

Overall ‘Virtual Reality and the Built Environment’ book: Testing your understanding - recap and revision

This material for testing your understanding is designed to help you recap and revise after reading the book.

For each chapter there are multi-choice questions that are designed to test your careful reading of contents of the chapter (answers for these are available), and more reflective questions that are designed to make you think beyond the examples given in the book to deepen your understanding of the concepts. Please refer back to the chapter to improve your answers.

Having read the whole book you should be able to answer the following reflective questions:

Reflective

1. How can applying virtual and augmented reality approaches help us better understand the built environment?
2. How can built environment professionals use these approaches to improve the design, operation and maintenance of both new and existing built environment projects?
3. How can we choose between VR systems and visualization approaches for different built environment tasks?