

2025(令和7)年度 沖縄国際大学一般選抜試験問題

【英 語】

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ない。
2. この問題は、8 ページある。解答用紙は、マーク用が1 枚ある。マーク用の解答用紙は【1】～【40】まで使用する。
3. マーク用の解答用紙の選択問題マーク欄は使用しないこと。
4. 試験中に問題の印刷不鮮明、ページの落丁、乱丁及び解答用紙の汚れ等に気がついた場合は、手を挙げて監督者に知らせること。
5. 解答用紙は直接機械処理をするので、折り曲げたり、汚してはいけない。
6. 解答用紙には、受験番号、氏名、科目、受験地が印字されているので、間違いがないか確認すること。
7. 筆記用具は、必ず鉛筆（HB）または0.5 ミリの HB シャープペンシルを使用し、丁寧に記入すること。
また、訂正する場合は、プラスチック製消しゴムで完全に消してから改めて記入すること。
8. 解答は、設問ごとに指示してある番号の解答欄にマークすること。例えば【20】と指示のある問いに対して③と解答する場合は、次の（よい記入例）のようにNo. 【20】の回答欄の③にマークすること。

○よい記入例

No.	解 答 欄									
	1	2	3	4	5	6	7	8	9	0
【20】	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩

○悪い記入例（得点にならない）

【21】 2ヶ所にマークした

No.	解 答 欄									
	1	2	3	4	5	6	7	8	9	0
【21】	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩

【22】 はみだしてマークした

No.	解 答 欄									
	1	2	3	4	5	6	7	8	9	0
【22】	①	②	③	④	⑤	⑥	⑦	⑧	⑨	⑩

【23】 ぬりつぶした

No.	解 答 欄									
	1	2	3	4	5	6	7	8	9	0
【23】	①	②	●	④	⑤	⑥	⑦	⑧	⑨	⑩

9. 試験終了後、問題用紙は持ち帰ること。

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【英 語】

※ 解答はすべて解答用紙にマークすること。

I. 次の文章を読み、各段落【1】～【5】の内容に一致するものを、それぞれ①～④の中から一つずつ選んでください。(各3点)

As countries around the world become more connected, societies are becoming more culturally diverse. For instance, signs in multiple languages are now more common in towns. Such a change is reshaping how communities interact and setting new standards for workplaces and schools. The main idea of multiculturalism is to recognize and celebrate the variety of cultures that make up a society. It aims to move away from a one-culture-dominates-all approach and encourages conversations and mutual respect among different cultural groups.

The mix of various cultures enriches societies by bringing different languages, traditions, and views into everyday life. The widespread use of translation apps on our smartphones would be a typical example. Although their quality may not be at the level of human translators, they help people in a multicultural community communicate with each other far easier than before. Moreover, as more migrants settle in a society, the local food culture becomes increasingly diverse. At the broader level, embracing this diversity in a society will lead to more innovations, increases in population, further economic growth, and better diplomatic relationships with other countries.

This diversity, however, also presents challenges. Cultural and ethnic biases can lead to workplace disputes or neighborhood tensions. Miscommunication based on different cultural norms may complicate interactions in public spaces such as schools and hospitals, thereby hindering cooperation. Moreover, economic disparities among cultural groups can deepen social divides, which in turn results in inequality in education and hiring. To address these issues, everyone in society needs to work together.

Governments play a crucial role in supporting a multicultural society. They can help by making laws and starting programs. For example, they can help people to learn new languages, pass laws against discrimination, and make sure public services are available to everyone. Additionally, governments can promote cultural exchange programs and fund community-building projects that facilitate interactions between different cultural groups. These efforts help protect the rights of all cultural groups and make it easier for them to be part of the larger community, resulting in improvements in everyday life.

