

Section 1: Exploring AR Technology

Q1. Which of the following are two kinds of AR technology?

- a. VR & AR
- b. True & false
- c. Marker & Marker-less
- d. Definitive & Absolute

Q2. Which AR specific device comes in the form of glasses and/or headsets?

- a. Google Cardboard
- b. Hololens
- c. Oculus
- d. HTC Vive

Q3. Which two web browsers are the best to test AR applications on?

- a. Chrome & Firefox
- b. Internet Explorer & Safari
- c. Firefox & Safari
- d. Opera & Chrome

Q4. What is a major concern(s) involving VR technologies?

- a. VR sickness
- b. Eye strain
- c. Distractions
- d. Both A & B

Q5. What is a major concern(s) involving AR technologies?

- a. VR sickness
- b. Eye strain
- c. Distractions
- d. Both A & B