



lingoda

Virtual reality

SPEAKING

LEVEL
Advanced

NUMBER
C1_4014S_EN

LANGUAGE
English

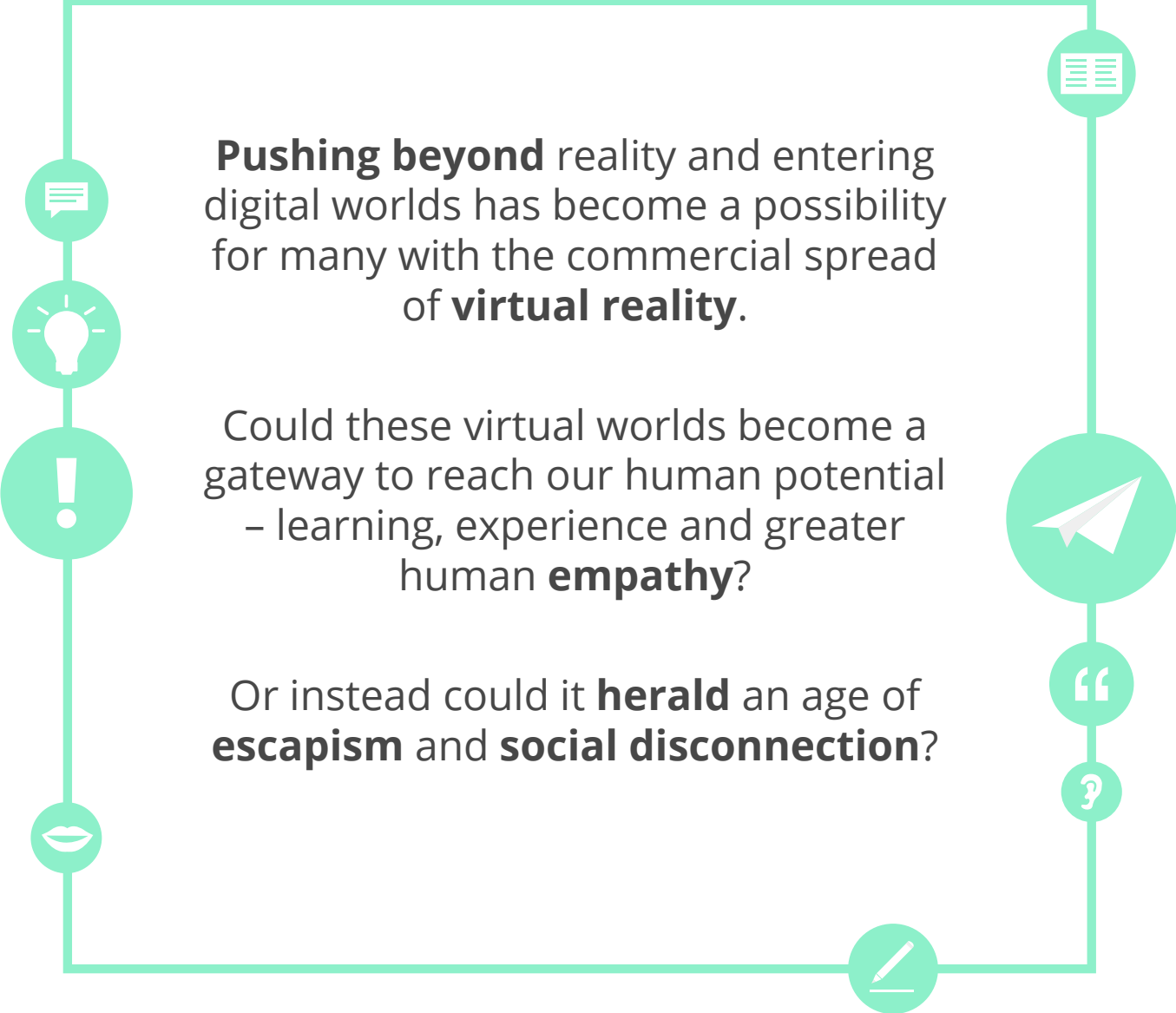




Goals

- Can understand and recall some more advanced vocabulary related to virtual reality.
- Can evaluate the advantages and disadvantages of virtual reality technology.





