 24 ☐ 's comment, making more eye contact with the audience would help improve Adam's performance.

問1　Choose the best option for ☐19☐ .

   ① The final score will be between 4.0 and 6.0

   ② The final score will be the average score of the two rounds

   ③ The final score will be the higher out of the two rounds

   ④ The final score will be the sum value of the two rounds

問2　Choose the best option for ☐20☐ .

   ① Evaluating how long you can perform without having to compromise the quality.

   ② Evaluating how well you can convey that you are holding multiple guitars without having one.

   ③ Evaluating the accuracy of the reproduced performance compared to the actual performance.

   ④ Evaluating the technical aspects of the performance, such as difficulty and uniqueness.

問3　Choose the best option for ☐21☐ .

   ① Evaluating how many audience members knew about you before your performance.

   ② Evaluating how well the audience grabbed your attention.

   ③ Evaluating the difference between the air guitar and the actual guitar with Nietzsche's philosophy.

   ④ Evaluating the technique of attracting the audience.

問4　Choose the best option for ☐22☐ .

   ① developing strategies for the stage performance

   ② doing the performance movement practises

   ③ practising singing

   ④ practising the actual instrument

   ⑤ studying an excellent player's performance

   ⑥ training to stand in front of a crowd

問5　Choose the best option for ☐23☐ .

   ① S1

   ② S2

   ③ S3

   ④ S4

   ⑤ S5

   ⑥ S6

問6　Choose the best option for ☐24☐ .

   ① S1

   ② S2

   ③ S3

   ④ S4

   ⑤ S5

   ⑥ S6

第6問 （配点 18）

You are going to make a presentation on how to bring rural areas back to life. You will follow the steps below.

Step 1: Read five strategies on how to bring rural areas back to life.
Step 2: Take a position.
Step 3: Make a draft of your presentation slides.

[Step 1]　Read five strategies on how to bring rural areas back to life.

Proposal by Student A

There are many vacant houses in our rural town. How about transforming these houses in tourist areas into accommodations to expand lodging capacity for tourists? With students putting effort into renovating these vacant houses as spaces where visitors can experience local culture and scenery, the region may gain more tourists. Another method for utilizing vacant houses is their transformation into art galleries, cultural facilities, and workshops. Our school's art and design club can contribute to reforming the houses creatively. This will actively promote and enrich the local art and cultural scene.

Proposal by Student B

I believe that using rental bikes to boost tourism is a smart way to develop rural areas. It can help people easily visit tourist spots, supporting local businesses like tourist attractions, restaurants, and shops, allowing them to earn more income. This, in turn, can make the town busier and more prosperous. Besides, rental bikes can make the local community livelier. When local residents use rental bikes, they can explore nearby areas, making local shops and cafes more active. This will strengthen the bonds within the local community. Rental bikes can support local events and festivals as well. Providing rental bikes during special events can make it easy for people to move around, increasing participation in local events and bringing more attention to the town.

Proposal by Student C

Petting zoos, where visitors can touch and play with animals, are a great idea for revitalizing rural areas. These places allow individuals to get up close with animals, creating a fun and unique experience. Visitors can enjoy nature and sample fresh farm products, making the town more attractive to tourists. Furthermore, these places can enhance the promotion of local products by combining animal interactions with regional offerings. This combination highlights unique items from the area, which enables visitors to enjoy local food and, as a result, supports the town's economy and local businesses. In addition, petting zoos can bring the community together by providing a space for families and individuals to bond over shared experiences with animals. This in turn will strengthen friendships and create a sense of unity among community members.

Proposal by Student D

Our high school lacrosse team regularly hosts free classes at nearby elementary schools, making kids and parents happy as they see how lacrosse positively affects their lives. With this in mind, I suggest bringing some excitement to the rural community by students introducing a new sport. To make this happen, the local government, colleges, and high schools need to work together in promoting new sports. This might include setting up a sports league or arranging annual sports events. Through these efforts, sports can increase community involvement, grab people's attention, motivate kids to keep playing new sports and help everyone build stronger connections.

