

2026 年度  
生活科学研究科 生活環境学専攻  
大学院Ⅱ期（学内選考）英語問題・解答用紙

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| 採点欄 |
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※記入しないこと

受験番号

氏名

問題文を読み、以下の4つの設問に答えよ

How would you feel if you suddenly realized that the "person" you were speaking with was, in fact, a machine? It would be kind of strange, wouldn't it? Most people would feel embarrassed, uncomfortable, betrayed, or frightened by that experience. Their reaction would depend on how long they had been fooled by the realistic robot. Now imagine that you are speaking to a humanoid robot that answers your questions quite cleverly, but is clearly not a human. Since you never thought this machine was human, it might be fun to talk to the robot. Instead of being disappointed by discovering it is a machine, you would be surprised at how human the machine could sometimes act.

It is not clear what causes us to respond negatively to humanoid robots that too closely imitate humans. Many scientists believe that the human brain will always be able to sense the true nature of a robot. Since our brain is always trying to protect us, it would recognize the fake human as a threat, and make us recoil for safety's sake. Another theory is that a robot's unnatural eyes remind us of death. When confronted with a recently dead body, which is human but is no longer animate, it is natural to feel uncomfortable or disgusted.

A robotics researcher, Dr. Masahiro Mori, explored the reaction people toward humanoid faces on robots and other objects. He showed various photos to people and noted their reactions. When Dr. Mori analyzed all the pictures responses, he found that

robots with human-like faces were met with increasing approval until they became very realistic, at which point approval dropped rapidly. The lowest marks in his study were given to pictures of corpses, which, like humanoid robots, have human faces with lifeless eyes. On the other hand, images of dolls and puppets met with increasing approval as they became more human-like. Dolls and puppets are obviously not meant to be substitute humans, thus we are not in danger of being fooled by them. After charting the response to robots and then to dolls and puppets, the steep drop in approval for realistic humanoid robots resembles a valley between mountains of increasing approval. Dr. Mori thus described the rejection of overly humanoid robots as due to the "uncanny valley".

A preference for avoiding overly realistic faces can be seen on the Internet, or in video games and animated movies or TV shows. Website forum participants typically represent themselves with a cartoonish face or figure. Life on the Internet is meant to be separate from "real life," so a realistic photograph is not natural in the online environment. Similarly, video games usually feature realistic, but not photorealistic, characters. To avoid the repulsion of the uncanny valley effect, game designers make sure that their characters are cartoonish, or move in a way that is not perfectly smooth. Moreover, movies with overly realistic animation tend to be unpopular. The most successful animated movies have characters with some sort of exaggerated features, which announce to the audience, "Don't mistake me for a fake human."

Still, robot designers do not have to accept that the theory of the uncanny valley is unquestionably true or is a law that prevents them from trying to make extremely realistic robots. As micromotors and flexible materials become more advanced, robots will have increasingly realistic facial expressions. If a robot can recognize human speech efficiently and react naturally, then humans may be able to exchange information with the machine without an uncanny feeling.

A famous experiment by Hiroshi Ishiguro, a robot scientist at Osaka University, supports the idea that humans can enjoy communicating with humanoid robots. Prof. Ishiguro made a very realistic robot that looks just like him. He put his robot twin into a café in Vienna, Austria, and linked it to his laboratory at his school in Japan. Video equipment in his lab tracked Ishiguro's movements and relayed them to the robot, which mimicked them precisely. The robot vocalized what Ishiguro spoke into a microphone. The reaction of the people in the café to the robot was interesting. At first the customers would not look at or interact with the robot, as it seemed to be a strange human or a mannequin. But after they understood that it was a robot, they enjoyed communicating with it.

Making a robot that looks or acts just like a human is still the goal of many scientists. They believe that the uncanny valley can be avoided once machines have artificial intelligence and lifelike appearance. But wouldn't it be better to just make robots that perform useful functions with great efficiency and safety? A robot that cleans your house or assists elderly people does not have to look just like a human; it just has to work properly.

Q1. 正誤（○、×）で答えよ

(     ) According to many scientists, humans will always be able to recognize robots, even very realistic ones.

(     ) The "uncanny valley" does not exist in the virtual world, so game designers can make characters as lifelike as possible.

(     ) Prof. Ishiguro's robot was controlled remotely.

Q2.文章を完成させるには、☐A,☐B,☐Cのどれが適切か選べ（丸をつける）

Your brain may recognize an artificial human as a [ ☐A companion, ☐B helper, ☐C threat] and alarm you to the potential danger.

The [☐A steep drop, ☐B steady decrease, ☐C gradual descent] in approval for humanoid robots resembled the side of a valley.

The most successful animated movies so far have used [☐A exaggerated, ☐B photorealistic, ☐C uncanny] characters that are obviously different from real humans.

Q3.要約の穴埋め（英単語）をせよ

Imagine that you are talking to a (\_\_\_\_\_) robot, which you know is a robot, face to face. You might be pleasantly astonished at its human-like performance. But if you didn't know the robot was a machine at first you might be (\_\_\_\_\_) - or even (\_\_\_\_\_) - to discover that you were talking to a robot after all.

Why do we respond (\_\_\_\_\_) to lifelike robots? Perhaps the human brain automatically (\_\_\_\_\_) that an android is not human, is thus trying to fool us, and therefore must have bad intentions.

Dr. Mori, a robotics researcher, (\_\_\_\_\_) people's reaction to robots with human-like faces. Initially people reacted favorably to pictures of humanoid robots. Curiously, however, (\_\_\_\_\_) dropped sharply as the robots became more lifelike. In contrast, the (\_\_\_\_\_) to dolls or puppets is one of increasing approval as they become more human-like. When graphed, this steep fall and rise in approval shows the "uncanny valley."

The uncanny valley effect is not limited to robots. For example, people tend to respond negatively to (\_\_\_\_\_) images of

humans in video games. Still, advances in technology may disprove the "uncanny valley" theory.

Prof. Ishiguro, a robotics scientist at Osaka University, made a robot twin and put it in a café in Vienna, Austria. The robot was linked to his lab in Japan, and (\_\_\_\_\_) Ishiguro's speech and movements (\_\_\_\_\_). The customers at the café were astonished and amused by the robot's performance.

Thus, human-like robots may be acceptable despite the uncanny valley. However, isn't it most important that robots (\_\_\_\_\_) in a useful way?

Q4.文中に出てくる Vienna の国を塗ること

