## Never too late to learn $\sim$ Masako Wakamiya, an 87-year-old app developer $\sim$

1 Some people say, "The older we get, the harder it gets to learn new things." But Masako Wakamiya, one of the world's oldest iPhone app developers, proves <u>()it</u>'s not always the case. Who is Wakamiya? How did she learn computer programming?

2 Wakamiya purchased her first personal computer when she was 58, just ahead of her retirement from Bank of Tokyo Mitsubishi UFJ at the age of 60. It was in 1995, the time when personal computers became accessible to the public around the world. Sensing the great potential of computers, she thought, "At the age of 60, ②<u>my world expanded. I got wings!</u>" Soon, Wakamiya started to give computer classes for seniors to share her computer skills.

3 One day, she noticed that ③<u>there were few smartphone games for seniors</u>. "I wanted a game in which we seniors can defeat even young people on the basis of our knowledge. I thought, arranging dolls for the Hinamatsuri would be a good concept." She drew a plan, and asked the president of an app development company living in Miyagi Prefecture to produce the game. She had become friends with him through volunteering in the area hit by the March 2011 earthquake.

app developer アプリ開発者 prove 証明する be not always the case いつも当てはまるわけではない purchase=buy ahead of=before accessible 入手できる potential 可能性 expand 拡大する defeat~:~を打ち負かす arrange 並べる concept 構想

- Q1 What does the proverb "Never too late to learn." mean?
- Q2 下線①が指し示すことを説明しましょう。
- Q3 When did Wakamiya purchase her first personal computer?
- Q4 下線②について
- (1) What does she mean by her words, "I got wings!"?
- (2) Do you agree with this opinion of hers?
- Q5 下線③を、"few"の訳し方に気をつけながら、日本語に直しましょう。
- Q6 若宮さんは、どのようなコンセプトの高齢者向けゲームを作りたいと考えていましたか。説明しましょう。
- Q7 How did she become friends with the president of an app development company in Miyagi Prefecture?

## ★参考動画

After Learning to Code at 81, She Made a Game for Fellow Seniors	【Great Big Story】
https://www.youtube.com/watch?v=UFYJ2DE9wlM&t=52s	
3分/英語・日本語	

4 But he said, "Why don't you create the game by yourself?" In this way, she decided to make a game by herself. She bought several books, and wrote the program on her own, while sometimes asking her developer friend for advice over Skype. "My elderly friends were looking forward to the game app and encouraged me," says Ms. Wakamiya. At first, she struggled with programming languages, but when she didn't understand something, she asked many people for advice through the Internet. "Programming is just a part of the app development. Communication skills are essential. I could never have completed the app ④without my friends' help."

5 It took her five months to complete "hinadan," a game in which players can enjoy arranging the traditional hina dolls into appropriate positions on the stair-like stages. Hinadan came out in February 2017. In the first year after its release, it garnered nearly 5 stars on the Apple App Store, and roughly 53,000 downloads worldwide. The app has now been released in five languages, and Wakamiya drew a lot of media attention around the world.

6 After CNN introduced Wakamiya and her game in the United States, she was invited by Apple CEO Tim Cook. She participated in the Apple Worldwide Developers Conference (WWDC) in San Jose, California in June 2017. There, Tim Cook introduced her as "the world's oldest developer." The day before the conference, Wakamiya had the opportunity to talk with Tim Cook privately. She told Cook, "It is hard for elderly people to swipe." Cook looked surprised to hear her opinion, for he had never imagined how elderly people think when using smartphones. Later, Cook advised her, "It would be better to make the font size bigger in your game app."

on one's own 自分で struggle 苦労する arrange 並べる appropriate 適切な stair-like 階段のような garner 獲得する roughly ざっと・概略的に participate in~:~に参加する conference 会議

Q8 How did Wakamiya decide to make a game by herself?

Q9 According to Wakamiya, what is especially important when you create a game?

Q10 下線④の意味を変えずに、別の英語表現で書き換えましょう。

= if it ( )( )( ) for my friends' help

= if my friends ( ) helped me

- Q11 How long did it take her to create the game?
- Q12 What kind of game is "hinadan"?

- Q14 Please download "hinadan" and play. How do you like it?
- Q15 In 2017, what kind of conference did Wakamiya participate in?
- Q16 When she talked with Tim Cook privately, what did she tell him? What was Cook's reaction?
- Q17 What kind of advice did Tim Cook give her in return?

Q13 Was "hinadan" a big hit?

