2022 年度（令和 4 年）

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博士前期課程 10 月入学（芸術工学専攻）

入 学 試 験 問 題

外 国 語（筆記） （ 60 分 ）

【 注 意 事 項 】

1 試験開始の合図があるまで、この問題冊子の中を見てはいけません。

2 この冊子は表紙を含め 3 枚あります。
　試験中に問題冊子の印刷不鮮明、ページの落丁・乱丁及び解答用紙の汚れ等に気づいた場合は、
　手を挙げて監督者に知らせてください。

3. 解答用紙は 2 枚(両面)配布します。
　解答用紙には、受験番号、氏名を記入してください。

4 この冊子のどのページも切り離してはいけないが、余白等は適宜利用してもかまいません。

5 試験終了後、問題冊子は回収します。問題冊子は持ち帰ってはいけません。

外国語（筆記）

【設問1】以下の英文を日本語に翻訳せよ。

Amid changes such as increases in technological innovation and the number of new companies being formed, recent years have seen a significant rise in the quality and quantity of a wide variety of data derived from space (satellite data). Government plans such as the Space Industry Vision 2030*1 and Basic Plan on Space Policy*2 (decided by the Cabinet on June 30, 2020) also mention the importance of expanding industries that utilize space by leveraging such satellite data.

Work is progressing in other countries to aggregate*3 satellite, geospatial*4, and other data into a single data platform, then using that platform to create a variety of applications. In line with this, Japan also launched the government satellite data platform Tellus*5 in February 2019, and new services are gradually being created based on it. Tellus 3.0 was released in October 2021. The new version offers users new functions such as requesting commercial satellite images and performing batch searches of satellite data, making it much more convenient for business use.

The government satellite data stored by Tellus is available for free. However, it remains inadequate in terms of frequency, resolution, types available, and private-sector development of solutions and AI for processing it. The lack of progress in developing solutions is also holding back investment in developing satellites and integrating commercial satellite data into Tellus. This in turn is also making it difficult for users to see the satellite data as beneficial, creating a "chicken-and-egg" situation whereby progress is stalled due to uncertainty regarding process development.

出典：経済産業省ニュースリリース（2022 年 3 月 18 日）より抜粋
https://www.meti.go.jp/english/press/2022/0318_002.html（2022 年 6 月 24 日閲覧）

*1 Space Industry Vision 2030：宇宙産業ビジョン 2030
*2 Basic Plan on Space Policy：宇宙基本計画
*3 aggregate：集合する。集める。
*4 geospatial：地理空間の
*5 Tellus：政府衛星データプラットフォーム

【設問2】 以下の英文を日本語に翻訳せよ。

Today, glimpses of the metaverse are everywhere. Virtual concerts attract record audiences; high-end designers sell virtual fashion; and gaming has become a livelihood for people around the world. Many of the closest systems to a full-fledged[*1] metaverse are immersive[*2] games like Fortnite, Minecraft and Roblox, where players can socialize, shop and attend events in a virtual world. There's already evidence that online multiplayer games can enable the spread of disinformation and conspiracy theories[*3]. Players can use in-game communication tools to disseminate rumors or "fake news," targeting others in difficult-to-track ways. The metaverse could allow motivated regimes or extremist groups[*4] to go a step farther. Immersive layers of text, voice and visuals in virtual environments would provide new, convincing ways to broadcast misleading or extremist content. In environments where individuals can be represented by pseudonymous[*5] avatars, knowing whom to trust with sensitive information will become even more difficult. This could pave the way for a new era of espionage[*6]. Digital espionage has already been used by dozens of countries to gain access to commercial intellectual property, proprietary[*7] military technology and personal and financial information. A metaverse that contains nearly all aspects of life — work, relationships, assets, identity — could be susceptible to breaches[*8] or manipulation from across the globe.

出展：Zoe Weinberg, "The Metaverse Is Coming, and the World Is Not Ready for It", *New York Times*, 2021.12 より抜粋（一部改変）

*1 full-fledged：本格的な，成熟した

*2 immersive：没入型の

*3 conspiracy theory：陰謀論

*4 extremist group：過激派グループ

*5 pseudonymous：仮名の、ハンドルネームの

*6 espionage：スパイ活動

*7 proprietary：私有の、占有の

*8 breach：違反、裏切り