2019 年度

東京藝術大学 大学院 映像研究科 メディア映像専攻 修士課程入学試験

第 2 次試験

筆記試験

この表紙含めて 3 枚

（解答用紙は 3 枚）

1. 試験時間は 60 分（13：00〜14：00）。

2. 解答は日本語に限る。

3. 辞書等の持込禁止。

4. 配布物は全て回収しますので、持ち帰らないでください。

【問 1】

以下は英語版ウィキペディアに掲載されている語です。この中から 1 つの語を選び、一般的に用いられている日本語に訳してください。

(1) Conceptualism

In metaphysics, conceptualism is a theory that explains universality of particulars as conceptualized frameworks situated within the thinking mind. Intermediate between nominalism and realism, the conceptualist view approaches the metaphysical concept of universals from a perspective that denies their presence in particulars outside the mind's perception of them. Conceptualism is anti-realist about abstract objects, just like immanent realism is (their difference being that immanent realism does not deny the mind-independence of universals, like conceptualism does).

(2) Haptic technology

Haptic technology or kinesthetic communication recreates the sense of touch by applying forces, vibrations, or motions to the user. This mechanical stimulation can be used to assist in the creation of virtual objects in a computer simulation, to control such virtual objects, and to enhance the remote control of machines and devices (telerobotics). Haptic devices may incorporate tactile sensors that measure forces exerted by the user on the interface.

Most researchers distinguish three sensory systems related to sense of touch in humans: cutaneous, kinesthetic and haptic. All perceptions mediated by cutaneous and/or kinesthetic sensibility are referred to as tactual perception. The sense of touch may be classified as passive and active, and the term "haptic" is often associated with active touch to communicate or recognize objects.

(3) Social practice (art)

Social practice is an art medium focusing on engagement through human interaction and social discourse. Since people and their relationships form the medium of such works – rather than a particular process of production – social engagement is not only a part of a work's organization, execution, or continuation, but also an aesthetic in itself: of interaction and development. Socially engaged art aims to create social and/or political change through collaboration with individuals, communities, and institutions in the creation of participatory art. The discipline values the process of a work over any finished product or object.

(4) Scratch video

Scratch video was a British video art movement that emerged in the early to mid-1980s. It was characterised by the use of found footage, fast cutting and multi-layered rhythms. It is significant in that, as a form of outsider art, it challenged many of the establishment assumptions of broadcast television - as well of those of gallery-bound video art.

Scratch Video arose in opposition to broadcast television, as (anti-)artists attempted to deal critically and directly with the impact of mass communications. The context these videos emerged in is important, as it tended to critique of the institutions making broadcast videos and the commercialism found on youth TV, especially MTV. This it did in form, content and in its mode of distribution.

Much of the work was politically radical, often containing images of a sexual or violent nature, and using images appropriated from mainstream media, including corporate advertising; using strategies inspired by the Situationist concept of detournement and William S. Burroughs' theories of Electronic Revolution.

【問2】
あなたがこれまで影響を受けた芸術家を 1 名あげ、その理由を 600 字程度で述べて下さい。

以上