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入試種別 : 大学院(博士後期課程)入学試験

学部・研究科 : 国際学研究科 国際文化学専攻

科目名 : 英語

解答又は解答例

Vocabulary questions

1 b

2 a

3 d

4 a

5 b

Specific questions

1

- explaining what “interactive activities” means, (例 : activities that require active input or participation from the visitor)
- explaining what “gamify your experience” means, (例 : feeling like being part of the game)

2

- counting achievements/score
- collecting stamps

3

- Grumble Volcano like place
- Underwater place/Water Park like place
- Rainbow Road like place

4

- Relaxed speed
- Cute characters
- Pleasant sceneries

5

- Changing phrases by mascots

6

- Gamified experience
- More activities besides attractions

General question

- Explaining the ways the author felt it entertaining or more enjoyable than other, similar theme parks, e.g.:
 - Space evocating feelings of being in the game (e.g., scenery, augmented reality or detailed elements from the game)
 - Game elements in the park (e.g., missions, power bands or reward collection)
 - Variety of activities to do besides attractions
 - A need for repeated visits