

# 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.

"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。

"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。

"PC Engine"=1987年に発売された日本製の家庭用ゲーム機

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

"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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受験番号	
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評点	
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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]（写真・映像領域）

自身の専門領域における「技法」とはどうあるべきかを800字以内で自由に論じなさい。

試験  
科目

小論文（日本語）

受験  
番号

評  
点

令和7年度九州産業大学大学院入学試験問題解答用紙（春期）

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。

The global market for contemporary art is growing rapidly, propelled by a wave of talented young Asian artists and the enthusiastic patronage of youthful collectors in China and other emerging economies. Annual auction sales for such art have risen 25 times by value in the past 20 years.

A satirical painting by Chinese artist Fang Lijun offers an instructive example. The work, purchased by Japan's Fukuoka Asian Art Museum for 14 million yen (\$89,000) in 1996, is now valued at around 1.1 billion yen.

Contemporary Asian art, which did not attract much attention in the 1990s, "is now being bought by art museums and collectors all over the world," said Etsuko Iwanaga, director at the museum. Works by Indian and Indonesian artists are also fetching higher prices, she said.

Works by young Asian artists have become more popular as collectors shift their focus from traditional Western values to a more diverse range of artists and subject matter in terms of race, age and gender. As Asia's economies develop, artists from the region have begun to study abroad, incorporating the latest trends in their works.

Daisuke Miyatsu, a professor at the Yokohama University of Art and a famed collector of contemporary art, stressed the importance of works' non-monetary value, such as enriching one's mind. "Contemporary art is attractive as it reflects the current era and public concerns," he said. "It can also motivate people to learn more about art and its social implications."

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- "propell"=…を推進させる，駆り立てる
  - "patronage"=パトロン，芸術家や芸人または特定の団体などを経済的に援助する人，後援者
  - "satirical"=風刺的な，風刺に満ちた
  - "Fang Lijun"=人名[ファン・リジュン(方力鈞)]，中国の画家，現代美術家
  - "Fukuoka Asian Art Museum"=福岡アジア美術館
  - "Etsuko Iwanaga"=人名[岩永悦子]，福岡アジア美術館館長
  - "fetch"=取ってくる
  - "incorporat"=取り入れる，組み込む
  - "Daisuke Miyatsu"=人名[宮津大輔]，美術評論家，現代美術コレクター，横浜美術大学学長[2020-22]
  - "social implications"=社会的意味，社会的影響
- "Asian youth drive contemporary art market - Global sales rise 25 times in 20 years, led by young collectors, artists in Asia"  
By MANABU UEDA, NIKKEI Asia, 2024/6/2 より抜粋・要約・修正

【要約(日本語)】

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芸術研究科 造形表現専攻 博士前期課程

1. (写真・映像領域)

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試験科目	小論文（日本語）
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受 験 番 号	
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評 点	
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