第７４回（令和５年１０月）　文章入力スピード認定試験（英語）問題

As video games have become more popular, we have seen the rise of a 69
unique class of athlete, the pro gamer. It is a global movement, with 140
elite players coming from countries in all over the world. But it is not 214
all fun and games. Just like other athletes, pro gamers must possess 284
natural skills and work long hours for a shot at fame and fortune. 353

Competing gaming, commonly referred to as esports, has been around 421
since nineteen seventies. However, it was decades before the concept took 496
off. The first major star of the esports was born and better known by his 571
nickname. He earned nearly five million dollars in prize money playing big 647
games. 656

Pro gamers nowadays are known for their individual excellence and 723
members in elite teams. One team had very powerful members. The team has 798
won several tournaments, including a gold medal at one of the biggest games 874
in the year of two thousand fourteen. Athletes must have quick reflexes 947
and excellent hand and eye coordination. They also practice at least eight 1,023
hours a day to hone their skills. 1,059

Pro gamers earn some money by live broadcasting their games on very 1,128
popular websites. But the large events deliver the biggest audience and 1,201
rewards. The events in major league gaming are broadcasted online and at 1,275
stadiums, with all the action broadcast on televisions. At its pro circuit 1,351
events, individual players and teams compete in games while audiences watch 1,427
on huge screens. During the contest in the year of two thousand fourteen, 1,502
for instance, a sellout crowd watched the games online for one hundred 1,573
thousand dollars in prize money. 1,608

When game makers host tournaments, the rewards can reach astonishing 1,678
levels. Call of the championship by one software regularly delivers one 1,751
million dollars in prize money. The main event for the hit title pays out 1,826
two million dollars. The tournament in the year of two thousand fourteen, 1,901
simply called the International, handed out a record ten million dollars, 1,975

with half the pot going to the winning team. 2,022

With each day passing, neuroscience, the study of the brain and the 2,091
nervous system, takes us another step closer to the understanding how the 2,165
brain and consciousness work. Each revelation sheds new light on some 2,236
facet of human behavior and offers hope for a breakthrough that will 2,305
alleviate mental and physical suffering. It has just been in the past few 2,380
decades that neuroscience has really come into its own. But the history of 2,456
neuroscience goes back eons, back to when the ancient Greek ascertained 2,528
that it was the brain and not the heart that was the center of human 2,597
intelligence and sensation. 2,627

Let us talk about the time travel a couple of millennia ago to the 2,695
late eighteenth century. That is when a bizarre practice called phrenology 2,771
came into prominence. Phrenology was developed by one physician. The 2,842
physician became convinced that the shape and size of the human skull, not 2,917
to mention the bumps on it, were clues to character of a person, innate 2,989
abilities, and mental state. By measuring the outward contours of a head 3,063
of the subjects, it was thought a phrenologist could gain insights into the 3,139
workings of that mind of a person. The physician created a chart showing 3,213
which areas of the skull corresponded to which brain faculties. There were 3,289
twenty-seven categories of them, for example, love, ambition, vanity, or 3,362
the propensity to commit violent crimes. Phrenology, also known as 3,430
bumpology, became all the rage in the early nineteenth century. But over 3,504
time, because the method by the physician lacked scientific rigor, it was 3,578
laughed out of town as a pseudoscience, like astrology and alchemy, or like 3,654
the use of blood types to tell people's personalities today. 3,717

Though phrenology itself was discredited, it did, in a way, have an 3,786
impact on modern neuroscience. It led brain researchers to focus on the 3,859
idea that certain mental functions or abilities are controlled by certain 3,933
areas of the brain. It suggested that specific brain regions give rise to 4,008

specific behaviors. This is the main thrust of neuroscience today, which 4,082
really took off in the nineteen-nineties when functional magnetic resonance 4,158
imaging, which measures blood flow in the brain, was born. This pioneering 4,234
brain scanning technology allowed scientists to observe the brain in 4,303
action. It also, according to one of weekly papers, fueled a massive 4,373
popular interest in neuroscience, not just because of its pure science 4,444
implications, but also because of its potentially miraculous practical 4,515
applications. Today, neuroscience helps us to learn more efficiently. It 4,590
allows us to better understand why some people are more prone to anxiety or 4,666
why some people are less empathetic than others. We can also find ways to 4,741
relieve the symptoms of Parkinson's disease, depression, and other brain 4,814
correlated afflictions. 4,840

Neuroscience has become such an integral part of our lives than in two 4,912
thousand thirteen. Brain initiative was launched. Brain is a clever 4,982
acronym that stands for brain research through advancing innovative neuro 5,056
technologies. This project would accelerate the development and 5,121
application of new technologies. It would enable researchers to produce 5,194
dynamic pictures of the brain that show how individual brain cells and 5,265
complex neural circuits interact at the speed of thinking. The online 5,336
science journal likens the initiative to the genome project. Another 5,406
weekly paper predicts that the project will revolutionize our understanding 5,482
of the human mind. It will uncover ways to treat, prevent, and cure brain 5,557
disorders like cognitive impairment, schizophrenia, autism, epilepsy and 5,630
brain trauma. 5,646

It sounds like a criticism proof idea. But the project has some 5,712
detractors. Some complain that while brain imaging and computer 5,777
simulations come across as being objective quantifiable measure of the 5,848
brain, there is a fundamental problem with this belief. The assumption is 5,923
there can be more blood flow to parts of the brain that are being used. 5,994