

令和8年度 大妻女子大学 入学試験問題

入試方式 大学院入試修士課程（一般選抜Ⅰ期）

専修・専攻 情報コミュニケーション専修

試験科目 小論文

出題の意図

- ・情報学に関する専門的研究を遂行するために必要となる技術についての知識と理解度を確認する。
- ・情報学に関する専門的研究を遂行するために求められる理論的思考力、表現力について確認する。
- ・情報学に関する専門的研究を遂行するために求められる創造力、発想力について確認する。

令和8年度 大妻女子大学大学院 修士課程(一般選抜Ⅰ期)入学試験問題
人間文化研究科 現代社会研究専攻 情報コミュニケーション専修 小論文

インターネットにおける Web 技術の進歩の経緯について説明し、今後の展開の可能性について論じよ。

令和8年度 大妻女子大学 入学試験問題

入試方式 大学院入試修士課程（一般選抜Ⅰ期）

専修・専攻 情報コミュニケーション専修

試験科目 英語

出題の意図

- ・ 英語で書かれた文章を読み取る能力があるか。
- ・ 情報コミュニケーションに関わる基本的な知識を有しているか。
- ・ 英語の文章を読んだ上で、自身の考えをわかりやすく述べられるか。

Q1. Artificial Intelligence (AI)

1. **Multiple-Choice Questions** Choose the best answer for each question.

1. What is the main goal of AI?
 - a. To make computers that are heavy.
 - b. To make computers that can think like humans.
 - c. To make computer screens brighter.
 - d. To make the internet faster.

2. Machine Learning is a way of teaching computers to make predictions by showing them lots of examples. There are several different approaches to machine learning. Which of the following statements best describes "unsupervised learning"?
 - a. A method where the AI learns from data that has no predefined labels.
 - b. A method where the AI learns from data that is labeled with the correct output.
 - c. A method where the AI learns by receiving rewards or punishments for its actions.
 - d. A method where the AI supervises human designers to improve their work.

3. Which of these is a significant ethical concern in AI-driven design?
 - a. The high cost of AI software for designers.
 - b. The potential for AI to create designs that are too creative.
 - c. The risk of algorithmic bias leading to unfair or discriminatory outcomes.
 - d. The slow processing speed of AI-powered design tools.

2. **Short-Answer Question** You may write your answers in either English or Japanese.

In the field of information design, AI has become a very useful tool.

Question:

Please list one benefit (a good point) of using AI for designers, and also list one problem or risk (a bad point). Explain each point simply. In your answers, you may choose which type of designer to focus on (such as a web designer, a UI designer, etc.); however, please state clearly which type of designer you are referring to.

Q2. User Experience (UX)

User Experience (UX) is all about how a person feels when they use a product, like a website or a mobile app. The goal of UX design is to make products that are not only easy to use and useful, but also enjoyable and pleasant. UX designers study users' needs, test real behavior, and improve the flow, content, and visuals so tasks are clear and effortless.

1. **Multiple-Choice Questions** Choose the best answer for each question.

1. What does "Usability" mean in UX design?
 - a. How beautiful a website looks.
 - b. How expensive an application is.
 - c. How easy a product is to use.
 - d. How many colors are in the design.

2. In UX design, what does "Accessibility" mean?
 - a. Making as many products as possible.
 - b. Making a product that everyone, including people with disabilities, can use.
 - c. Making a product that is very expensive and exclusive.
 - d. Making a product that can only be accessed with a special password.

3. Why do designers create a "User Persona"? A Persona is a fictional character that represents a major user group for a product or service.
 - a. To sell a product to one specific person.
 - b. To create a real user account for testing.
 - c. To keep a model user in mind when designing.
 - d. To write a story about a fictional character.

2. **Short-Answer Question** You can write your answers in English or Japanese.

Imagine you are creating a new mobile app for buying movie tickets. The first step in UX design is often user research.

Question:

Why is it important to conduct user research (for example, by interviewing people) before you start designing the app? What is one problem that could occur if you do not conduct user research?

Q3. Design Thinking

Design Thinking is a step-by-step process for solving problems creatively. It is called "human-centered" because it always starts with understanding the people who have the problem. It usually includes five steps (please note that the following items are arranged randomly and are not in the correct order of the Design Thinking process):

- Test: Show the prototype to users and gather their feedback.
- Prototype: Build a simple, low-cost version of your idea.
- Ideate: Brainstorm many creative solutions and ideas.
- Empathize: Understand the user's feelings and experiences.
- Define: Clearly state the core problem.

By repeating these steps, designers can discover innovative solutions that meet people's needs.

1. **Multiple-Choice Questions** Choose the best answer for each question.

1. What is the first step in Design Thinking?
 - a. Test
 - b. Prototype
 - c. Ideate
 - d. Empathize
2. The "Ideate" stage of Design Thinking focuses on:
 - a. Building a physical representation of a solution.
 - b. Testing the solution with real users.
 - c. Understanding the user's feelings and experiences.
 - d. Generating a wide range of creative ideas without judgment.
3. Design Thinking is often described as an "iterative" process. In this context, what does "iterative" mean?
 - a. It is a process that you only do only once.
 - b. It is a process where you repeat steps and make improvements based on feedback.
 - c. It is a process that is very expensive to complete.
 - d. It is a process that must be done in a strict, linear order.

Q3. Design Thinking

2. **Short-Answer Question** You can write your answers in English or Japanese.

Design Thinking includes a step called "Prototype."

Question:

What is a "prototype"? Please provide one simple example of a prototype. Why is making a prototype a good idea for designers?