

# A total reality EXPERIENCE



## READING

Drawing, sculpting, storytelling and even films are some of the different ways that people have tried to recreate reality. But it's only in the past fifty years that technology has advanced enough to allow people to experience other environments using virtual reality (VR) 3D headsets. The next step in VR development will be that users get a complete interactive experience of the environment they are exploring. They will be able to see, touch and hear everything in their VR environment.

The first use for total experience VR is in the gaming industry. Imagine how gamers could actually play golf on a VR golf course or really drive a Formula 1 racing car! The possibilities are endless. But VR won't just be for fun and games. It will also be a massive leap forward for education. It will transform how people learn different skills and subjects. Learning to drive a car, fly a plane or even perform brain surgery will be absolutely risk-free.

Also, students won't need a textbook to learn about life in the Middle Ages as they will be able to visit a medieval village and spend the day living the life of a 14th century peasant or as a nobleman in his castle. Already, there are educational apps which allow students to use VR headsets and go on exciting virtual school trips to museums, coral reefs, rainforests and many more! Imagine seeing space through the eyes of an astronaut - what a lesson that would be! Or going to places like the Amazon Rainforest - without even leaving the classroom.

Also, it won't be long before we use VR for online shopping. Nowadays, when we buy things online, we can only see photos of products, but with VR devices we will be able to tour virtual shops and even touch the products we are interested in! But that's not all. Have you ever been disappointed by a holiday you booked online? Well, in the future you will be able to take a virtual tour of your accommodation before you make any decisions! There is simply no limit to the ways we will be able to use Virtual Reality.

As advanced VR equipment becomes more affordable, it's going to reach more and more people. It looks set to be a digital revolution that will change the way we live, learn, work and play forever! Virtual Reality is going to completely change the way we see our world and we will even be able to control reality for our own benefit.

It's an exciting future. Aren't you looking forward to it?



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### Can You Tell which Sentences are True and which are False?

- 1 Virtual reality has been used for over fifty years.
- 2 VR will allow gamers to experience activities like playing golf or driving a racing car.
- 3 VR will only be used for entertainment purposes.
- 4 Students will be able to learn about historical periods by virtually visiting them.
- 5 VR will make online shopping more interactive by allowing users to touch products.
- 6 The text suggests that VR will make learning to drive a car completely safe.
- 7 The author believes VR will have a limited impact on our daily lives.





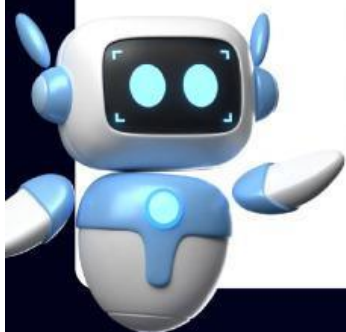
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### Pick the Right Answer!

- 1** Which of the following is NOT mentioned as a way people have tried to recreate reality?
  - a Drawing
  - b Sculpting
  - c Virtual reality
  - d Storytelling
  
- 2** What is the next step in the development of virtual reality (VR) technology?
  - a Users will be able to see, touch, and hear everything in their VR environment
  - b Users will be able to access VR technology through their smartphones
  - c Users will be able to interact with other people in the VR environment
  - d Users will be able to control the VR environment with their thoughts
  
- 3** Which industry is likely to be the first major user of total experience VR?
  - a The education sector
  - b The retail industry
  - c The gaming industry
  - d The entertainment industry



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### Pick the Right Answer!

- 4 Which of the following skills can be learned safely using VR technology?
- a Driving a car
  - b Performing brain surgery
  - c Flying a plane
  - d All of the above
- 5 What is the main advantage of using VR for online shopping?
- a Customers can see high-quality photos of products
  - b Customers can tour virtual shops and touch products
  - c Customers can compare prices across different online stores
  - d Customers can see customer reviews of products
- 6 How will VR change the way we experience travel and accommodation?
- a Customers will be able to see photos of the accommodation online
  - b Customers will be able to take a virtual tour of the accommodation
  - c Customers will be able to book their accommodation directly through VR
  - d Customers will be able to interact with the local community in the VR environment

