

英 語 解 答 用 紙

受験番号	
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(注意) 解答用紙は 3 ページあります。

1 問 1

(1)	(2)	(3)	(4)	(5)
b	a	c	c	a

問 2

b

問 3

(1)	(2)	(3)	(4)	(5)	(6)
F	T	F	T	F	F

問 4

(1)	(2)	(3)
c	a	c

問 5

e

得 点

2 問 1

(1)
a

(2) アニメ映画の舞台となっている実在の場所を訪問すること(アニメ映画の聖地巡礼)。

(3)	(4)
d	b

問 2

(1)	(2)	(3)	(4)
T	F	T	F

問 3

(1)	(2)	(3)	(4)	(5)
d	a	a	c	c

問 4

(1)	(2)
d	a

3 問 1

(1)	(2)	(3)
future	attention	education
(4)	(5)	(6)
field	overcome	extreme

問 2

d

問 3

b

These graphs show two interesting trends in gaming. I would like to give my explanation of them.

First, the number of women that play games is much smaller than that of men. I believe this is a result of the content of the games that have been available. Games have mostly been created for a male audience and therefore the number of women that want to play them is relatively small.

Second, the age of people playing games also shows an interesting trend. It is interesting to see that almost 20% of people buying the S console are over 40 years of age. I think this is because, as the age of the gaming industry increases, so does the age of people playing games.

As I have shown above, these two trends can be seen from the graphs and there are sure to be changes over the next few years. (150 words)