Pushing beyond reality and entering digital worlds has become a possibility for many with the commercial spread of **virtual reality**.

Could these virtual worlds become a gateway to reach our human potential – learning, experience and greater human **empathy**?

Or instead could it **herald** an age of **escapism** and **social disconnection**?



Virtual reality

Have you ever experienced
virtual reality?
Talk to your teacher about your
experience.





Predictions



Where do you see virtual reality technology ten years into the future?



Why?

Why might some people be opposed to the spread of virtual reality?



Social isolation?



Society?



Virtual reality



The idea of entering an **immersive** simulated environment has long been at the forefront of technological fantasies. The first **rudimentary** headsets appeared in the 1960s, and were then popularised in the 1980s. The **imminent** spread of affordable technology like high resolution screens and motion tracking sensors have only recently made the technology commercially viable, raising concerns about its effect on our social environment and culture.

There are a myriad of conceivable benefits to virtual reality. The Guardian, a UK based publisher, has been experimenting with virtual reality based storytelling and reporting, using the technology to transport audiences into an immersive world.



Virtual reality



Reporting which shows rather than tells can help audiences to understand issues on a greater level and feel a greater sense of emotional **empathy** or see a position from another perspective. A person experiencing a virtual **simulation** of conditions in a warzone is experiencing the conflict rather than simply watching or reading about it passively. The controlled environments made possible with virtual reality means that people could use it for learning complicated or **intricate** procedures which would lower the cost of entry to a great many professions.



Virtual reality

Complicated surgical manoeuvres like heart surgery, or learning to pilot an aircraft could become available to a **wider net** of individuals. Learning practically has been shown to be more effective than reading from books or listening to lectures, so from an educational standpoint virtual reality could also be used to revolutionise **pedagogical** practice in the classroom. The US military already uses virtual reality to train its recruits.



New words

rudimentary

The technology is still too **rudimentary** to be used in the field.

imminent

It seems that climate change is **imminent**.

immersive

He found the computer gamer's world extremely **immersive**.

wide net

Technology is making information available to a wider and **wider net** of people.



New words

empathy

Tessa felt a great deal of **empathy** for the homeless man on the train.

simulation

It is hard to believe that was only a **simulation** and not the real thing.

intricate

The locket was designed with an **intricate** pattern.

pedagogical

He is a teacher with outstanding **pedagogical** methods.



Optimism

Talk about the reasons why some people would be optimistic about the possibilities brought on by virtual reality.



immersive
worlds

greater
connectedness
and empathy

hands-on
training

pedagogical
opportunity

video games
and
entertainment

the pursuit of
pleasure



Categorise

Categorise the reasons why people might be interested in purchasing a virtual reality unit for their home.

	learning new skills	travelling around the world	
interested in technology	to be informed by the news	new experiences	playing video games
	exercise and relaxation	trendy and cool	
Very likely	Somewhat likely	Not likely at all	
_____ _____ _____	_____ _____ _____	_____ _____ _____	



Analysing the text

'The Guardian, a UK-based publisher, has been experimenting with virtual reality based storytelling and reporting, using the technology to transport audiences into an immersive world.'

1. Why might media companies and publishers be interested in using virtual reality to tell stories?
2. What effect might this have on journalism?
3. Could there be dangers in doing this?



demographic

A **demographic** is a portion of the population. The term is often used to denote consumers.

Demographics are often studied and targeted in marketing campaigns.



The marketing campaign was successful as it targeted a range of **demographics**.



Marketing

You're a marketing executive in Virtual Friend, a company with a new virtual reality headset to sell to the public. You are going to create a marketing campaign to ensure the new product is a success.



1

Name your product. What are its primary features?



Demographics

Consider who is the most likely out of the demographics studied earlier to purchase your product. Explain to your teacher how you settled on your choice.



1

Name your product. What are its primary features?



2

List your target demographics. Who will be most interested in your product?



Virtual reality

Your advertising brief should be short, but accurately summarise the capabilities of your virtual reality unit. What can it do? Make sure your description is catchy – you want your customers to buy it!



1

Name your product. What are its primary features?

2

List your target demographics. Who will be most interested in your product?

3

Write a catchy 100 word advertising brief describing what your product is capable of.



Big question

How might virtual reality affect us? Could an alternative system serve the collective needs of humanity and our planet better?

