

**1. Introduction: Testing your understanding - recap and revision**

*Multi-choice*

1. What are the two ends of the virtuality continuum? a) virtual world and augmented reality; b) virtual world and real world; c) real world and augmented reality; d) virtual world and mixed reality.
2. How does the user primarily experience virtual reality? a) through the model development environment; b) through data analysis and synthesis; c) through input and output devices; d) through data capture.

*Reflective*

1. What does mixed reality mean?
2. What is virtual reality? What are the two general approaches to defining VR and what is the difference?
3. What are the components and characteristics of VR systems that define (or influence) users' experience of displayed information?
4. How may experience with other media shape the perceptions of the built environment in virtual reality?
5. What does the term - cyber-physical – denote in project delivery contexts?
6. VR or AR may not be equally effective in all instances. What may the choice of appropriate technology depend on?