

QUIZ MODULE 2 TOPIC 3 - MOBILE TECHNOLOGY AND LEARNING

1) Virtual reality (pick the correct option)

- (a) Virtual reality is immersive. You need objects to enable that immersion (goggles, gloves, etc) - T
- (b) The user cannot wander a virtual world or handle objects in that world - F
- (c) Virtual reality is only used for gaming - F

2) Augmented reality (pick the correct option)

- (a) Augmented reality is immersive - F
- (b) The user can wander a virtual world and handle objects in that world - T
- (c) Augmented reality can be used to visit lost civilizations - F

3) Mobile technology (pick the correct option)

- (a) Mobile technology is always distracting for students - F
- (b) If students bring their own digital devices to class, there will be no more security issues - F
- (c) Mobile devices will allow people to learn whenever it is necessary - T