

2022(令和4)年度 個別学力検査 後期日程

# 外国語学部 英米学科 小論文

## 【注 意】

1. 試験開始の合図があるまで、この問題冊子の中を見てはいけません。
2. 試験時間は9時30分から11時10分まで(100分間)です。
3. この問題冊子は表紙以外に5ページあり、解答用紙は3枚あります。
4. 試験中に問題冊子の印刷不鮮明、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、手を挙げて監督者に知らせてください。
5. 解答はすべて解答用紙の解答欄に記入してください。
6. 解答用紙の氏名欄を除き、受験者本人の特定につながるような氏名、住所、学校名等は記述しないでください。
7. 解答用紙を持ち出してはいけません。持ち出した場合、試験をすべて無効とします。
8. 試験終了後、問題冊子は持ち帰ってください。

問題 1 次の英文を読んで、下の問いに答えなさい。(120 点)

It's 2pm on a snowy Sunday—but before taking part in a snowball fight in the park, I'm off to the Bahamas to swim with sharks. Why not?

Not really, obviously. But with real international travel impossible for now because of the spread of the new coronavirus, my solution—which involves a virtual reality headset—is the next best thing. In fact, virtual trips are becoming more and more popular as people search for new ways to keep themselves entertained.

“Virtual reality travel can provide unique experiences that are nearly impossible in the real world,” says Kaitlyn Mullin, virtual reality travel expert at National Geographic. “For example, the opportunity to visit a normally popular, crowded site, like Machu Picchu, when it is completely empty, or to safely have a face-to-face encounter with a wild lion.”

Searches for ‘virtual reality equipment’ are up 180 per cent on last year. The most popular virtual reality headsets are made by Facebook’s Oculus and PlayStation—though they don’t come cheap with prices starting at around 300 pounds. Oculus, whose Quest 2 headset I spent the weekend playing with, says the brand is “selling headsets as fast as we can make them.” And, despite not having the slightest interest in gaming, having spent the afternoon exploring and experiencing the Caribbean and Patagonia, I’m starting to see the attraction.

How does it work? Virtual reality captures all 360 degrees of a chosen location, making the user feel as if he or she is really alive in an entirely digital environment. The headset and controllers track your arm, leg and head movements in real time so that you can experience the virtual setting as you experience real life. So, if there’s a tiger behind you in the virtual reality game you’re playing, it will sound like there really is such an animal behind you, and as you turn around in real life you do so in the virtual world too.

The result is surprisingly exciting. Imagine climbing Everest one minute, hanging out with elephants in a wildlife centre in Kenya the next, then wandering around the ruins of Pompeii. Take a trip into orbit with NASA astronauts before enjoying an hour or two of guided relaxation in a location that is ‘a lot more *zen*’ than your living room. This is the pleasure of travel without travelling at its best.

The good news is that there are plenty of online virtual tours that can be enjoyed from your phone or computer if you don’t have a virtual reality headset. Lonely Planet writer Tom Hall points to free platforms like explore.org, which shares live video of everything from African wildlife to the northern lights, as a great way to “keep travelling and exploring” until you can next book a seat on a plane. “For example, I’ve just sat and watched a monkey having lunch in the Congo and it’s made me realise that is one of the first places I want to visit at the end of all of this.”

Zina Bencheikh, managing director of Intrepid Travel, says: “There’s been lots of creative thinking about developing virtual trips that could support and bring hope to local guides who have lost their income due to the spread of the new coronavirus. We have been working with a new company called Local Purse to offer live virtual shopping experiences in places like the markets of Marrakech. It is possible for customers to choose items to buy as they explore the area with a local guide. Our day tour brand, Urban Adventures, is also giving customers the chance to enjoy virtual experiences with local guides. The experiences offered include oil painting in Mexico City or cooking Indian food in Delhi.”

Meanwhile, Virtually Visiting has teamed up with local suppliers to offer online videos of everything from hot air ballooning to water skiing and virtual walks over the Brooklyn Bridge. Customers will soon be able to pay per experience via phone, computer or virtual reality headset. “We wanted to turn

anyone who only has a smartphone into a global explorer,” Virtually Visiting’s Jonny Cooper says.

We’re all counting down the days until we can finally book a holiday again, but virtual travel will serve a purpose beyond the coronavirus years, Bencheikh insists. “It will never compete with the excitement of real travel—the amazing little cafe you discover as you walk through the streets of a new city or the human connections you make when you share a meal with a local family. I believe, however, that virtual travel will work with real-life travel when it returns. As we all become more aware of the connection between international travel and global warming, virtual experiences can be a fantastic way to explore those places that we feel we will never—or should never—visit in reality.”

Mullin agrees, adding that allowing people to experience places virtually could help to reduce the number of tourists visiting popular locations. “Some of the world’s most unique sites are also among its most sensitive, and high numbers of visitors could lead to the damaging of delicate areas of interest and ancient buildings,” she says. Ideally, use of virtual reality technology in the travel industry would direct visitors away from the most popular tourist spots by making lesser-known places more familiar to us, Hall adds.

(Adapted from Rosie Fitzmaurice, “From sofa to safari: the rise of virtual travel,” *Evening Standard*)

問 1 本文の内容を、句読点を含めて 300 字以内の日本語で要約しなさい。(80 点)

問 2 もしあなたがバーチャルリアリティ体験を本文のトピックに関する分野で提供する立場にあれば、本文で述べられている例以外にどのような機能やサービスを提案しますか。句読点を含めて 400 字以内の日本語で、具体例をあげながら述べなさい。(40 点)

問題 2 次の英文を読んで、あなたの意見を 80 語以上 100 語以下の英文で述べなさい。(最後に語数を記入すること。)(80 点)

If a rich businessperson gave your high school ¥100,000,000 how do you think the money should be spent?