

英 語
問 題

(2011)

〈 H23050211 〉

注 意 事 項

1. 問題冊子および解答用紙は、試験開始の合図があるまで開かないこと。
2. 問題は2～5ページに記載されている。
3. 受験番号および氏名を、解答用紙の所定の欄に必ず記入すること。所定の欄以外には、受験番号および氏名を書いてはならない。
4. 解答は解答欄にのみ横書きで記入すること。解答欄以外には何も書いてはならない。
5. 解答には黒鉛筆またはシャープペンシル（HB）を使用のこと。
6. 字数制限がある設問については、算用数字やアルファベットその他の記号を用いる場合も、解答欄1マスに1つ記入すること。
7. 問題冊子および下書き用紙は持ち帰ること。

Read the following two segments and answer the questions below.

Violence and the Mass Media

John Hinckley shot the former U.S. President, Ronald Reagan, after repeatedly watching a movie in which the hero constantly tailed a senator with a gun. A group of teenagers violently attacked a fellow student with a broom handle after a similar incident was shown in a television drama. A gang in a different city copied a television program they had seen by burning an elderly woman to death.

Such incidents have made violence in the media an issue of great public concern. Supporters of the media claim that everyone realizes media violence is just a fantasy, and that it does not encourage real-life violence. But two comprehensive examinations of all the available research—one by the U.S. Surgeon General in 1972 and another by the National Institute of Mental Health in 1982—concluded that media violence does indeed promote real violence. Numerous studies have found that children in laboratory settings act more violently when they are shown violent television programs than when they are shown nonviolent programs. Such experiments have been criticized because they are carried out in artificial settings, but many other types of studies lead to similar conclusions. Particularly persuasive are two studies of Canadian Indians that found that violent behavior increased among children after television was introduced into their communities. As Jeffrey Goldstein concluded, “After nearly three decades of research, social scientists are now almost unanimous in their agreement that portrayed violence increases aggressive behavior.”

How does violence in entertainment cause real-life violence? For one thing, watching violence on television increases the chances that viewers will regard it as a justifiable means of settling disputes in everyday life. Television stories show people responding to frustration with anger: they strike out, smash, and even kill in what looks like blind rage. They do not seek or even discuss more peaceful alternatives. The viewer learns that it is “natural” for people to lose control, and this increases the chances that viewers will fly into a violent rage when they are frustrated or provoked.

Television dramas also contribute to violent crime in a more general way. Television creates the impression that violence is a rather routine everyday event, so the viewing public may become indifferent to all but the most sensational crimes of violence. In this respect, television dramas might have effects similar to the sensationalist coverage of crime in the newspapers and on radio and television. Both news stories and television dramas help dull our sense of indignation about violence and encourage a kind of “tuning out” of real-life horrors. For instance, one study found that the normal reactions that one would expect to scenes of violence were far less in a “high TV exposure” group of children as compared with a “low TV exposure” group. A population for whom violent crime has become routine is less likely to do anything to try to stop it.

These research findings do not mean that dramatizations of violence, even repeated exposure, will change a peaceful man or woman into a violent one. The home, the community, and the schools certainly have a greater influence on children than television or movies. But the media can have a very significant effect on those who are already close to committing violence.

Debate

The above passage prompts the question: Should television be censored? That is, should someone in authority examine the content and cut anything considered inappropriate? Consider the following arguments:

YES, television violence should be censored.

We are experiencing a major spread of violence that threatens the very foundations of our society. Our television stations have added to the number of murders, rapes, and attacks by using violence as a tool to push up their ratings and improve their profits. Scientific studies have shown that violent television programs (①) real-life violence, and our television is certainly full of excessive violence.

Those concerned with our civil liberties often claim that a government program to remove violence from our airwaves would soon be censoring broadcasts for their political content as well and would ultimately lead to a decline of freedom and democracy. Such charges are highly misleading. Although it is true that any censorship has a potential for abuse, a well-planned program could easily (②) this danger. For instance, if the law spelled out the specific kinds of violent acts that were to be prohibited and expressly forbade censorship on any other grounds, there would be little danger of abusing civil liberties.

The prohibition of violent dramas on television would not, of course, be the entire answer to the problem of violence, but it would be an important step in the right direction. It would show our children that violence is not an acceptable solution to personal conflicts. And compared with the other proposals for dealing with this difficult problem, a program to clean up television would be cheap, simple, and effective.

NO, television violence should not be censored.

No matter how well intentioned, censorship of the media is always a threat to democracy. Once the censorship boards are set up to stop television violence, other pressing "problems" demanding censorship will soon come along. In the end, our freedom will be lost. All censorship boards claim to (③) important social goals, but that does not make them any less controlling and undemocratic. The end does not justify the means.

No one doubts that violence is a major social problem. But how much good would television censorship really do? Scientific studies do show a relationship between watching violent programs and real-life violence, but it is a very weak relationship. Most violence is learned from parents, on the streets, or in the schools. Even if we took all the violence off television tomorrow, the effects would probably be so small that we couldn't even (④) them.

Besides, violence can be removed from television by much less dangerous means. If citizens are concerned about this problem they should write to their local stations, to the networks, and to the sponsors and ask that violent programs be taken off the air. They should also turn off their television sets and encourage their friends and neighbors to do the same. If sponsors find that advertising on violent programs does not (⑤) the sales of their products and if network executives find that violence no longer improves their ratings, the problem of television violence will soon disappear.

Source: J. W. Coleman and D. R. Cressey (1990), *Social Problems*, Harper & Row.

1 (A) According to the first segment (“Violence and the Mass Media”), are the following statements true or false? Mark T or F in the spaces provided.