Proposal by Student E

Creating a university is a good idea to liven up rural areas. The establishment of a university involves the recruitment of a significant number of teachers and support staff. Also, the growth of new shops and restaurants associated with the university will increase employment opportunities. The university working together with local businesses can also help the economy become more varied and sustainable. New people coming in bring in different ideas. Many of these new people are skilled and can help local businesses come up with new ideas and work better.

問1　Students A, B, and C all propose ⬚25 .

① bringing life back to the region by utilizing existing local resources

② emphasizing active involvement in tourism by local students

③ enhancing the region's appeal by constructing new buildings for cultural experience

④ focusing on sacrificing the well-being of local people for the region's future

問2　Student E sees the establishment of a university as a key factor ⬚26 .

① for economic development through job creation and the increase of new perspectives in the local community

② for the economic success of the region where many more universities are expected to be built in the future

③ in enhancing the intelligence of local residents, which contributes to the development of the local economy

④ in the region securing financial support from the local government, facilitated by the increase of new residents

[Step 2]　Take a position.

Now that you have reviewed the five proposals, you intend to base your presentation on the two that focus on students' engagement. Choose the best options to complete ⬚27 , ⬚28 , and ⬚29 .

Your position: Students should be encouraged to take active roles in bringing rural areas back to life.

- The proposals by Students ⬚27 and ⬚28 are good examples of this.
- The two proposals are different in that ⬚29 .

問3　Choose the best options for ⬚27 and ⬚28 . (The order does not matter.)

① A
② B
③ C
④ D
⑤ E

問4　Choose the best option for ⬚29 .

① one aims to stimulate the economy through tourism, while the other focuses on economic growth through manufacturing

② one focuses on interaction with local children, while the other centers around engagement with senior citizens

③ one involves participating in physical activities and the other focuses on architectural improvements, such as planning and designing

④ one requires sponsors from multiple corporations globally to achieve the goal, while the other focuses on localized financial support

[Step 3]　**Make a draft of your presentation slides.**

SLIDE 1 TITLE **How can we revitalize rural areas?**	**SLIDE 2** **Proposal 1 [From Step 2]**
SLIDE 3 **Proposal 2 [From Step 2]**	**SLIDE 4** **Proposal 3 [Based on Source A]** 30
SLIDE 5 **Proposal 4 [Based on Source B]** 31	**SLIDE 6** Conclusion **Students should play an active role in revitalizing rural areas.**

Source A　　　　　　　　　30

　　In regions where the young population is shrinking, many local problems remain unsolved due to a lack of manpower. However, in XYZ town, some local high school students set out to address such a situation.

　　XYZ High School students actively support the local food bank in an area facing food shortages. They reach out to local residents and businesses, seeking long-lasting food items such as canned or dried goods. They also collaborate with supermarkets and food businesses to obtain fresh, nutritious food for the food bank.

　　On weekends, the students volunteer at the local food bank, engaging in tasks like sorting, packing, and delivering food, and directly interacting with people in the community. They work in coordination with local schools and groups, promoting events to encourage community participation. They also educate people about the importance of food and the role of the food bank through educational campaigns.

Source B

　　Rural residents in America are left behind in awareness of their health. Look at the data below and see what we can do for them. The questionnaire has been answered by the same number of rural residents as urban residents. The percentages show how many residents have answered positively.

Left Behind: Health Care in Rural America

	Rural	Urban
Do you see a doctor to check your health annually?	69%	80%
Do you have health insurance?	81%	90%
Do you sometimes use mobile technology for your health?	19%	34%

問5　Based on **Source A**, you are going to introduce an article about a project. Which of the following is most appropriate for its headline?　30

① XYZ High School Students Assist and Manage the Food Bank

② XYZ High School Students Grow Food to Get Rid of Food Shortages

③ XYZ High School Students Launch Multiple Food Banks for Equal Food Distribution

④ XYZ High School Students Seek Financial Support from Local Banks

問6　To make Slide 5, you have been looking at **Source B** to find out some challenges facing rural communities. According to the chart, which of the following statements is true?　31

① Assisting doctors so that patients can receive better medical care will be more helpful to urban residents than to rural residents.

