



Pruebe sus habilidades en clase

Lea el texto y responda las preguntas.

Rellene el círculo con la opción A, B, C o D según corresponda.

Augmented Reality

Augmented reality (AR) is not a new phenomenon in the world of technology. It is thought that the term "augmented reality" was first used in 1990 by a researcher called Tom Caudell, who worked at the aviation company Boeing. He used the term to describe a system that he and his colleague, David Mizell, were developing, which combined virtual images with the physical world in order to provide complex information to workers in the factory.

Today, AR has become part of the mainstream high technology used by computer and software companies to create products such as video games, smartphone applications, and educational tools. Makers of computer games, in particular, were quick to see the potential of AR to provide a richer, more multisensory experience for gamers. Now, using devices such as head-mounted displays, headsets, and special glasses or visors, players become real characters in the game and can connect with other players all over the world in a multilayered virtual environment.



Ejemplo

0. It can be inferred from the text that

- A. AR is catching on nowadays.
- B. AR is not popular at all.
- C. AR is not high tech.
- D. AR is useless to connect with people.

Respuesta: 1 A B C D

1. According to the text, AR

- A. has been used for almost 30 years.
- B. was first used by makers of video games.
- C. is not used in the field of education.
- D. was developed in the 21st century.

Respuesta: 1 A B C D

2. It can be inferred from the text that AR games

- A. are inexpensive to buy.
- B. are used in schools.
- C. usually require special equipment.
- D. are always played alone.

Respuesta: 2 A B C D

3. The author suggests that the invention of AR

- A. has an unknown origin.
- B. occurred by accident.
- C. resulted from a collaborative work.
- D. is attributed to a Boeing pilot.

Respuesta: **3** (A) (B) (C) (D)

4. It can be inferred that some high technology products

- A. use AR to make profit.
- B. transformed into AR.
- C. are used by software companies.
- D. work faster now thanks to AR.

Respuesta: **4** (A) (B) (C) (D)

5. The author implies that producers of computer games wanted to

- A. become rich selling video games.
- B. improve gamers' skills.
- C. improve the aviation field.
- D. provide gamers with a more realistic experience.

Respuesta: **5** (A) (B) (C) (D)