

2017年度入学試験 第1回

問題1 (小論文)

1967年、哲学者・鶴見俊輔(1922-2015)著『限界芸術論』が出版されました。それによると、専門的芸術家によってつくられ専門的享受者をもつ「純粋芸術(Pure Art)」と、制作過程が専門的芸術家と企業家との合作の形をとり大衆によって享受される「大衆芸術(Popular Art)」、非専門家によってつくられ、非専門的享受者に享受される「限界芸術(Marginal Art)」の三種があるとされています。

現代においては、専門性や純粋性よりも、生活や趣味に重きをおいた表現が受容され、消費される傾向にあると考えられています。鶴見の提案した「限界芸術」の「限界」は、専門／非専門、企業／大衆、芸術／生活など、さまざまな現実的局面の境界を意味していると思われます。

そこで、あなたにとって、いま「限界芸術」と呼べる表現・文化を具体的にあげ、そこに想定される「限界」について述べ、現代の文化における意味や志向について論じなさい。

Question 1 (short essay)

Philosopher Shunsuke Tsurumi (1922-2015) published his Theory of Marginal Art in 1967. In this work, Tsurumi divides art into three categories: "Pure Art," art created by specially trained artists for a specialist audience; "Popular Art," art made by specially trained artists for a non-specialist audience, but whose production is shaped through collaboration between the artist and commercial enterprise; and finally, "Marginal Art," art created by non-specialist artists, and received by a non-specialist audience.

It is thought that the contemporary tendency is to favor the reception and consumption of creations that have value in terms of one's daily life or hobbies, rather than those that exhibit purity or special academic expertise. Also, it is thought that the "Margin" of Tsurumi's proposed "Marginal Art" signifies various actual boundaries between concepts such as specialist and non-specialist, commercial and mass art, and art and daily life.

Give one or more specific examples of contemporary works of art or culture that you think could be called "Marginal Art," identify the "Margin" underlying the example, and discuss the example's significance and intended purpose in contemporary culture.

問題 2 (理工系の理論的思考能力を試す課題)

情報技術の発展に伴い、起こりうる問題を根拠とともに示し、社会への影響を論理的整合性に留意し論じなさい。

Question 2 (science and technology questions that test theoretical thinking skills)

Identify one or more problems that could potentially arise from the development of Information Technology, and discuss what influence this might have on society. Support your claim with factual evidence, and maintain logical consistency.

2017年度入学試験 第2回

問題1 (小論文)

あなたがこれまでに経験してきた中から印象深かった複数人でおこなう遊びをひとつ選びなさい。それがどのような遊びで、なぜ印象深かったかについて述べなさい。

そして、それを拡張し、現代ならではの複数人でおこなう遊びを考案し、その概要を述べ、そのルールを箇条書きで示しなさい。また、現代の事情をどのように反映したかを含め、その遊びを考案するにあたり、あなたが企図する面白さを述べなさい。

Question 1 (short essay)

Drawing from your experiences, choose a memorable activity in which you participated with multiple people. Describe what sort of activity it was and why it was memorable.

Next, expanding upon that, devise an enjoyable activity for multiple people that can only be realized under contemporary circumstances. Give an overview of the activity and present its rules in an itemized list. Also, describe what you plan to be enjoyable about the proposed activity, incorporating an explanation of how it reflects contemporary conditions.

問題 2 (理工系の理論的思考能力を試す課題)

あなたは自転車を活用した新規ビジネス創出に今後 3 年間で挑戦しようとしているスタートアップ企業の CTO (最高技術責任者) とします。

まず、自分たちが取り組む社会的な課題を設定しなさい。次に、その課題に対して製品やサービスを提案し、それに用いるテクノロジーをその用法も含めて詳細に述べなさい。最後に、その提案の影響として期待する変化について述べなさい。

Question 2 (science and technology questions that test theoretical thinking skills)

Imagine that you are the CTO (Chief Technology Officer) of a startup company trying to create a new business in three years' time that uses one bicycles.

First, describe what social issue(s) your startup company would tackle. Next, propose one or more products and/or services that you would provide in response to the issue(s), and write in detail about what technology you would employ and how you would use it. Finally, describe what change(s) you hope would be brought about as part of the influence of your proposed product(s) and/or service(s).