Individuals and communities also play a vital role in promoting multiculturalism. For instance, individuals can participate in cultural sensitivity training to better understand and respect the differences among people. Joining community events that celebrate diverse cultures, such as food festivals and language exchange meetups, also promotes greater understanding and appreciation of cultural diversity. Communities can organize workshops that focus on cross-cultural communication and collaboration and create platforms for sharing stories and experiences from different cultural backgrounds. By actively engaging in these activities, individuals and communities not only enrich their own lives but also strengthen the social fabric, making their societies more inclusive and harmonious. In embracing multiculturalism, we are moving from just living side by side to truly

understanding and integrating different cultures. This shift shows that we recognize the strength in diversity and understand that a society with many cultures is not just more resilient but also more vibrant and welcoming. The path to multiculturalism has its challenges, but the promise of a future where diversity is celebrated makes it a journey worth taking.

第一段落【1】

- ① Societies are becoming more monotonous because of increased global connectivity.
- ② Multiculturalism aims to accept different cultural values.
- ③ As countries interact with other countries, their cultures are merging into a single dominant culture.
- ④ Workplaces and schools are the best place for cultural exchange.

第二段落【2】

- ① The translations of smartphone apps are far better than those of human translators.
- ② The influx of migrants leads to a wider range of food choices.
- ③ Migrants settling in society leads to economic stagnation and less innovation.
- ④ The widespread use of translation apps on smartphones results in less face-to-face communication in a multicultural society.

第三段落【3】

- ① Cultural and ethnic biases can lead to more disagreements at work and in neighborhoods.
- ② Cultural diversity leads to a decrease in economic disparity.
- ③ Language barriers have been completely eliminated by translation technologies.
- ④ Economic equality is likely to be achieved between all cultural groups.

第四段落【4】

- ① Governments should decrease support for multicultural societies by enforcing restrictive laws.
- ② Governments should promote only traditional programs and should not fund new community-building projects.
- ③ Governments should help multicultural societies by creating supportive laws and programs.
- ④ Governments should ensure that public services are accessible only to certain cultural groups.

第五段落【5】

- ① Individuals and communities should not be allowed to join racist activities.
- ② Community events that celebrate diverse cultures diminish understanding of unique cultures.
- ③ People should receive training to learn how to respect differences.
- ④ Communities should discourage sharing experiences from different cultural backgrounds.

II. 次の文を読んで、下の A ～ B の問いに答えてください。

Nowadays, most young people enjoy playing video games, but unfortunately, traditional board games, such as chess, shogi, and Go, have fallen out of fashion. Go is a board game in which black and white stones are placed on a nineteen-by-nineteen grid with the aim of surrounding more territory than one's opponent. Compared to chess, the rules for Go are simple. One can learn the rules and be ready to play after ten minutes of instruction. At the same time, the game exceeds chess and shogi in its complexity. It is said that there are more possible Go board arrangements than stars in the universe. Such depth and richness make the game a profound opportunity for learning, going beyond mere entertainment to become a journey of self-discovery and personal growth. For this reason, young people should learn about this simple yet elegant game.

To begin with, Go has strong ties to Japan's culture. The game has been played in Japan for over a thousand years, and Japanese samurai used the game to think about the strategies of war. The game has also been highlighted in literary works, such as Yasunari Kawabata's *The Master of Go*, and manga, such as *Hikaru no Go*. Artisans^{注1} have crafted beautiful Go boards, bowls, and stones. Go-related words have even made their way into ordinary vocabulary, such as *dame*, which in Japanese means "no good" or "useless" but originally referred to useless points left at the end of a Go game. Perhaps most importantly, however, the game teaches traditional Japanese values such as modesty, grace, and reserve.

Among young Japanese, one common but mistaken view is that Go is a game for older men, played in smoke-filled rooms. This image fails to capture the vibrant and diverse community of Go enthusiasts spanning all ages and backgrounds. Go has experienced a resurgence^{注2} in popularity among younger people, thanks to online platforms that have introduced the game to a new generation. By dispelling^{注3} the misconceptions and showcasing the inclusive nature of the Go community, we can encourage a more widespread appreciation of this ancient game, creating a welcoming environment where players of all ages and backgrounds can come together to enjoy its challenges and rewards.

