

言い違い、聞き違い、書き違い、思い違い、意図的に改編、 古典が「玉石混淆」の書物になっている。客観的に比較対照して、弁別することが必要。

**伝言ゲーム**(でんごんゲーム)とは、あるグループが一列になり、列の先頭の人に、元となる一定の言葉(メッセージ)を伝え、伝えられた人はその言葉を次の人の耳うちし、それを最後の人に伝えるまで繰り返す、最後の方は自分が聞かせてもらったと思う言葉を発表し、元の言葉と発表された言葉が一致するかどうか、またどの程度違っているかを楽しむ遊びである。

また「伝言ゲーム」という表現は、内容の不正確さが次第に増していってしまうような、人づての情報伝達方法の比喩としても用いられる。

#### 概要

伝言ゲームは、グループ内でメッセージを順に伝え、正確に伝わらない様を楽しむ遊びである。世界各国に同様の遊びが存在する。英語では「Chinese whispers」や「broken telephone 壊れた電話」などと呼び、フランス語では「téléphone arabe アラブの電話」、ポルトガル語では「Telefone sem fio 壊れた電話(線の切れた電話)」と言い、アラビア語でも「壊れた電話」という意味の表現をしている。

一般的には、同人数のグループを複数作り、正確に伝えることを目指して競い合い、にもかかわらず互いに不正確になってしまう様を楽しむ。一般的には、ひとつのグループは一列になり、隣のグループには聞こえないよ

Chinese whispers (or telephone game in the United States) is a game played around the world, in which one person whispers a message to another, which is passed through a line of people until the last player announces the message to the entire group. Errors typically accumulate in the retellings, so the statement announced by the last player differs significantly, and often amusingly, from the one uttered by the first. **Reasons for changes include anxiousness or impatience, erroneous corrections, the difficult-to-understand mechanism of whispering, and that some players may deliberately alter what is being said to guarantee a changed message by the end of the line.**

The game is often played by children as a party game or on the playground. It is often invoked as a metaphor for cumulative error, especially the inaccuracies as rumors or gossip spread, or, more generally, for the unreliability of human recollection or even oral traditions.

#### Contents

- 1 Etymology
- 2 Rumors
- 3 See also
- 4 References
- 5 External links

#### Etymology

The game is also known as Russian scandal, whisper down the lane, broken telephone, operator, grapevine, gossip, don't drink the milk, secret message, the messenger game, and pass the message.

**Historians trace Westerners' use of the word Chinese to denote "confusion" and "incomprehensibility" to the earliest contacts between Europeans and Chinese people in the 17th century, and attribute it to Europeans' inability to understand China's culture and worldview.** Using the phrase "Chinese whispers" suggested a belief that the Chinese language itself is not understandable. The more fundamental \*metonymic use of the name of a foreign language to represent a broader class of situations involving foreign languages or difficulty of

うに小さな声、つまり ひそひそ  
声 で伝えてゆく。

メッセージの誤りは、伝言が繰り返されるにつれ増してゆき、6～7人先に伝えられた段階ではメッセージは面白いほどに元のものとは異なってしまっている。遊びとしては、元の言葉と伝言の連鎖の先の言葉が異なっていれば異なっているほど面白い。面白いことに、ごく簡単な文章でも正確に伝わらない。意外なほどにメッセージが正確に伝わらない。それを楽しむ遊びである。

传话游戏是一个古老的多人游戏, 为从队伍首端通过耳语或肢体语言传达一句话至队尾, 通常游戏结束时最初的那句话已变得面目全非。游戏中的注意事项是, 两人在进行传话时, 不能有第三方听见。这个游戏旨在说明谣言或者是传说在扩散中因传播者误听或添油加醋所产生的效果。

understanding a language is also captured in older idioms, such as "It's all Greek to me".

\*換喩

The game has no winner: the entertainment comes from comparing the original and final messages. Intermediate messages may also be compared; some messages will become unrecognizable after only a few steps.

As well as providing amusement, **the game can have educational value. It shows how easily information can become corrupted by indirect communication.** The game has been used in schools to simulate the spread of gossip and its supposed harmful effects.

It can also be used to teach young children to moderate the volume of their voice, and how to listen attentively;[8] in this case, a game is a success if the message is transmitted accurately with each child whispering rather than shouting. It can also be used for older or adult learners of a foreign language, where the challenge of speaking comprehensibly, and understanding, is more difficult because of the low volume, and hence a greater mastery of the fine points of pronunciation is required.

Rumors

A variant of Chinese whispers is called rumors. In this version of the game, when players transfer the message, they deliberately change one or two words of the phrase (often to something more humorous than the previous message). Intermediate messages can be compared. What an individual player changes in the message often says something about the player.