Reading

1. Read this article about virtual reality and match the headings to the four sections.

VIRTUAL REALITY (VR)

1 _____

VR is an artificial world that is made by a computer. The user experiences this alternative world in place of the real world. As you move around, what you see and hear changes as you would expect. Things get bigger if you walk towards them – and smaller when you walk away. The direction of sound also changes as you move. However, what you are seeing and hearing is all created by a computer.

2 _____

The user wears goggles that control what the left and right eyes see. Each eye sees something slightly different which makes the brain think you are looking at something with three dimensions. (This is the same as with the glasses you wear to watch a 3D film or TV.)

Sometimes the user also wears headphones to play sounds – or a helmet that includes goggles and headphones. The user might also wear special gloves that detect finger movements. As you move or tap your fingers, the computer feels the movement and carries out your command.

3 _____

Games, of course, but there are serious uses too. Architects can use it to see what a building will look like from the inside before it is even built. Medical students can practise operating on virtual patients. One organisation uses it with ill and disabled children to give them exciting experiences far different from their everyday lives in beds or wheelchairs.

4 _____

VR will get better, cheaper and more common. For now, the easiest way to experience it is through a special application which uses a smartphone. The phone goes into some simple cardboard goggles with two eye-pieces to look through. You can play apps on the phone which will take you into the world of dinosaurs, visit countries around the world or even fly through space!

A. How does it work?

B. What is it used for?

C. Can everyone use it?

D. What is it?

LIVEWORKSHEETS