

Final Test

Name:.....

1. Reading**AUGMENTED REALITY**

Active research into augmented reality has been going on for more than ten years but it isn't until recently that the technology has made it possible for extensive use. One of the earliest forms of the technology was for aircraft maintenance, where a schematic on a display was overlayed onto aircraft wire harnesses which were being repaired. This saved the technicians having to look away at the instruction manuals all the time. In the early days, researchers had to carry backpacks of equipment to make it work, but now mobile phones and laptops are so powerful that they can be used and have therefore made the technology much more of a commercial prospect. And the mobile phone is currently driving the development.

Augmented reality technology works by superimposing graphics, audio and other sensory enhancements over a real-world environment in real time. Taking the elements from TV and computer screens, it allows the user to see the world in a different way. It is in fact a hyper-environment, a tri-dimensional and interactive environment generated by computer and made up of real objects and virtual objects. iPhone apps have led the way, although all major phone manufacturers are now involved. One of their apps is an instant English/Spanish translator which works by holding the phone's camera up to a sign in either of those languages. Other popular apps involve astronomy, measuring distances, a theodolite, finding your car and of course the ubiquitous guides to restaurants and bars. Developed in the Netherlands, Layar is very popular application which uses your phone's camera and GPS to gather information about the surrounding area. It then shows information about restaurants and other sites, which is overlays on the phone screen. One new application is a pair of goggles for skiers, which tell them in real time how fast they are going as well as the time and the temperature. Advertisers have seen the potential of this technology as it allows them to reach consumers closer to their merchandise and send them information about the product they are looking at.

Furthermore it also has many applications in the medical industry from training doctors to performing surgery. It has benefits for education too. A science teacher could build 3D images and simulations for the class instead of having to use 2D static diagrams. One application currently on the market helps primary school children learn their alphabet. For example for the letter G, a giraffe can appear in the child's hands, moving, making noises and responding to the child. By pressing a few buttons the child can also hear the letter sounds and generally have fun. Many educational experts are looking at the benefits of an augmented reality curriculum. One advantage is that with disillusioned teenagers it seems to engage them more, but on the other hand they can also be overloaded with information, which rather defeats the object. Educationalists are working to establish a balanced use of the new technology. However youngsters could use their phones to collect data from communities for social studies projects, from shopping centres to understand economics and from museums to learn more about the exhibits.

Augmented reality is here to stay and its future is exciting. There is likely to come a time when we are no longer limited to our computer screens, but will be able to use glasses to view the screen icons in the air around the computer. We could have virtual objects like paintings on our walls paying a fraction of the cost of the original painting. As far as video games are concerned, players will be able to run around outside, without being confined to buttons and joysticks and they may, one day, even be able to enter gamespace with other people in this way. The applications seems endless.

Read the text and decide if these statements are True (T), False (F) or Not Given (NG)

- 1 Augmented reality research started more than a decade ago. _____
- 2 Aircraft maintenance used some of the first augmented reality technology. _____
- 3 Mobile phone companies are doing all the current research. _____
- 4 Virtual reality consists of real and virtual objects. _____
- 5 Advertisers want to keep in touch with consumers at all times. _____
- 6 Teenagers enjoy learning through video games. _____
- 7 Phones could be used by school children to do some assignments. _____

5 Choose the correct option (a-d)

1. Which of these general applications is not mentioned?
 - a) locating a vehicle
 - b) finding food and drink establishments
 - c) studying the stars
 - d) car maintenance manuals
2. Which of these educational applications is not mentioned?
 - a) learning to read
 - b) doing physics and chemistry experiments
 - c) studying geography
 - d) doing economic projects
3. Which future application is mentioned?
 - a) furnishing an augmented reality room
 - b) working outside the computer screen
 - c) playing video games in a virtual environment
 - d) improving vision for people who wear glasses

2. Grammar:

Choose the correct word/phrase to fill in the gaps

- 1) How long ____ you had this car?
 - a) did
 - b) do
 - c) have
 - d) were
- 2) At first I ____ starting work so early but this has changed.
 - a) didn't use to
 - b) wouldn't
 - c) didn't have to
 - d) wasn't used to
- 3) He ____ a therapist for several years after he left school.
 - a) has seen
 - b) has been seeing
 - c) saw
 - d) used to seeing
- 4) He realized that he ____ his car keys in the office.
 - a) left
 - b) has left
 - c) had left
 - d) was leaving

- 5) You won't pass the exam if you _____ revising immediately.
a) won't start b) doesn't start c) don't start d) start
- 6) We wouldn't have missed the bus if you _____ to chat with Mary!
a) didn't stop b) hadn't stopped c) don't stop d) wouldn't have stopped
- 7) If only you _____ more time to spend with the family.
a) would have b) have had c) had d) have
- 8) By the time the guests arrive, we _____ everything for the party.
a) will be preparing b) will have prepared c) prepare d) have prepared
- 9) During the next meeting we _____ about setting goals .
a) are talking b) will have talked c) will be talking d) talk
- 10) The first reality TV show _____ in Sweden in 1997.
a) showed b) shown c) is shown d) was shown