Discuss the two questions above with your teacher. What do you think?





Get ready to listen



The next few slides will focus on
training your listening comprehension



As you listen, mark the statements true or false.

	TRUE	FALSE
1. Users often report feelings of depression and despair after using the technology.	<input type="checkbox"/>	<input type="checkbox"/>
2. The internet can be addictive.	<input type="checkbox"/>	<input type="checkbox"/>
3. Widespread virtual reality would have little effect on social relationships.	<input type="checkbox"/>	<input type="checkbox"/>
4. People can meet most of their social needs online if necessary.	<input type="checkbox"/>	<input type="checkbox"/>
5. People predict that in 5 years we will be spending the majority of our time in virtual reality environments.	<input type="checkbox"/>	<input type="checkbox"/>
6. The potential of overuse of and addiction to virtual reality is unjustifiable.	<input type="checkbox"/>	<input type="checkbox"/>



New words

perils

There are a great many **perils** associated with staying out late on your own in an unfamiliar place.

implications

Did you consider the **implications** of your message before you sent that email?

paramount

This is of **paramount** importance. I can't stress this enough.

isolation

Many scholars identify internet and social media as contributing factors to loneliness and **isolation**.

justifiable

I understand what you're saying but I'm not sure that worry is **justifiable**.

fruition

My plans have finally come to **fruition**.



Rephrase

You're a headmaster at a leading college in the UK. You are considering investing in virtual reality headsets for your classrooms. Talk to your teacher about how the technology might impact the learning in your school in the following subjects.



1 Science

2 History

3 Languages

escapism

Escapism is the avoidance of aspects of daily life deemed boring, unpleasant or scary. It can also refer to the practices people use to avoid the feelings associated with depression.

Escapism can take the form of entertainment or a mental diversion from necessary tasks or work.



Those five hours in front of the television were pure **escapism**.



Talk to the teacher

Respond to each of the people in a rational way. Do you agree or disagree with their opinions?

Embrace the technology



"Every industry will be revolutionised by virtual reality"



"My classroom will never be the same again!"

Educational potential

Sceptics



"Virtual reality is a great big trap for humanity - another way to avoid the real world"



"I don't see the point in real friendships anymore - this is better than reality"

Potential for social isolation



Implications

**“What’s to stop us from completely withdrawing physically from society if the simulation is believable enough?
Talk to your teacher about the potential social implications of fully immersive digital worlds.**





Virtual reality addiction

It's 2030. You are a psychologist whose patient is addicted to virtual reality. Help them come up with a strategy to kick their habitual use - use convincing language to help your patient.



Consider using some of the ideas below to support your argument.

sell the technology

avoid the temptation to escapism

make a timetable - be in control of your behaviour

plan a trip abroad

set long-term goals?

in the long run you are degrading your relationships



Big question

**Do you believe virtual reality will help humanity to reach its potential?
Or is it more likely to leave us disconnected from each other and used as a tool for escapism?**



Talk

Regulating VR use

What could be done to realistically minimise overuse and the ensuing social isolation brought about by virtual reality?

Talk to your teacher about how regulation or guidelines could be put in place.



Reflect on the lesson

Take a moment to review any new **vocabulary, phrases, language structures** or **grammar points** you have come across for the first time in this lesson.

Review them with your teacher one more time to make sure you don't forget!





