



# DIGITAL REALITIES



2022-23 Practice Problem 2

## + TOPIC DESCRIPTOR +

Technologically, virtual reality is widespread and expanding its application through augmented, enhanced, mixed, and other forms of digital realities. The options and opportunities for its application appear boundless through the integration of 3-D images, gaming, computer-assisted instruction, equipment simulators, and entertainment platforms. The imposition of holographic images over real-world views have applications ranging from education, archaeology, and engineering, to sports training, video games, and artistic expression.

The utilization of augmented reality technology is already making significant changes to the manufacturing industry. What other industries will it revolutionize? The inclusion of haptic, visual, and auditory overlays can be both constructive and destructive to users. New opportunities are provided to individuals with disabilities. New treatments are made available to the ill. How will enhanced reality impact human interactions? Digital reality is constantly evolving with advantages for all fields. How will we deal with the fiscal, educational, and psycho-social issues that might arise?

## + SUGGESTED READINGS +

### Theme 1: An Industrial Revolution

- The industrial metaverse will disrupt global manufacturing.
- What will work life in the metaverse look like?



### Theme 2: Let's Go There!



- Seoul wants to build a metaverse. A virtual New Year's Eve ceremony will kick it off.
- The key role of VR in preserving cultural heritage

### Theme 3: Real-World Troubles May Follow Us to The Digital World

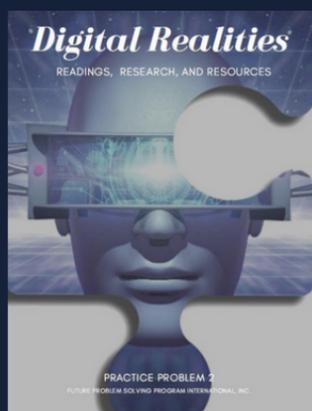
- Advertising and privacy: the rules of the road for the metaverse
- Who will govern the metaverse?



### Theme 4: A Small Step for Digital Reality, A Giant Leap for Healthcare



- Virtual reality might be the next big thing for mental health
- Johns Hopkins performs its first augmented reality surgeries in patients



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