令和7年度 九州産業大学大学院入学試験問題解答用紙(秋期)

芸術研究科 造形表現専攻 博士前期課程

試験区分:一般/外国人

[問題] (25点)

以下の英文の要約を日本語で記述しなさい。

Frenchman leads effort to preserve 1980s Japanese game software

Fearing a loss of Japanese culture, a Frenchman in Tokyo has been preserving retro video game software from the 1980s.

Joseph Redon, 47, and his nonprofit Game Preservation Society (GPS) have collected and stored around 18,000 game software items at its head office in a quiet residential area of Tokyo's Setagaya Ward.

Redon said he became obsessed with arcade games installed at cafes in France when he was a child. He was a middle school student when he realized that most of them were made in Japan.

His father bought him a PC Engine home video game console. The manual and texts that appeared on the console's screen were written in Japanese.

Redon consulted a bilingual dictionary to understand what the words meant. That led to his longing to visit Japan.

He landed a job with the Paris branch of a Japanese-affiliated business after graduating from university.

But his yearning for Japan grew more intense. He quit his job and traveled to Japan alone when he was 24.

Once in the "land of video games," Redon realized that older games were suffering from the degradation of storage media and limited availability. He also felt concerned that the Japanese software could flow to other countries.

"Video games are Japan's cultural properties, which I will have to help preserve," he said he swore to himself.

"Video games constitute a genre of Japanese culture, like cinema and pictorial arts," Redon said. "That, however, has not been understood very easily in Japan."

The GPS group is building an archive of video games using a subsidy from the Agency for Cultural Affairs. Redon said he dreams of building a "library" where anyone can play video games.

"Frenchman leads effort to preserve 1980s Japanese game software" By MANABU UEDA, The Asahi Shimbun Asia & Japan Watch (AJW), 2023/12/26より抜粋・要約

【要約(日本語)】

試 験 科 目 小論文 (英語)

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[&]quot;retro video game"=ここでは1980年代やそれ以前に日本で発売された、主に家庭用のビデオゲームやテレビゲームを指す。

[&]quot;arcade games"=日本のゲームセンターなど商業施設に設置された、不特定多数が使用する商業用ゲームや その機体を指す。

[&]quot;PC Engine"=1987年に発売された日本製の家庭用ゲーム機

[&]quot;subsidy from the Agency for Cultural Affairs"=日本の行政機関である文化庁の補助金

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芸術研究科 芸術表現領域 博士前期課程	入試区分 :一般/外国人					
自身の今までの作品と、これから作りたい作品について自由に述べてください。 (資料など持ち込み禁止)						
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試験 小論文(日本語) 科目

受 験 番 号

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