

令和8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。

Yoko Sano (1938-2010), a Japanese author and illustrator of children's books, was a busy mother in her 30s when she created "Hyakuman-kai Ikita Neko" (The Cat That Lived a Million Times).

Amazingly, she claimed the phrase "a million times" popped up in her head one day and everything else just clicked into place. And, she added, it took her only 15 minutes to complete the storyline.

Perhaps that's how masterpieces are born?

The protagonist, a tabby cat who is interested only in himself, keeps coming back to life over and over.

But he meets a beautiful white female cat one day, and learns for the first time what it means to love someone. He and the white cat grow old together. And after she dies, he dies, too, never to return to life again.

His final life with the white cat must have been filled with warmth and happiness.

Sano once wrote that many people love this book precisely because "the only thing people truly wish with total honesty" is to live an ordinary life with love.

But in this day and age, it has become increasingly difficult to make such a simple wish come true.

I understand that the latest model of ChatGPT, an interactive chatbot that answers questions posed by users, was recently made "warmer and friendlier" in an upgrade.

Will the day come when an immortal AI learns to love someone, like the tabby cat in Sano's book?

"Hyakuman-kai Ikita Neko" (The Cat That Lived a Million Times)=『100万回生きたねこ』1977年に日本
で出版された佐野洋子(人名)の絵本およびそのタイトル。

"click into place"=〔物事が〕ぴったりと収まる。

"protagonist"=主人公

"come back to life over and over"=何度も命を取り戻す/生き返る。

"ChatGPT"=OpenAI社が開発した生成AIおよびサービス(GPT="Generative Pre-trained Transformer")

"chatbot"=人間との会話を模倣する自動会話プログラム

"model"=OpenAI社の自然言語処理アルゴリズムの種別。OpenAI社はこれらを「モデル」と呼ぶ。

"in an upgrade"=(上記)"model"の性能向上/バージョンアップによって

VOX POPULI: "Will AI ever learn to love like the fictional cat with a million lives?"
-The Asahi Shimbun, Aug. 26, 2025より抜粋

【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8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 芸術表現領域 博士前期課程

入試区分：一般・外国人

自身のこれまでの作品と、これから作りたい作品について自由に述べてください。（資料など持ち込み不可）

試験 科目	小論文 (日本語)	受験番号		評点	
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令和8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

入試区分: 一般/外国人留学生

[問題] (25点)

以下の英文を日本語で要約し記述しなさい。(なお記述欄が足りない場合にはこの用紙の裏面を使用してもよい)

A Japanese family film about Kabuki has attracted international notice, having successfully blended inspiration from India, Korea and Tunisia.

Its distinctive mix has helped propel "Kokuho" to become one of Japan's top-grossing live-action movies, win praise from audiences and critics around the world and be nominated for two Academy Awards, including best international feature.

The success highlights the impact of cultural exchanges in storytelling, influencing a rich Japanese tradition with global perspectives.

As for the movie's international flavor, producer Chieko Murata wrote on Sony Music Entertainment's website, "I was influenced by Indian movies" when making the mega hit.

While Bollywood and Kabuki might seem like unlikely bedfellows, the two storytelling traditions share an important trait.

Indian movies are "entertainment films that weave stories through song-and-dance numbers (while minimizing the use of words)," Murata said, adding that they "are extremely high in the quality of scripts, rendition, acting, camera work and other elements."

There are also similarities between "Kokuho" and Indian movies in how they communicate to foreign audiences. In a Bollywood production, specific ornaments worn by married Indian women as symbols of their marital status are indiscernible to non-Indian audiences and so need to be explained in the script, Murata said. Similarly, "Kokuho" features a scene that explains why Kabuki has male actors who specialize in female roles.

The film's acclaim was also boosted by the diverse collection of talent. Director Lee Sang-il is a third-generation Korean living in Japan. During a news conference in South Korea, he stated that the film represents "my identity as a cross-border person," as reported by the JoongAng Ilbo, a South Korean daily, on its Japanese website.

"Kokuho" = 『国宝』2025年に公開された日本の実写映画。

'critics' = 批評家, 評論家

'best international feature' = アカデミー国際長編映画賞

"Chieko Murata" = 村田千恵子(人名), 映画『国宝』のプロデューサー

"Sony Music Entertainment" = 「株式会社ソニー・ミュージックエンタテインメント」日本の総合エンタテインメント企業。

'Bollywood' = 「ボリウッド」インドのムンバイ(旧:ボンベイ)を中心に展開される映画産業および表現のスタイルを指す。

'scripts, rendition, acting, camera work' = 「脚本、表現、演技、カメラワーク」

'acclaim' = 賞賛

"Lee Sang-il" = 李相日(人名), 映画『国宝』の監督

"JoongAng Ilbo" = 「中央日報」韓国の三大新聞のひとつ

"India, Korea and Tunisia shape success of Japan film 'Kokuho'" — HITOMI ISHINABE, January 21, 2026, 'Nikkei Asia' より抜粋

【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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美術が社会に与える影響について自由に述べなさい。（資料など持ち込み不可）

試験 科目	小論文(日本語)	受 験 番 号		評 点	
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