② Rural residents are less able to explain their current health conditions when compared to urban residents.

③ The percentage of urban residents using technology for health purposes is three times that of rural residents.

④ Urban residents are less aware of the importance of health insurance than rural residents.

第7問　（配点　16）

You are in an English discussion group, and it is your turn to introduce a story. You have found a story in a magazine. You are preparing notes for your presentation.

In the Eye of the Storm

It was the summer of 2026. In the desert of New Mexico, a man was standing in front of a hole that a few construction machines had been digging up. Suddenly, the construction machines stopped, and the drivers got countless black bags out of the hole. As the drivers cut into the bags, it was this moment that the man was waiting for. Thousands of unsold video game cartridges that the manufacturer disposed of were dumped on the ground, most with their packages untouched. He felt relieved as he was finally able to come to terms with his tragic past that shook the gaming industry.

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40 years ago, Matt was sitting behind his desk with towers of stacked videotapes. One by one, he signed the videotapes, handed a copy to the person in front, and smiled and posed to the camera with the person. He kept on repeating the process but the long line in front of him never seemed to end. For directing the internationally successful movie "DT", he was either signing autographs or answering interviews, and receiving business deals related to the movie. He knew this popularity wouldn't last long so he asked his manager to secure a huge business deal that would guarantee his early retirement. "We got another offer from the gaming company again!" yelled his manager. Matt smiled with anticipation for a big paycheck.

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Chris was sitting in his office, drinking his morning coffee. It was as if he was rewarded with the coffee's rich aroma with releasing a video game last month that gamers called it the best video game in gaming history. His relaxed morning was

suddenly interrupted by a phone call from Bradford, the CEO of Pixel, the world's leading video game manufacturer. "Chris, we need the 'DT' video game. Can you do it? I just called Matt and he seemed excited!" Chris responded positively, as he and Matt worked previously and created one of the best games in the gaming industry. However, Bradford's cheerful reply crushed his high spirits. "I knew you would say that! Finish the content of the game by September 1st." That meant Chris had only 5 weeks to work on the game. It usually takes 6-8 months to complete the entire process from developing the concept of the game to programming. Bradford continues, "Look, I've already made an appointment with Matt. He'll be with us tomorrow. Come up with a concept of a game you can implement in 5 weeks and present it to us in the conference room. With your high reputation, I'm sure he would accept your concept of the game no matter how unappealing it may be." Chris was still confused by the tight schedule. Bradford continued, "We need it for a Christmas release. Let's make money!"

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Matt took several deep breaths before the meeting. Even though this was his second time receiving an offer from Pixel, he could still not get used to the serious atmosphere of the meeting. He opened the door to the grand conference room. "Glad you're here. We're looking forward to working with you," said Bradford with his deep but warm voice as he welcomed him with open arms. Matt shook hands with Bradford, along with other Pixel top decision-makers. Just as everyone sat down, there was a long nervous silence. Then Bradford broke the silence with his deep voice, "Let's get down to business. As discussed on the phone, we want to make a video game using your 'DT' movie. As you worked with us before, our superstar programmer, Chris, has come up with a concept of a game. Chris, can you present your idea?" Following Bradford's instructions, Chris began his presentation. It was an adventure game where players escape getting caught by government agents and scientists to complete missions. For each completed mission, the player is rewarded with parts of a device that allows the alien "DT" to send messages across space to his home planet. Overall, his presentation was well

received. However, Matt was not fully on board with his idea. Chris understood how boring it felt to creative artists like Matt, but he had no other choice. He had to meet the company's deadline. Besides, the product will sell regardless of the quality if you include the most popular current movie. This was also the company's direction. Considering how well Chris' video games were received, especially the one they had worked on previously, Matt eventually accepted Chris' suggestion.

◆◆◆◆◆

Chris was banging on his keyboard as if his life depended on it. Code after code after code were running on his computer screen like bolts of lightning. This scene was not just in the workplace. It was also the same at home. He and his team set up a separate development system at his house so that he was never more than two minutes away from writing the code. The company even assigned a manager who would organize his daily meals so that he would not skip his meals and get sick. It also brought in three times the number of programmers than usual to assist Chris. It was a race against time. Five weeks later, all his efforts finally paid off as he somehow met the company's deadline. With this new game, he had a gut feeling it would take the gaming industry by storm.

