



Virtual Reality: Exploring a Digital World

Vocabulary • Functional Language • Practice • Discussion

Name: _____	Group: _____
Date: _____	Score / notes: _____

Learning goals

- Understand and use key vocabulary related to virtual reality and digital technologies.
- Practise expressions for describing applications, benefits, limitations and future developments.
- Use VR-related collocations in context and discuss the role of VR in education, healthcare, tourism and entertainment.

Think about it: Where would you prefer to learn or explore through VR — a laboratory, a museum, a hospital or a new country? Why?

A. Useful Expressions

Study the expressions and their meanings. Then cover the meaning column and try to explain each term in your own words.

Expression	Meaning
virtual reality (VR)	A computer-generated environment that users can experience and interact with
immersive experience	An experience that makes someone feel surrounded by or involved in a different environment
virtual environment	A computer-generated space in which users can interact
VR headset	A device worn over the eyes to display virtual environments
motion tracking	Technology that detects and records a person's movements
interactive simulation	A computer-generated model that responds to the user's actions
augmented reality (AR)	Technology that adds digital content to a view of the real world
3D environment	A digital space with height, width and depth
haptic feedback	Technology that uses vibration or other physical sensations to simulate touch
realistic graphics	Computer-generated images that look similar to real objects or environments
user experience	The overall experience a person has when using a product or technology
hands-on training	Practical learning through direct participation in an activity
remote collaboration	Working together with people in different locations using digital tools
virtual tour	A digital experience that allows people to explore a place remotely
practical application	A real-world use of a concept, method or technology
technological limitations	Restrictions that prevent a technology from functioning or being used ideally
motion sickness	Nausea or discomfort that may occur when visual movement conflicts with the body's sense of motion
data privacy	The protection and appropriate handling of personal information
enhance learning	To improve the quality or effectiveness of learning
simulate real-life situations	To create an artificial representation of situations that could happen in reality

B. Functional Language

Use these sentence patterns to describe VR clearly and confidently.

Purpose	Useful language
Defining VR	Virtual reality (VR) is a technology that allows users to experience a computer-generated environment.
Describing VR experiences	VR allows users to explore... / Users can interact with...
Explaining applications	VR can be used for... / One of the main applications of VR is...
Discussing advantages	One major benefit of VR is... / VR makes it possible to...
Identifying limitations	One potential drawback is... / VR can be challenging because...
Expressing opinions	I believe VR has the potential to... / In my view, VR is particularly useful for...
Making predictions	In the future, VR is likely to... / VR technology may become increasingly...
Comparing technologies	Unlike traditional methods, VR enables users to... / Compared with real-life experiences, VR offers...

Quick preparation

Complete the prompts with your own ideas. Be ready to share your answers with a partner.

1. VR can be used for _____.
2. One major benefit of VR is _____.
3. One potential drawback is _____.
4. In the future, VR is likely to _____.

C. Vocabulary Practice

Exercise 1. Match the Expressions with Their Definitions

Match the expressions (1-10) with the correct definitions (A-J). Write the correct letter beside each number.

1. Immersive experience	A. Learning by performing practical activities rather than only studying theory.
2. Motion tracking	B. A digital visit that allows users to explore a location without physically travelling there.
3. Haptic feedback	C. The protection of personal information from inappropriate access or use.
4. Virtual tour	D. A feeling of nausea or discomfort that may occur during the use of certain technologies.
5. Hands-on training	E. Technology that detects and records a user's physical movements.
6. Remote collaboration	F. The overall impression and experience a person has when using a digital product.
7. User experience	G. A computer-generated activity that changes in response to the user's actions.
8. Interactive simulation	H. Working with others who are in different physical locations.
9. Data privacy	I. An experience that creates a strong feeling of being present in a digital environment.
10. Motion sickness	J. Technology that provides physical sensations, such as vibrations, to represent digital interactions.

Answers: 1. ____ 2. ____ 3. ____ 4. ____ 5. ____ 6. ____ 7. ____ 8. ____ 9. ____ 10. ____

Exercise 2. Complete the Sentences

Word bank

virtual environment • realistic graphics • motion tracking • enhance learning • technological limitations • practical application • VR headset • simulate real-life situations

1. Students can wear a _____ to explore a computer-generated world.
2. Advanced _____ make virtual objects look more lifelike.
3. _____ allows a virtual character to respond to the user's movements.
4. Teachers can use VR to _____, such as emergency procedures or laboratory experiments.
5. A well-designed _____ can allow users to explore places that would otherwise be difficult to access.
6. Educational games and simulations can _____ by making complex ideas easier to understand.
7. Cost, battery life and limited equipment may be examples of _____.
8. The _____ of VR in medicine includes training surgeons before they perform certain procedures on patients.

Check your answers with a partner. Can you explain why each expression fits the sentence?

Exercise 3. Word Partnerships: Build Natural Expressions

Complete the collocations using the words in the box.

experience • collaboration • privacy • training • tour • feedback • sickness • environment

1. immersive _____
2. remote _____
3. data _____
4. hands-on _____
5. virtual _____
6. haptic _____
7. motion _____
8. virtual _____

Follow-up task

Choose four completed expressions and write original sentences about the use of VR in education, healthcare, tourism or entertainment.

1. _____
2. _____
3. _____
4. _____

Exercise 4. Use the Expressions in Context

Complete the short text using the expressions in the box. There are two extra expressions.

immersive experience • virtual tour • hands-on training • motion sickness • remote collaboration
• data privacy • career prospects • realistic graphics

Virtual reality is becoming increasingly popular in different industries. In tourism, a _____ allows potential visitors to explore a hotel or museum before making a decision. In education, students can benefit from _____ because they can practise skills in a controlled digital setting. Modern VR systems often use _____ to make digital scenes look more convincing. However, some users experience _____ after spending too much time in a virtual environment. Companies must also consider _____ when collecting information about users' movements and behaviour. When used responsibly, VR can create an _____ that supports learning, exploration and professional development.

Extension questions

1. Which application of VR described in the text would be most useful to you? Why?

2. How might VR change the way university students learn in the next ten years?

D. Communicative Practice

Exercise 5. Discuss and Evaluate

Work in pairs or small groups. Discuss the questions, using at least five expressions from the vocabulary section.

1. How is virtual reality different from augmented reality?

Notes: _____

2. Which university subjects could benefit most from immersive experiences?

Notes: _____

3. How could virtual tours benefit students studying tourism?

Notes: _____

4. What are the main risks associated with spending too much time in virtual environments?

Notes: _____

5. How important are data privacy and user safety in VR applications?

Notes: _____

Useful discussion language

Giving an opinion	I believe... / In my view... / I would argue that...
Agreeing or qualifying	I agree to some extent, but... / That may be true; however...
Giving examples	For example... / One practical application is...
Evaluating	A major advantage is... / One potential drawback is...

Exit ticket

One new expression I can use confidently: _____

One question I still have about VR: _____