Ch 7 Book Exercise

Immersive Technologies: Virtual Reality (VR), Augmented Reality (AR), and Metaverse

A. Tick (✓) the correct answer.

1. What defines an immersive experience?
   c. Extension of reality using 360 degree space
2. Which technology completely immerses users in a digital environment?
   b. VR
3. Which industry uses AR and VR for simulation and optimisation?
   d. All of these (Real Estate, Automobile, E-commerce)
4. What is the metaverse primarily associated with?
   c. Both of these (VR and AR)
5. Which of the following best describes the concept of metaverse?
   c. A combination of VR, AR and other technologies in a shared online environment

B. Fill in the blanks.

1. Virtual reality requires a **head-mounted (or VR headset)** display.
2. **Augmented** reality enhances the user's perception of the real world by adding a computer-simulated layer of information on top of it.
3. AR and VR are some of the very popular examples of **immersive** technology.
4. **Augmented reality (AR)** does not completely shut off the users from the real world.
5. **Virtual reality (VR)** extends the surrounding reality of the physical world for the users.

C. Write T for True and F for False.

Q. No.	Statement	Answer
1.	AR shuts a user completely from the rest of the world.	**F**
2.	To use VR, users need to wear a headset.	**T**
3.	AR can be used to learn concepts by overlaying digital images.	**T**
4.	In metaverse, users can purchase digital land and construct virtual homes.	**T**
5.	Metaverse is owned by Microsoft.	**F**