

5. Visualizing construction: Testing your understanding - recap and revision

Multi-choice

1. What is currently a major use of VR and AR in construction: a) training for site safety; b) planning and design; c) gaming; d) public engagement.
2. Central to the use of VR and AR in operation and construction processes are: a) use of VR headsets; b) structured 3D (building) information models; c) 2D drawings.

Reflective

1. What VR uses are typical for construction tasks?
2. Explain how specific interactivity and display features of VR may support the visualization of safety issues and rail operation tasks.
3. Provide an example of a construction related task that specifically benefits from using AR.
4. Can you provide examples of specific tasks and considerations for a user learning to operate a crane that VR could support through interactive features?
5. Can you provide examples of specific tasks a group of users planning the construction of a building that VR could support through display configuration and interactivity?