

Virtual reality vocabulary



1 _____



2 _____



3 _____



4 _____



5 _____



6 _____



7 _____



8 _____



9 _____



10 _____



11 _____



12 _____

Match the words and expressions to the pictures.

interaction haptic "VR sickness"
immersion telepresence latency immersion
simulation "augmented reality" "motion tracking"
avatar headset "virtual world"

1. She put on the _____ to start her virtual reality experience.

- A. immersion
- B. haptic
- C. headset

2. The _____ feedback in the virtual reality gloves allowed her to feel the texture of the objects.

- A. haptic
- B. latency
- C. telepresence

3. The sense of _____ in the virtual environment made her feel like she was actually there.

- A. haptic
- B. immersion
- C. augmented reality

4. Low _____ is crucial for a smooth virtual reality experience to prevent motion sickness.

- A. telepresence
- B. latency
- C. haptic

5. Through _____, the user felt as if they were physically present in the virtual environment.

- A. virtual world
- B. telepresence
- C. simulation

6. _____ reality combines digital elements with the real world, enhancing the user's perception.

- A. Haptic
- B. Augmented
- C. Virtual

7. Some users may experience _____ after spending time in a virtual environment, causing symptoms like dizziness and nausea.

- A. interaction
- B. virtual reality sickness
- C. motion tracking

8. Accurate _____ is essential for a realistic virtual reality experience, as it captures the user's movements and transfers them to the digital environment.

- A. interaction
- B. simulation
- C. motion tracking

9. In the virtual world, each user is represented by a digital character called an _____.

- A. immersion
- B. avatar
- C. telepresence

10. The _____ is a digital environment where users can interact with each other and objects.

- A. latency
- B. haptic
- C. virtual world

11. The virtual reality system provides a realistic _____ of driving a race car.

- A. interaction
- B. avatar
- C. simulation

12. User _____ in virtual reality enables meaningful communication between users and their environment.

- A. virtual world
- B. interaction
- C. latency

Pictures answers

1. latency
2. avatar
3. motion tracking
4. virtual world
5. immersion
6. simulation
7. augmented reality
8. telepresence
9. interaction
10. headset
11. VR sickness
12. haptic

Multiple choice answers

1. C. headset
2. A. haptic
3. B. immersion
4. B. latency
5. B. telepresence
6. B. augmented reality
7. B. virtual reality sickness
8. C. motion tracking
9. B. avatar
10. C. virtual world
11. C. simulation
12. B. interaction