

Virtual Reality Language Exercises

Exercise 1: Ranking/Prioritizing Exercise

Below are some possible advantages and disadvantages of Virtual Reality. Read through them and rank them in order of importance from 1 to 10, with 1 being the most important. Then, write a short explanation about why you chose the first ranked item.

- ___ Immersive experience
- ___ Reduces physical boundaries
- ___ Enhances learning and understanding
- ___ Can cause motion sickness
- ___ Can be expensive
- ___ Requires specific equipment
- ___ Can be isolating
- ___ Provides new opportunities for gaming and entertainment
- ___ Has potential in medical and therapeutic uses
- ___ Risks of overuse and addiction

Short explanation for ranking: _____

Exercise 2: Vocabulary Matching Exercise

Column A	Column B
1. Immersive	A. A feeling of nausea caused usually by lack of balance in the inner ear.
2. Virtual Reality (VR)	B. The excessive use of something.
3. Motion sickness	C. The state of being unable to stop using something.
4. Isolating	D. The tools, machines, clothing, etc. necessary for a particular activity.
5. Addiction	E. Seeming to surround the user to the point of giving a feeling of reality.
6. Therapeutic	F. Making someone feel alone and not connected to other people.
7. Equipment	G. A three-dimensional computer-generated environment that can be interacted with in a seemingly real way by a person.
8. Expensive	H. Costing a lot of money.
9. Boundaries	I. Having a healing or beneficial effect on the body or mind.
10. Overuse	J. Limits or borders.

Exercise 3: Collocation Practice

Fill in the blanks with suitable words from the list below to form a common collocation.

virtual, experience, sickness, VR, physical, feel, overuse, can be, potentially, very

1. _____ reality
2. Immersive _____
3. Motion _____
4. _____ equipment
5. _____ boundaries
6. _____ sickness
7. _____ isolating
8. _____ addiction
9. _____ therapeutic
10. _____ expensive

****Exercise 1:****

Sure, here's an example of how a student might rank the items and provide an explanation for their top choice:

1. Enhances learning and understanding
2. Immersive experience
3. Reduces physical boundaries
4. Provides new opportunities for gaming and entertainment
5. Has potential in medical and therapeutic uses
6. Can be expensive
7. Requires specific equipment
8. Can cause motion sickness
9. Can be isolating
10. Risks of overuse and addiction

****Explanation for first choice:****

I ranked "Enhances learning and understanding" as the most important aspect of virtual reality. This is because education is a vital part of our lives, and any technology that can improve our learning experience has immense value. Virtual Reality can provide an interactive and engaging learning experience that traditional methods may not be able to offer. It can make complex subjects more accessible and even fun to learn, thereby increasing our understanding and retention of the subject matter.

****Exercise 2:****

1. E. Seeming to surround the user to the point of giving a feeling of reality.
2. G. A three-dimensional computer-generated environment that can be interacted with in a seemingly real way by a person.
3. A. A feeling of nausea caused usually by lack of balance in the inner ear.
4. F. Making someone feel alone and not connected to other people.
5. C. The state of being unable to stop using something.
6. I. Having a healing or beneficial effect on the body or mind.
7. D. The tools, machines, clothing, etc. necessary for a particular activity.
8. H. Costing a lot of money.
9. J. Limits or borders.
10. B. The excessive use of something.

****Exercise 3:****

1. Virtual Reality
2. Immersive Experience
3. Motion Sickness
4. VR Equipment
5. Physical Boundaries
6. Feel Isolating
7. Overuse Addiction
8. Can be Therapeutic
9. Potentially Expensive