◆◆◆◆◆

Chris opened the door of the company building and headed to his car to go home, just like usual workdays. Only this time he was carrying a cardboard box full of all his personal belongings and work-related accessories. He was not the only one. Hundreds of employees with their cardboard boxes exited the building. This scene was covered in countless news outlets at the time. Chris could not grasp the fact that a single product release resulted in this catastrophe. All he knew was that he was gone from the gaming industry for good. And so was the world's leading gaming company that Chris worked for.

◆◆◆◆◆

With heaps of unsold video game cartridges in the background, the man was being interviewed in the New Mexico desert, "Could you tell us what you are feeling now?" The man replied, "I'm relieved right now. For years after I left the

gaming industry 40 years ago, I would often have flashbacks of the crazy weeks of programming for the 'DT' game. Now, however, I find it very rewarding to be a psychologist, using my past experiences to help IT workers who have mental health problems from overwork. Also, I am proud that I created not only the worst game in history but also a couple of games before 'DT' that are identified as some of the best of all time. I experienced both extremes." The interviewer continues, "Looking back, is there anything you would like to say to yourself back then?" The man chuckles and answers, "When I finished creating the game, I had a feeling it would take the gaming industry by storm. It did, but not in a way most people would think of."

In the Eye of the Storm

Story outline

Chris and Matt collaborate for the first time.

| 32 |
| 33 |
| 34 |
| 35 |
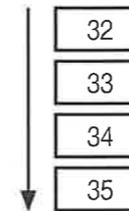
An interview takes place in New Mexico.

About the concept of the "DT" game

· It was a game based on the movie "DT".

· | 36 |

· | 37 |

About the development stages of the "DT" game

· The manufacturing company assigned more programmers than usual.

· | 38 |

Interpretation of key moments

· The man in New Mexico uses his awful memories of working as a programmer to treat patients as a psychologist. You could say his past painful experiences | 39 |.

· In the final scene, the man in New Mexico mentioned that he felt that the game would take the gaming industry by storm upon finishing it. However, it turned out not in a way he had imagined, because | 40 |.

問1　Choose **four** out of the five events (①〜⑤) and rearrange them in the order in which they occurred. 32 → 33 → 34 → 35

① Chris visits New Mexico.

② Matt listens to Chris' presentation.

③ Matt visits New Mexico.

④ Matt's manager receives a phone call from Bradford.

⑤ Pixel goes out of business.

問2　Choose the best options for 36 and 37 . (The order does not matter.)

① Matt and Chris worked together to form the concept of the game.

② The concept of the game was created with the priority of reducing the development period.

③ The director of the DT movie was pleased with the concept of the game.

④ The enemies in the game were government officials and scientists.

⑤ The player had to defend the alien using devices earned when completing each mission.

問3　Choose the best option for 38 .

① A development system was also provided outside the company facility.

② Code was entered so quickly that the computer discharged electricity.

③ Programmers were forced to live at the company to manage their diet efficiently.

④ Programmers were not allowed to go home.

問4　Choose the best option for 39 .

① added fuel to the fire

② gave him the cold shoulder

③ made him as right as rain

④ were a blessing in disguise

問5　Choose the best option for 40 .

① the company he worked for went out of business

② the "DT" video game further advanced the film director's career

③ the game sold millions and became one of the best video games in history

④ there was no thunderstorm on the night of the game's release

第8問　（配点　15）

Your English teacher has assigned this article to you. You need to prepare notes to give a short talk.

Biases in Perceptions

Our minds are full of possibilities, capable of processing all kinds of information from our observations of the outside world and giving countless interpretations. It is no exaggeration to say that our ability to interpret has enabled us to accomplish various feats, from inventions that have advanced human civilization to the creation of works of art that have left their mark on history. On the other hand, having the capability for interpretation does not mean that all interpretations are correct. From major historical events to the mistakes of trivial everyday choices, there is no end to the human errors in interpretation that have triggered these incidents.

