1201205 – English for Information Technology 2
Worksheet 1

Title: How virtual reality is training the perfect soldier.

Story:

Plextek, an electronics design consultancy in the UK has been making training simulations for the British government's Ministry of Defence since the late 1980s. The company specialises in building training programmes for army medics.

Traditionally, they would construct hulking cabins in which new recruits could try out, in a simulated environment, the classroom theory of how to, for example, bandage a wound while under enemy fire, or how to inject transexamic acid to prevent a patient from haemorrhaging when the air is filled with smoke. Such environments would cost, according to Collette Johnson, Plextek's Medical Business Development Manager, "millions of pounds" to build. The rise of virtual reality technology, however, is allowing for a cheaper, more flexible solution, containing the horror to the visor of a headset.

"When the Oculus Rift arrived at the office we immediately saw an opportunity," she says. "It was user-friendly, compact and designed to be used by consumers." It was also, thanks to the development tool Unity, which comes with a store filled with ready-to-use 3D models including tanks, guns, huts and soldiers, relatively cheap and easy to develop for.

A simple training VR simulation would cost, as Johnson puts it, "in the low tens of thousands," a snip of the price of the training cabin. Plextek showed the technology to the British Ministry of Defence. "They were wowed by its flexibility," says Johnson. "Even though the image quality in the very first development kit wasn't 100% there was enough clarity there to believe that it could be used for training."

Oculus Rift

The Oculus Rift is the headset that started the current hysteria. Developed by Palmer Luckey, funded via Kickstarter and snapped up by Facebook for a cool $2 billion, the Rift plugs into your computer's DVI and USB ports and tracks your head movements to provide 3D imagery on its stereo screens.

The consumer edition Rift uses a 2160 x 1200 resolution, working at 233 million pixels per second, with a 90Hz refresh rate. It's high-tech stuff, which matches the HTC Vive for refresh rate but lags behind PlayStation VR. However, given its access to the power of the latest PCs, it's pushing a lot more pixels than Sony's headset.

Source:
https://www.wareable.com/vr/how-vr-is-training-the-perfect-soldier-1757
https://www.wareable.com/vr/best-vr-headsets-2017

Members:

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Vocabularies:

Words	**Meaning**
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