(i) The fact that many people don’t realize that violence is just a fantasy is a cause of great public concern.

(ii) Research has shown that Canadian Indians in particular are more likely to engage in violent behavior after watching television.

(iii) Many people regard television dramas as fair representations of normal life, and are influenced by them.

(iv) The more violence we see in society, the more impact it has, and the more concerned we become about trying to stop it.

(v) There is a real danger that watching enough violence in the media could lead anyone to become violent.

(B) Use five of the following six words to best complete blank spaces (①) to (⑤).

(a) achieve (b) avoid (c) create (d) encourage (e) improve (f) measure

2 Based on your reading of the two segments, explain IN ENGLISH what “The end” and “the means” actually refer to in the underlined sentence, by completing the sentences in the spaces provided on your answer sheet.

3 Write two paragraphs in your own words, one supporting the following statement (AGREE), and one rejecting it (DISAGREE). Write your answer IN ENGLISH in the spaces provided on your answer sheet.

Television has improved the quality of our lives.

4 As with television, there are repeated calls for video games to be banned or restricted on the basis that they too may promote real-life violence among young people. From the data below, are there any indications you can find that might suggest that video games need to be restricted or even banned to prevent real-life violence? Write your answer IN JAPANESE within 400 letters in the space provided on your answer sheet.

NOTE: Tables 1 and 2 show data from a recent survey about M-rated video games (games considered too violent or unsuitable for players under the age of 17) and problem behavior among young people. Graph 1 shows the percentage of all students who “strongly agree” with the reasons given for playing video games.

Table 1: Characteristics of Study Sample of 1,056 Video Game Players (7th-8th grade students)

	Gender	Number of students
Plays video games	Male	520 (49%)
	Female	536 (51%)
Frequently plays M-rated games	Male	357/520 (69%)
	Female	148/536 (28%)

Table 2: Relationship between Playing M-Rated Games and Problem Behaviors

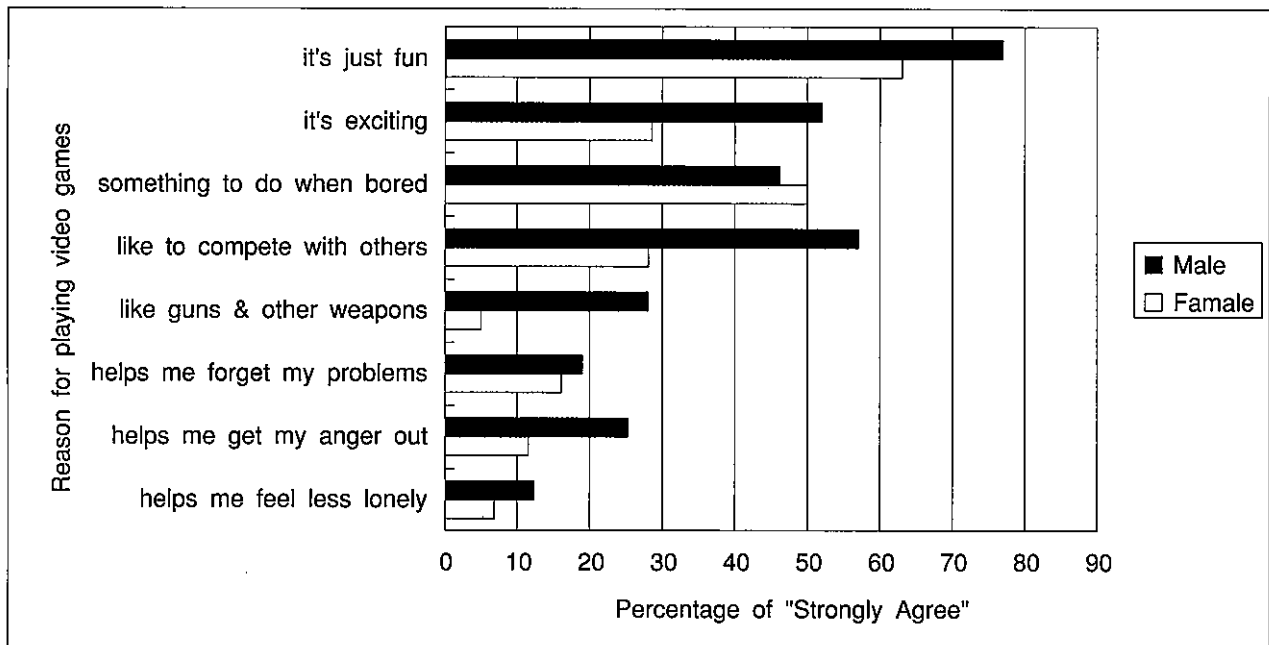
Male

Problem behavior	All players	M-rated game players	Non-M-rated game players
Fighting	228/520 (44%)	182/357 (51%)	46/163 (28%)
Bullying	47/520 (9%)	35/357 (10%)	12/163 (7%)
Incidents involving the police	26/520 (5%)	22/357 (6%)	4/163 (2%)
Poor academic performance	166/520 (32%)	126/357 (35%)	40/163 (25%)

Female

Problem behavior	All players	M-rated game players	Non-M-rated game players
Fighting	113/536 (21%)	59/148 (40%)	54/388 (14%)
Bullying	24/536 (4%)	9/148 (6%)	15/388 (4%)
Incidents involving the police	11/536 (2%)	3/148 (2%)	8/388 (2%)
Poor academic performance	129/536 (24%)	53/148 (36%)	76/388 (20%)

Graph 1: Reasons for Playing Video Games



Source:

Cheryl K. Olson *et al.* (2009), "M-Rated Video Games and Aggressive or Problem Behavior Among Young Adolescents," in *Applied Developmental Science*.

[以下余白]