People in many parts of the world play board games outdoors or in public spaces. For instance, in Central Park in the heart of New York City, chess enthusiasts gather for matches, while various board games are played on the sidewalks of many Chinese cities. However, such scenes are rare in Japan because people prefer playing games in private rather than public settings. Despite these challenges, encouraging young people to play Go in parks, cafes, or other public places could enrich Japan's leisure landscape and lead to more significant social interaction. Efforts to introduce and popularize Go events through community organizations might gradually shift perceptions and cultivate a more positive view of the game.

Go has deep ties to Japan's culture, and thanks to the internet, the game has recently achieved international popularity. Today, individuals from diverse backgrounds can play the game for free and at any time against opponents matched to their skill level. Ironically, while the internet has facilitated global connectivity, it seems to have diminished opportunities for face-to-face interaction. Embracing a traditional board game like Go offers young people a unique way to connect with their culture by expanding their understanding of Go's heritage and strategic depth. Furthermore, playing Go allows individuals to connect with others globally, fostering a sense of community that goes beyond national borders. As players engage in matches online, they improve their skills and forge friendships with fellow enthusiasts worldwide, enriching their gaming experience and cultural appreciation alike.

注1 artisans = 細工人、職人

注2 resurgence = 復興、復活

注3 dispel = (思い違い) をなくす

A. 本文の内容と一致するように、下の1～5の文の空欄【6】～【10】に入れるのに最も適切なものを、それぞれ下の①～④の中から一つずつ選んでください。(各3点)

1. One of the interesting things about Go is that (【6】).

- ① the rules are easy, but the strategy is complicated
- ② the game is more expensive than many video games
- ③ young people cannot understand how to play
- ④ both white and black stones are lined up on a grid

2. Go's ties to Japanese culture include (【7】).

- ① samurai who played games of Go to know the outcome of future wars
- ② a long history, references in literature, and an influence on vocabulary
- ③ writers and artists who described scenes of games in their works
- ④ words that come from *The Master of Go and Hikaru no Go*

3. Contrary to stereotypes, Go has become more popular with young people because (【8】).

- ① old men who play in smoke-filled rooms are not so interesting
- ② the Go community has become more accepting of other cultures
- ③ people of all ages and backgrounds have visited Japan
- ④ online platforms have made it easier to find opponents

4. In Japan, promoting Go in public spaces could (【9】).

- ① make Japanese cities more interesting than New York City
- ② cause young people to stop playing so many video games
- ③ enhance social interaction and leisure activities
- ④ provide an economic incentive for parks and cafes

5. Go's international popularity on the internet offers young people a chance to (【10】).

- ① learn about other cultures where Go is played
- ② stay off the internet and have more face-to-face interactions
- ③ connect culturally and sharpen their strategic skills
- ④ teach people in other countries about Go's unique Japanese history

- B. 次の文章は本文について述べたものです。本文の内容と一致するように、空欄【11】～【15】に入れるのに最も適切なものを、それぞれ下の①～④の中から一つずつ選んでください。
(各3点)

Despite young people's (【11】) for video games, traditional board games such as Go can teach young people about their culture while challenging them to improve their analytic and strategic abilities. The game's simplicity and elegance make it an (【12】) avenue for personal growth and connection. In Japan, Go has influenced samurai warriors, writers, artists, and ordinary people. Despite (【13】) about the game being played by older men in smoke-filled rooms, the Go community is diverse and inclusive, experiencing a resurgence in popularity, especially online. Encouraging the game's presence in public spaces could (【14】) social interaction and enrich leisure activities. Additionally, the game's accessibility through online platforms offers global connectivity and cultural exchange opportunities, (【15】) players' skills and appreciation for the game's history.

