Expressing opinions about virtual reality

1 Virtual reality _____ can be invaluable for training, education, and therapy.

Agree ☐   Disagree ☐

Reason:_____
_____

2 _____ technology is new and does not always provide a realistic or satisfying experience.

Agree ☐   Disagree ☐

Reason:_____
_____

3_____ in virtual reality is important for creating an engaging experience.

Agree ☐   Disagree ☐

Reason:_____
_____

4 While _____ is important, other factors such as visuals, audio, and haptics are more important to the overall experience.

Agree ☐   Disagree ☐

Reason:_____
_____

5 _____ can sometimes feel artificial and may not fully replace the experience of being there in-person.

Agree ☐   Disagree ☐

Reason:_____
_____

6 _____ reality may lead to privacy concerns.

Agree ☐   Disagree ☐

Reason:_____
_____

7 While _____ affects some users, many can adapt over time.

Agree ☐   Disagree ☐

Reason:_____
_____

8 _____ enable users to express themselves and interact with others in virtual environments.

Agree ☐   Disagree ☐

Reason:_____
_____

9 _____ offer opportunities for exploration, socialization, and creativity.

Agree ☐   Disagree ☐

Reason:_____
_____

Match the words to the sentences above. Decide whether you agree or disagree and give a reason for your choice.

telepresence, virtual worlds, avatars,

virtual reality sickness, immersion,

augmented, simulations , latency, haptic,

Script

Good morning everyone! Today, we're discussing virtual reality and its implications. I'll call on each of you, to share your opinions with a practical example. We'll have one student agreeing, and another disagreeing with each statement. Let's begin.

First up! "Virtual reality simulations, can be invaluable for training, education, and therapy." Aisha, what are your thoughts?

I agree Professor Julia. For example, medical students can practice surgeries in VR, reducing the risk of making mistakes in real-life situations.

Thank you, Aisha. Sounds like a great way to practice doing something that might be dangerous. OK, Ben, why do you disagree?

Well, I think that virtual reality training can't prepare you; for the emotions, stress, and human interaction, that you'll face in real life emergencies.

Interesting points both of you. Now, Carlos, #2. Do you agree, or disagree that, "Haptic technology is new, and, does not always provide a realistic or satisfying experience"?

I agree Professor. For instance, some haptic gloves can't accurately simulate, or copy the sensation, of touching different textures. But I believe this will improve, with time.

Thank you Carlos. Asilia, what's your take?

I don't agree with Carlos. Some haptic devices, like full-body suits, already offer a satisfying experience, in gaming and simulations.

Oh Asilia, I think I have to agree with you. The haptics on smartphones seem pretty sensitive to your fingers.

Moving on! #3. Immersion, in virtual reality is very important, for creating an engaging experience. Mei, your thoughts?

I totally agree, Professor Julia. In language learning, for example, VR can immerse users in native-speaking environments, making it more engaging and effective.

Thanks Mei. Now Oliver, I think you disagree?

Yes, I do. Some times, too much immersion can be distracting. Like when users focus on exploring the virtual environment, instead of concentrating on practicing the language.

Good examples Mei and Oliver. Raj, # 4, do you think, "While latency is important, other factors, such as visuals, audio, and haptics, are more important to the overall experience"?

I agree Professor. In a virtual reality art gallery, for example, high-quality visuals and audio, can create an immersive experience , even with some latency.

Thanks Raj. Sarah, do you disagree?

I do. High latency, can cause motion sickness, ruining the experience. For example, in fast-paced VR games, high latency is a big problem.

Thank you both. Fatima, how about this one: # 5, "Telepresence can sometimes feel artificial, and may not fully replace the real experience of being there in-person"?

I agree Professor. In a virtual conference, for example, the lack of non-verbal cues, and spontaneous interactions. can make the experience less real, less authentic.

So true Fatima. Tom, what do you think about her ideas?

Well I think that telepresence technology can be incredibly helpful for remote work, or connecting with distant loved ones, like during a pandemic, when in-person interactions aren't possible.

Good points, Fatima and Tom. Ok # 6, Kwame, do you think, "Augmented reality, may lead to privacy concerns"?

Absolutely! For example, augmented reality glasses, can record video without people knowing it. It seems like: you are a spy.

Your friends, and people you meet would be shocked.

Excellent point Kwame. Lisa, do you disagree?

I do Professor. Augmented reality glasses, can be very useful for pedestrians, cyclists, and motorists. They might warn you when you're in a dangerous situation. So they can save lives.

Wow! Strong argument Lisa!. Alright! # 7. Maria, what do you think about "While virtual reality or motion sickness, affects some users many can adapt, and get used to it over time"?

I agree Professor. In my own experience, at first, I felt dizzy using VR, but I adapted by taking breaks, and adjusting the settings.

That's smart Maria. Now Sergei, what do you think about this common problem with VR?

Oh I think some people, may have long term problems with VR sickness. So, they may never be able to enjoy virtual reality experiences.

Oh Sergei, that's a bit depressing. But you're probably right! So, we are up to #8. Brandon, do you agree that, "Avatars enable users to express themselves, and interact freely with others, in virtual environments"?

I totally agree! For example, in VR chat rooms, avatars allow users to be themselves, and show their true personalities and engage in more creative and enjoyable conversations.

Nice answer Brandon! Oh Sophia, how can you disagree with that?

Well, actually I agree with Brandon. But sometimes, avatars can be misused for cyberbullying. It's easy to create fake identities. And then, these avatars can do bad things, and hurt people.

Good comeback Sophia. Lastly, #9. Ayumi, do you think, "Virtual worlds offer opportunities for exploration, socialization, and creativity"?

Yes Professor Julia. In games like Minecraft, players can explore vast landscapes, collaborate with others, and express their creativity, through building new worlds.

Wonderful Ayumi! Noah, that's hard to beat!

Yes it is. Virtual worlds can be beautiful. However, while virtual worlds have their benefits, they can also be very addictive. This, can lead to social isolation. Some users, might spend too much time in a virtual world. Then, they might forget their real-life concerns and responsibilities.

Great insights Ayumi and Noah! And everybody! Thank you all for your valuable input and practical examples. It's important, to consider both the pros and cons of virtual reality. Keep exploring this fascinating field, and I'll see you next time. Class dismissed.