Teacher Answer Key

Case Study

1. In their definition AR keeps the real world and adds to it: virtual objects are superimposed on the real world, so the user interacts with both at once. VR does the opposite -- the reading describes a headset that blocks out the user's surroundings and replaces them with a computer-generated environment.

2. Both add to the senses instead of replacing them. AR layers digital information onto what the user already sees, and sensory augmentation involves enhancing or modifying our natural senses using technology, as with a cochlear implant or a bionic eye. The definition treats technology as an extension of ordinary perception.

Multiple Choice

1. C

2. A

3. D

Matching

1-D, 2-C, 3-A, 4-B

Fill-in-the-Blank

1) Augmented reality, 2) sensory augmentation, 3) manipulation and social inequality

Short Answer (Sample Responses)

Q1: Augmented reality can enhance education by providing students with interactive and engaging learning experiences. For example, students can use AR to visualize historical events, explore scientific concepts, or practice language skills in a more immersive way. AR can also make learning more accessible to students with different learning styles.

Q2: Sensory augmentation offers the potential to improve the quality of life for individuals with sensory impairments. For example, cochlear implants can restore hearing to people with deafness, and bionic eyes can restore vision to people with blindness. However, there are also risks associated with sensory augmentation, such as the potential for adverse side effects or ethical concerns related to human enhancement.

Q3: Ethics plays a crucial role in the development and use of perception technology. It is important to consider the potential consequences of these technologies, such as the risks of manipulation and of social inequality. Ethical guidelines should be

established to ensure that perception technology is developed and used responsibly, with the well-being of individuals and society as a priority.