- | | | | | |
|----------|------------------|----------------|---------------|--------------|
| (【11】) | ① fashion | ② confusion | ③ priority | ④ preference |
| (【12】) | ① inconvenient | ② unacceptable | ③ ideal | ④ emphatic |
| (【13】) | ① misconceptions | ② conventions | ③ lies | ④ propaganda |
| (【14】) | ① prevent | ② foster | ③ weaken | ④ destroy |
| (【15】) | ① enhancing | ② financing | ③ distracting | ④ repeating |

Ⅲ. 下記は教員 A と学生 B の留学についてのコンサルテーションでの会話です。空欄【16】～【20】に入れるのに最も適切なものを、それぞれ下の①～⑦の中から一つずつ選んでください。なお、選んだ選択肢は 1 回しか使えません。(各 3 点)

A: So, you're thinking about studying abroad next semester, aren't you?

B: Yes, that's right. (【16】)

A: Well, you should be quick because the application deadlines for most programs are pretty close. Have you looked into them?

B: I'd like to but I'm a bit lost. (【17】)

A: You might start by researching programs that match your academic interests and goals.

B: That makes sense. But I'm worried about the cost. (【18】)

A: We offer various forms of assistance, including scholarships and pre-departure orientations.

B: I think my English is pretty good. But I'm considering various countries. (【19】)

A: Well, language proficiency is often necessary. (【20】)

B: Great! Thanks for your help.

① What kind of support does the university provide?

② I've been thinking about it a bit.

③ I've decided the plan pretty much.

④ What do you think I should do first?

⑤ Is there a language requirement for non-English speaking countries?

⑥ What about the accommodation?

⑦ But it depends on the program.

Ⅳ. 次の各文の空欄【21】～【35】に入れるのに最も適切なものを、それぞれ下の①～④の中から一つずつ選んでください。(各2点)

1. The town (【21】) into a city.
① growing ② grew ③ grown ④ grow
2. Give him this letter when he (【22】).
① arrived ② will arrive ③ arrives ④ arrive
3. (【23】) don't you ask at that convenience store?
① Why ② Which ③ When ④ Where
4. The elevator was out of (【24】).
① order ② breath ③ nowhere ④ work
5. (【25】) I pass the house, the dog barks.
① Never ② Ever ③ Whenever ④ Whoever
6. He is (【26】) of an actor.
① something ② someone ③ anyone ④ person
7. Plans are (【27】) for a new shopping center.
① under way ② by the way ③ either way ④ all the way
8. (【28】) the most of your time.
① Go ② Make ③ Do ④ Put
9. She had her hair (【29】) really short.
① to cut ② cutting ③ have cut ④ cut
10. There is (【30】) for improvement.
① place ② area ③ hole ④ room
11. I don't care, as (【31】) as you're happy.
① many ② long ③ well ④ hard
12. She is older than him (【32】) two years.
① by ② on ③ for ④ at

13. A day's rest (【33】) him good.

- ① took ② put ③ paid ④ did

14. We should book tickets well in (【34】).

- ① advance ② front ③ public ④ order

15. (【35】) his inexperience, he has done well.

- ① To give ② Giving ③ Given ④ Give

V. 次の日本語の意味に合うように、①～⑤の語句を並べかえて英文にすると、3 番目の空欄【36】～【40】に入れるのに最も適切なものは何か、それぞれ下の①～⑤の中から一つずつ選んでください。(各2点)

1. 私によくもそんな口がきけるな。

How _____ (【36】) _____ !

- ① you ② that ③ speak ④ like ⑤ dare

2. 彼を説得しようとしても無駄だ。

There _____ (【37】) _____ to persuade him.

- ① point ② trying ③ is ④ no ⑤ in

3. 僕が立ち去ろうとすると、ちょうどカスミが挨拶してきた。本当にいい人だ。

I was _____ (【38】) _____ said hello. She's so nice.

- ① to ② when ③ about ④ Kasumi ⑤ leave

4. そんなことをしないだけの分別が彼にはある。

He is _____ (【39】) _____ such a thing.

- ① enough ② do ③ not ④ to ⑤ wise

5. 家は言うまでもなく、庭もひどいものだ。

The garden is a mess, _____ (【40】) _____ house.

- ① say ② of ③ nothing ④ the ⑤ to

