PASSAGE 45

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Virtual reality (VR) technology has come a long way in recent years. VR is technology you feel like you are in another place, or even another time. **[I]** Often, this involves wearing something known as a headset. The headset **flashes** footage or computer animation of another place in front of your eyes. Sounds from that place are broadcast in your ears. It is enough to make you think that you are really there, rather than where you actually are.

One of the biggest names in the world of VR tech is the Oculus Rift. It is a VR headset that can be used for gaming, as well as for other things. **[II]** Not surprisingly, however, playing VR video games are the big **attraction.** Many of these games simulate experiences that are real or imagined, such as driving a race car, or fighting monsters or soldiers. **[III]** In June of 2018, it was announced that the number of players using VR headsets on Steam, a popular online game platform, was up 160 percent from the previous year. At that time, it was believed that just over 600,000 active steam users had VR headsets.

Video games aren't the only use for VR tech, however. Those who are training to be doctors can use VR technology to train at a low cost, and without the danger of hurting any patients. **[IV]** Astronauts training for the conditions of space also use VR tech, as do student pilots learning how to fly an airplane. Soldiers now train using VR technology as well, allowing them to learn in a safe environment. As the years go on, surely people will find more and more uses for this great technology.

Question 1: Where in the passage does this sentence best fit?

The number of people using VR headsets to play games online is rapidly rising.

A. I B. II C. III D. IV

Question 2: In the passage, the word **"flashes"** is closest in meaning to _____.

A. Show B. Produces C. Changes D. Hide

Question 3: What is true about the number of people using VR headsets for gaming?

A. It is rising quickly. B. It is staying the same.

C. It is rapidly falling. D. It is still very low.

Question 4: Which of the followings best summarises paragraph 3?

A. VR technology is mainly used for video games.

B. VR technology is used for training in fields.

C. VR training programs are expensive.

D. VR technology primarily serves entertainment purposes.

Question 5: In the passage, the word **"attraction"** is opposite in meaning to _____.

A. excitement B. worry C. interest D. boredom

Question 6: What is the main idea of this article?

A. VR technology is still in its early stages.

B. VR technology has many good uses.

C. VR technology needs a lot of improvement.

D. VR technology has mostly negative effects.

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