Transcription

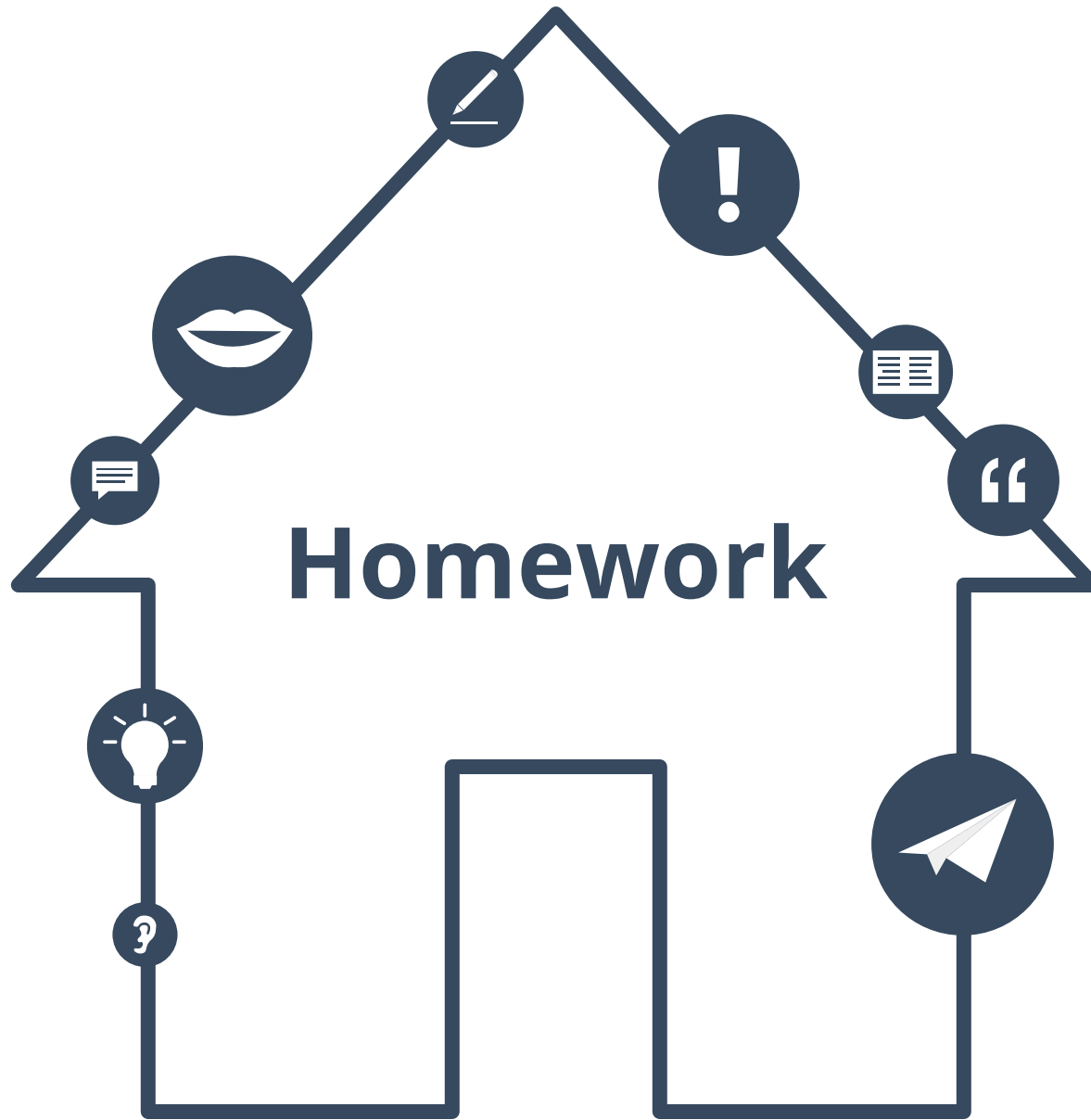
Some users of virtual reality have reported feelings of worthlessness and despair after using the technology. Using virtual reality as an escape from the real world can leave people with a fragile state of mind. Much has been written about the **perils** and pitfalls of internet addiction. If we can simulate a fake world where pleasure is **paramount**, where does that leave us when it comes to dealing with our problems in the real world?

If predictions that we will spend the majority of our time in increasingly realistic and immersive simulated environments by 2030 come to **fruition**, then the potential for overuse and addiction might be **justifiable** concerns. Increasing social **isolation** would have dramatic effects on our wellbeing as individuals. These are realistic concerns about the **implications** for human relationships – social networks and virtual worlds already show that users can meet their social needs online already. What's to stop us from completely withdrawing physically from society if the simulation is believable enough?



Answer key

Activity p. 21
1T, 2T, 3F, 4T, 5F, 6F





New vocabulary

Update your list of favourite words with some vocabulary from this lesson.





Write an email

Write an email to your colleague Dave about the potential for virtual reality in the media industry.

How could you use the technology to increase the quality of your company's reporting?

-	□	×
To: dave_g@firemail.com		
Subject: The potential of VR!		
Hello Dave,		

