

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

Level 1: Elementary / Pre-Intermediate – Teacher's notes

Article summary: The article describes how virtual reality is being used to create computerised 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

Key:

1. *over than 10,000*
2. *in Germany*
3. *the Chief Executive of a Dutch company, Lagotronics Projects*
4. *virtual reality*
5. *put virtual-reality headsets on and experience virtual reality*
6. *They will be more interactive.*
7. *their name, their age, and what they like and dislike*
8. *a different movie from the person sitting next to you*
9. *the global association for the attractions industry*
10. *the thrill of riding on a new rollercoaster*

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. Point out that *benefit* is also a verb. You can benefit from something, i.e., get something positive from it.

Key:

- | | |
|---------------------------|---------------------|
| 1. <i>monster</i> | 6. <i>benefit</i> |
| 2. <i>Virtual reality</i> | 7. <i>queue</i> |
| 3. <i>headset</i> | 8. <i>transform</i> |
| 4. <i>Interactive</i> | 9. <i>option</i> |
| 5. <i>delay</i> | 10. <i>thrill</i> |

3. Comprehension check

- a. Ask students to work individually to answer the questions and then compare their answers in pairs or small groups. The answers given are not the only possible answers. For example, in item 5, students may say 'experience virtual reality' or similar. Note that IAAPA stands for International Association of Amusement Parks and Attractions.

4. Key language

- a. Students can check their answers in the text after completing the exercise.

Key:

1. *creation*
2. *rider*
3. *experience*
4. *option*
5. *organizer*
6. *attraction*

5. Discussion

- a. Allow students time to note down their ideas and encourage them to give reasons for their answer.

6. In your own words

- a. This could also be done as a homework task. If any students haven't experienced a virtual-reality game, they can talk instead about the last amusement-park ride they went on.