When humans make decisions, they do so under a biased view of information that sometimes lacks rationality. Such biases are called "cognitive biases" in psychology. Let us look at some typical examples of cognitive biases.

When leaders advocate their thoughts in campaign speeches or management policy meetings, do you ever feel that the content of their speeches sounds false? This may be because they unconsciously gather and use only the information that is convenient for justifying their own opinions and ideas, or because they conveniently interpret certain information. This tendency is called "confirmation bias". Confirmation bias is especially easy to fall into when one is strongly attached to one's ideas.

Have you ever noticed a change in the predictability of an event before and after it occurred? If so, it is because you are influenced by a cognitive bias called "hindsight bias". This is typical of those who complain in hindsight, "I thought it was going to happen." In a classic psychology experiment, college students were asked to predict whether the then-nominated Clarence Thomas would be confirmed to the U.S. Supreme Court. Before the Senate vote, 58% of the students thought he would be confirmed, but when the students were polled again after his confirmation, surprisingly 78% said that they had predicted that Thomas would be confirmed.

Another common cognitive bias is "anchoring bias". This refers to the phenomenon in which prior information distorts the decision-making process that will be executed later. A typical example of anchoring bias can be seen in sales talk. A salesman first introduces only expensive products among several products. The customer is subconsciously under the impression that the products are expensive and shies away from buying them. Next, the salesman introduces a price group of products that is one rank lower than the first price group. The customer is then led to believe that it is a good deal because it is cheaper than the first expensive price group. In reality, however, none of the price groups are a bargain. By introducing the more expensive price group first, the salesman has thrown an anchor and fixed the customer's thinking there.

Are there times when we follow group conventions and judgments without any thought? This phenomenon is known as the "bandwagon effect". This occurs frequently when trying to conform to a group. For example, in the fashion or business world, we may do things for the shortsighted reasons of not wanting to fall behind our surroundings, or in personal interactions, even if we disagree with an opinion that many people support, we fear that we will stand out badly, so we may read between the lines and follow the consensus without considering it is right or wrong. We are affected by the bandwagon effect daily, whether large or small. This is probably one of the most common of the various cognitive biases.

When we fall into a cognitive bias, it is difficult to recognize that we are falling into a trap. As a result, we cannot easily get out of it and are forced to make irrational decisions. To escape this negative loop, we should keep in mind the other cognitive biases in addition to those introduced in this article and make calm and rational decisions.

Your notes:

Biases in Perceptions

Outline by paragraph

1. 41

2. Introduction to cognitive biases

3. Confirmation bias

4. Hindsight bias

5. Anchoring bias

　→ Sales talk: 43

6. Bandwagon effect

　→ Conforming to a group: not wanting to fall behind the group / reading between the lines

7. 42

My original examples to help the audience

A. Confirmation bias

　Example: 44

B. Hindsight bias

　Example: 45

問1　Choose the best options for 41 and 42 .

① The contribution of cognitive biases to the advancement of human civilization

② The importance of studying cognitive biases

③ The interactions of cognitive biases and psychological experiments

④ The possibilities of interpretation

⑤ The relationship between human civilization and inventions

⑥ The unlimited potential of cognitive biases

問2　Choose the best option for 43 .

① Introducing data that only emphasize the product's strengths

② Introducing groups of products separately rather than all together

③ Showing pictures of many local citizens purchasing the product

④ Showing products that are harder to purchase first, and then showing ones less hard to purchase

問3　Choose the best option for 44 .

① Being convinced that you have made the right purchase by checking the product's positive reviews online

② Organizing the information you have gathered into those that strengthen or conflict with your opinion

③ Searching for information on the internet instead of looking for books in the library to gather information conveniently

④ Strongly accepting an opinion not because of the content, but because of the speaker's background

問4　Choose the best option for 45 .

① Coming up with your weather prediction for next week by looking at the weather forecast

② Gaining confidence when making a profit from buying stocks without any certainty

③ Going to a fortune teller because you are worried about your future

④ Guessing correctly what your twin brother is thinking