[7] She said, "With ICT [Information and Communication Technology] literacy, seniors can enrich their lives. By using social networking systems, they can expand interactions with family members, friends and even foreigners who live far away. This makes me really happy."

8 More than 90,000 Japanese are <u>centenarians</u>; 19.3 million are 75 or over; 36.27 million, nearly a third of the population, are at least 65 or older, *Japan Today* announced in September, 2022. Wakamiya was selected as the oldest expert member of the "100-Year Life Era Design Council," which examines practical measures for transforming "aging" into "opportunity."

9 Wakamiya's interest now lies in the evolution of AI. <u>S</u><u>"Some people are afraid of being deprived of</u> work, but <u>@we must find new jobs and participate in society in new ways.</u> I am looking forward to what the future society will be like," she states, eyes shining with irrepressible curiosity. "Curiosity makes me jump quickly to try new things," she says. "I don't make walls to shut out unknown worlds."

10 She has written many books to spread her messages, and given lectures all over Japan and abroad. She calls herself (7)<u>an IT evangelist</u>. She has encouraged other seniors to use digital technology to enrich their lives.

literacy 読み書きの能力 enrich 豊かにする social networking インターネットの力で友達の輪を広げること expand 拡大する centenarian 百歳以上の人 100-Year Life Era Design Council 人生 interaction 交流 100年時代構想会議 examine 調査する practical 実践的な measures 手段 transform A into B: A を B に帰る evolution 進化 deprive A of B:A から B を奪う irrepressible 抑えきれない curiosity 好奇心 evangelist 福音伝道者 ★覚えた語( )

Q18 According to Wakamiya, how can ICT skills help seniors to enrich their lives?

Q19 What are centenarians? Please explain in English.

Q20 Japan is called an aging society. What proportion of the population is aged 65 or older in Japan?

Q21 Why do you think Wakamiya was selected as the expert member of the "100-Year Life Era Design Council"?

Q22 What is the purpose of the "100-Year Life Era Design Council"?

Q23 ⑤の直後には"by ~"が省略されていると考えられます。空欄に何が入りますか。(語数指定なし) ⑤Some people are afraid of being deprived of work by (\_\_\_\_\_\_)

Q24 What makes Wakamiya try new things?

 $\mathbf{Q25}$   $\,$  What has Wakamiya done to spread her messages in Japan and abroad?

Q26 What kind of job is ⑦"an IT evangelist"?

Q27 下線⑥について:How can elderly people find new jobs and participate in new ways? Give two ideas. ★次の文を3回読んで、暗唱しましょう。

1. Some people say, "The older we get, the harder it gets to learn new things." But Masako Wakamiya proves it's not always the case.

2. "I wanted a game in which we seniors can defeat even young people on the basis of our knowledge."

3. It took her five months to complete "hinadan," a game in which players can enjoy arranging the traditional hina dolls into appropriate positions on the stair-like stages.

4. Wakamiya was selected as the oldest expert member of the "100-Year Life Era Design Council," which examines practical measures for transforming "aging" into "opportunity."

5. "Some people are afraid of being deprived of work, but we must find new jobs and participate in society in new ways."

(和訳)

1.「年を取れば取るほど、新しいことを学ぶのが難しくなる」と言う人がいます。しかし、若宮正子さんは それは必ずしも真実ではないと証明しています。

2.「高齢者が知識を武器にして、若者に勝つことさえできる、そんなゲームを作りたかったのです」

3. 彼女がゲーム「hinadan」を作るのに5ヶ月がかかりました。それは、プレーヤーが会談のような舞台の 上に、伝統的な雛人形を正しい場所に並べるのを楽しむというゲームです。

4. 若宮さんは「人生 100 年時代構想会議」の最年長の専門家メンバーとして選ばれました。この会議は、 「高齢化」を「機会」として作り変える具体的な方法を研究することを目的にしています。

5.「仕事を奪われることを恐れる人達もいますが、私達は新しい仕事を見つけ、新しい形で社会に参加しな ければなりません」

★参考動画

∎%⊰∎	Plant your own tree in your mind   Masako Wakamiya   TEDxTokyoSalon
	https://www.youtube.com/watch?v=G98vScOAHeA
	若宮さんのスピーチ(日本語/13分)
	WWDC 2017: 82 歳のアプリ開発者、若宮正子さんが、ティム・クック CEO と語ったこと
	https://www.youtube.com/watch?v=dlhcybooMas&t=118s
	若宮さんと Tim Cook の対談(英語・日本語/7 分)