2 Skim Text 2.1. Use the words from Activity 1 to fill gaps a–h.

Text 2.1

Virtual reality headsets

[1] If you want to travel without leaving your home, then virtual reality (VR) is an amazing technology to use. With just a headset and software to **(a)** ..... and follow movement, VR can place you in a virtual location or let you **(b)** ..... in a game or activity without even being there!

[2] VR is becoming increasingly popular, mainly because it offers an incredible user experience. However, headset technology is improving so quickly that it can be difficult to know which headset to buy. And as with most digital devices, prices can be from a few hundred to many thousands of dollars.

[3] A typical headset looks like a large, thick pair of swimming goggles and is either tethered or standalone. A tethered headset is connected to a computer or gaming station with a cable, which can be annoying. However, putting all the VR technology into the box strapped to your face has its **(c)** ..... . Being connected to a separate computer can offer better-quality graphics and a more complex and interesting VR experience. These headsets have external sensors or cameras, which follow the movements of the user's head and hands.

[4] If you want more physical freedom, however, a standalone headset might be a better option. These headsets do not have the same processing power as the tethered sets, but they are still **(d)** ..... of smooth, detailed graphics, and offer excellent flexibility and movement tracking. They are cheaper than tethered headsets – and are more practical. Furthermore, they give the user greater freedom to move around. Some of the cheapest standalone headsets use your smartphone as the display and processor.

[5] One of the most important **(e)** ..... when buying a VR headset is the field-of-view. The wider the view, the more the VR content wraps around your side vision, giving a much better viewing experience. Field-of-view is measured in three different ways: **(f)** ..... , **(g)** ..... and diagonal. Some of the more expensive headsets provide 130 degrees of horizontal field-of-view, while cheaper models are lower, at 90 degrees.

[6] Another important consideration is the weight of the headset. Some can be quite heavy so it is essential to make sure that the **(h)** ..... are comfortable and do not force all the headset's weight onto one part of your head. While headsets have got lighter over the years, they can still weigh between 500 g and 1000 g, although there are rumours of a new VR headset that will weigh as little as 150 g!

3 Look at these headings. Write a number (1–6) in the box to match each one to a paragraph in the text.

- **a** Cable connection ☐
- **b** No tickets needed! ☐
- **c** Sitting comfortably ☐
- **d** The experience gets better ☐
- **e** Up, down and across ☐
- **f** Wireless connection ☐

LIVEWORKSHEETS