

## 第3部 課題

# 第22回 毎日パソコン入力コンクール 全国大会・冬季大会


【課題】

第3部 英文A

Art Immersion

制限時間5分

【注意事項】

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2. 改行 (Enter) は、 の箇所を入力してください。それ以外の箇所では改行されていない場合、不正解となります。

※この課題は、MAINICHI WEEKLY 2019年4月20日号「Art Immersion」、  
5月25日号「Grabbing Air Time」より引用しました。  
(文字数3,700字程度)


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行末に空きスペースがあっても、スペースキーで埋める必要はありません。


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## Art Immersion


There is a museum in Tokyo's Odaiba district that has no floor maps, no glass or ropes around the exhibits, has nothing at all in fact to distance the viewer from the viewed. That's because the some 60 works on display are all digital, projected onto surfaces or shining out from screens. 

When someone approaches a wall draped in flower imagery, they suddenly find themselves in the middle of a field of new blossoms as the work reacts to the visitor and makes them part of the scene. 

This is the Mori Building Digital Art Museum: teamLab Borderless, which opened in June 2018 and is designed to allow visitors to not just see the artworks, but dive right into them, and even alter them. 

The interactive art experience is the brainchild of teamLab founder Inoko Toshiyuki, who says that people in big cities tend to draw a line between themselves and the natural or other worlds. "I wanted to make something that helped people realize this border doesn't exist," he said, and teamLab Borderless is the result. 

All living things coexist with other living things, points out Inoko, but people who learn everything they know about other worlds from the media rarely venture outside their own bubbles. "It's not just living things. Cultures are also made up of interactions with other cultures. It's easy to forget that in a big city." 

The teamLab Borderless museum, put on in partnership with Mori Building Co., is the culmination of Inoko's ideas over the 17 years since he founded teamLab. And it drew some 1 million visitors from home and abroad in less than six months. 

"I want people to feel that they are a part of the world, that the world is a part of them, and that even small changes by an individual echo through the world. And I hope that people

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implement that lesson in their actions," Inoko says. ↩



### Grabbing Air Time ↩

Two-time Olympic snowboarding silver medalist Hirano Ayumu, 20, won the men's park title at the Japan national skateboarding championships at Murakami City Skate Park in Niigata Prefecture on May 12. With the victory, he is closer to securing a spot at the Tokyo 2020 Olympics, where skateboarding was adopted as an official Olympic sport for the first time - and a crack at becoming the first Japanese athlete to win a medal at both the Summer and Winter Games. ↩

Park competitions take place on a hollowed-out course with a complicated assortment of sweeping curves resembling deep bowls. The incline at the top of the bowl is vertical or nearly vertical, and skateboarders can emerge at high speed, performing elegant mid-air tricks. Each competitor gets three tries at the course, with points awarded for individual tricks plus overall performance. The best total score of the three runs is counted for the competition. ↩

Hirano's highly distinctive aerials generated excitement for the 1,000-plus-strong crowd in the arena. Even though he lost his balance and crashed near the end of the final run, "I took this challenge with my eye on the Tokyo Olympics. I managed to take one step toward that goal," said Hirano. ↩

Hirano, a Murakami native, has been skateboarding and snowboarding since he was 4 years old. He used to practice at the skate park owned by his father and on local ski hills in the winter. ↩

He also came in third at a March skateboarding meet in Fujisawa, Kanagawa Prefecture. It was his first competitive skateboarding event in more than 10 years, but his stable performance supported by his core strength shined. ↩

Hirano says his skateboarding technique is still only "40%" of what it should be, adding "though both (skateboards and snowboards) are ridden on a sideways stance, they're completely different ... but I keep on trying."

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