

'Each guest experience will be different': VR and the future of theme parks

Level 3: Advanced – Teacher's notes

Article summary: The article describes how virtual reality is being used to create computerized versions of real-life theme parks, allowing users to experience the excitement of being at one of those parks.

Time: 60 minutes

Skills: Reading, Speaking, Writing

Language focus: Vocabulary

Materials needed: One copy of the worksheet per student

1. Warmer

- a. The purpose of this activity is to introduce the topic of the use of virtual reality in virtual-theme-park experiences. Make sure learners give reasons for their ranking.

2. Key words

- a. Ask students to do the exercise individually and then compare their answers in pairs or small groups. *Smellscaping* is not a word that appears in any current dictionary but is used in the text as an example of a new development in virtual reality. Note that in the text people were 'paying their respects' to the Queen by queuing to pass her coffin in Westminster Abbey, not actually going to the funeral. The word *awesome* originally meant 'inspiring awe' and was used to describe something such as the Pyramids or Machu Pichu, but has now additionally come to mean 'very good'. Note that *alight* is a formal term for getting off a train or bus and is mostly used in announcements and on notices.

Key:

- | | |
|------------------------|--------------------------|
| 1. <i>smellscaping</i> | 6. <i>attendee</i> |
| 2. <i>sombre</i> | 7. <i>awesome</i> |
| 3. <i>respects</i> | 8. <i>augmented</i> |
| 4. <i>cavernous</i> | 9. <i>alight</i> |
| 5. <i>ship</i> | 10. <i>customization</i> |

3. Comprehension check

- a. The answers given are only suggested answers and students may correctly answer the questions in different ways, e.g., in item 10 they may say 'It's better and faster' or similar.

Key:

1. *because the British Queen had died*
2. *a few hours*
3. *virtual-reality headsets*
4. *interactivity*
5. *getting headsets on and off riders*
6. *Covid*
7. *augmented reality*
8. *enable the experience to be adapted to each guest*
9. *riding a new rollercoaster for the first time*
10. *It's something you've never experienced before.*

4. Key language

- a. Students could be asked to do this exercise individually and then compare their answers in pairs. The answers given are the phrases used in the text.

Key:

1. *d*
2. *f*
3. *a*
4. *b*
5. *e*
6. *c*

5. Discussion

- a. Allow students time to note down their ideas about each statement and encourage them to say why they agree or disagree with each one.

6. In your own words

- a. The task could also be done as homework and students could then present their reports to the class.