

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

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 ①it’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, ②my world expanded. I got wings!” Soon, Wakamiya started to give computer classes for seniors to share her computer skills.

3 One day, she noticed that ③there were few smartphone games for seniors. “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.

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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=UFYJ2DE9wIM&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."

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on one's own 自分で    struggle 苦勞する    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"?

Q13 Was "hinadan" a big hit?

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?



★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."

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(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ありますが、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 <a href="https://www.youtube.com/watch?v=G98vScOAHeA">https://www.youtube.com/watch?v=G98vScOAHeA</a> 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 <a href="https://www.youtube.com/watch?v=dlhcybooMas&amp;t=118s">https://www.youtube.com/watch?v=dlhcybooMas&amp;t=118s</a> 若宮さんと Tim Cook の対談（英語・日本語／7分）