平成30年度博士前期課程体育学専攻入学試験問題

外国語
（英語）

＜注意事項＞

1）解答は問題用紙に直接記入すること。

2）3枚の問題用紙すべてに、受験番号を必ず記入すること。

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Determining when the first individual in the sport industry entered into an agency relationship is impossible. A clearer historical record can be established related to player agents. The first well-known player to hire an agent to represent him in contract negotiations was early football star Red Grange. In 1925, Grange hired an agent to negotiate his contract with the NFL’s Chicago Bears. Still, the profession did not truly expand until the 1960s, when attorney Mark McCormack began to work with legendary golfer Arnold Palmer. As Palmar began to make more money from sponsorship and endorsement deals, athletes from other sports began to seek the representation of player agents.

At the time, not all teams were excited about working with player agents. In the early 1960s, NFL Hall of Fame center Jim Ringo of the Green Bay Packers hired an agent to renegotiate his contract with legendary Packers coach Vince Lombardi. When Lombardi saw the agent, he left the room for a short time and returned to tell Ringo that the negotiations were done because he had been traded to the Washington Redskins.

The player agent profession did not see explosive growth until the 1970s. Until then, most athletes in professional team sports were bound by reserve clauses in their contracts with the teams for the next season, all of the provisions of his present contract would be automatically renewed. (①), players had no freedom to move from team to team seeking higher salaries. In the 1970s, the professional sports leagues adopted free agency, and players were free to offer their services to other teams and often relied on agents to help them in these (②).

There has been continuous growth in the field of sport agency. Each of the four major professional sports leagues in the United States currently has hundreds of registered player agents, although many individual agents represent multiple players. For instance, notorious baseball player agent Scott Boras represents an estimated 65 baseball players, whereas football player agent Drew Rosenhaus represents 109 football players.

Sport agents assume many roles for the player, team, coach, or owner for whom they work. Agents act in countless ways for ③their clients.

(1) 文中の（①）に入れる最も適切な語を1つ選び、（〇）に〇をつけなさい。
（〇）Furthermore （〇）However （〇）At first （〇）Therefore

（2）文中の（②）に入れる最も適切な語を1つ選び、（〇）に〇をつけなさい。
（〇）plays （〇）managements （〇）organizations （〇）negotiations

（3）下線部③の例としてあてはまる語を文中から5つ選び、（〇）に英語で書きなさい。
（〇）（〇）（〇）（〇）（〇）

（4）文中からsport agentである者3人を選び、そのフルネームを英語で（〇）に書きなさい。
（〇）（〇）（〇）

（5）文中の内容と一致するものには〇を、異なるものには×を（〇）につけなさい。
（〇）世界各国で多くのプレーヤー・エージェントがプロスポーツリーグに登録している。
（〇）スポーツ・エージェントの職業は、1970年代に爆発的な成長を遂げた。
（〇）スポーツ・エージェントは、選手のために多くの役割を引き受けている。
（〇）スポーツ・エージェントは、高額な収入を得ている。
（〇）スポーツ・エージェントは、複数の選手と契約を結ぶことができる。
Reconditioning follows a functional path immediately post-injury and continues this progression until the athlete has returned to competition. We recognize that a serious injury should be looked upon as a neurophysiologic dysfunction, not just a common peripheral musculoskeletal injury. It is a peripheral injury, but with a central consequence. With this (A) mind we must train the (①) through movements, not just muscles, during all stages of post-injury care. For joint injuries, the best brace is neuromuscular control and coordinated movement patterns. These can be developed early and often if the protocol encourages doing so.

Often, rehabilitation protocols are centred on what an athlete cannot do, as opposed (B) what an athlete can do. While this is often a consequence of protecting the repair/injury, these limitations can compromise the short- and long-term movement qualities of the athlete. Unfortunately, (②) is often the chosen form of protection, yet the short- and long-term neuromuscular inhibition that accompanies this approach may actually put the repair (C) greater risk as the athlete progresses.

The reconditioning model also respects protecting the repair and maintaining joint homeostasis but encourages more athletic ways to train the individual. Because reconditioning is (③) based, we prepare the athlete – we don’t just treat the injury. This is done through coaching movements that occur in daily training for the athlete, albeit at the correct intensity and load. This strategy maintains and/or restores coordinated movement patterns that are essential for athletic success in the future. Whether the response is physiological, psychological or both, the outcomes are excellent. The traditional medical model of rehabilitation, which focuses more on the injury, underestimates the total body healing response that training familiar movements has on athletes.

(Joyce D and Lewindon D, Sports injury prevention and rehabilitation: integrating medicine and science for performance solutions, Routledge, 2016より改変)

(1) 文中に(A)、(B)、(C)に入る語の最も適切な組み合わせを1つ選び、( )内の番号に〇をつけなさい。
(1) A: of   B: in   C: to
(2) A: in   B: to   C: at
(3) A: to   B: of   C: at
(4) A: at   B: in   C: of

(2) 文中に(①)に入る最も適切な語を一つ選び、( )に〇をつけなさい。
( ) ligament  ( ) joint   ( ) brain  ( ) bone

(3) 文中に(②)に入る最も適切な語を一つ選び、( )に〇をつけなさい。
( ) rest   ( ) taping  ( ) training  ( ) brace

(4) 文中に(③)に入る最も適切な語を一つ選び、( )に〇をつけなさい。
( ) rehabilitation  ( ) protection  ( ) maintenance  ( ) performance

(5) 本文の内容に一致するものには〇を、そうでないものには×を( )につけなさい。
( ) リコンディショニングはリハビリテーションの後に行われる。
( ) 四肢の筋骨格系のケガは可動域と筋力が改善されば問題ない。
( ) 短期間の神経筋の抑制でさえ、アスリートの回復を妨げる可能性がある。
( ) リコンディショニングにより、協調性のある競技動作パターンが保たれる。
( ) アスリートがケガから回復して練習に復帰するとリコンディショニングは終了である。
A central aspect of traditional game analysis is to (①) the complex qualitative information in a game such as football or basketball. Specifically for game playing ability (convergent tactical thinking), a number of assessment tools were developed which can discriminate between more and less advanced players. Also, current technology provides a variety of measurement tools which can evaluate game performance. These methods are (②) being improved.

Decision making can be evaluated by using game play protocols. For example, Gréhaigne et al. (1997) devised the Team Sport Assessment Procedure to measure game play performance in invasion games. This instrument takes the two basic notions of how a player gains possession of the ball and disposes of it into consideration. Oslin and colleagues (1988) developed a Game Performance Assessment Instrument to measure “game performance behaviors that demonstrate tactical understanding, as well as the player’s ability to solve tactical problems by selecting and applying appropriate skills” (Oslin et al., 1998, p. 231).

The focus of such quantifications is the frequency and success of specific actions, such as passes or moves. (④) team. Therefore, individual tactical components including pass success rate, pass direction, touches per individual ball possession, the number of long passes and crosses, number of misplaced long passes and the amount of dribbling can be evaluated. Additionally, group and team tactics, such as the number of passes during an attack, the number of passes in an attack leading to an attempt on target or a goal, the transition to defence after turnovers, the transition to offense after winning ball possession, and the type of playmaking, as well as actions in the opponent’s penalty box, could be of importance.

(Memmert D, Teaching tactical creativity in sport, Routledge, 2015 より改変)