**AUDIENCE INTERACTION /ENGAGEMENT SESSION DURING THE WEBINAR**

**1: Video Delivery during presenters section**

Shanka,Sihaf and Dexter

(during the session-included in slides)

**2. Small Group Activities with Audience**

Yagi (during the session)

**3. Q & A Session - Polly**

1st Presenter: Shajeeban

2nd Presenter: Aslam

3rd Presenter: Ryan

**Note: Three can combine and conduct the Q & A Session**

**(1) What is the standard form of VR?**

A.Very real

B.Virtual Reality\*

C.Virtually real

D.Variant result

**(2) How does it work?**

A.By internet

B.By screen batch

C.By wearing the headgear\*

D.None of the above

**(3) What does VR do?**

A.Help access the internet

B.Stimulate environment of reality\*

C.Both of the above

D.None of the above

**(4) Is VR bad for eyes?**

A. Yes

B. No\*

**(5) For what VR used for.**

A. Going to bed

B. Military Training \*

C. Mowing the lawn

D. Brick Laying

**(6) Do we use VR for Industrial Purpose**

Yes\*

No

**(7) How is the VR headset connect to the computer**

A. HDMI and USB\*

B. HDMI only

C. USB only

D. AUX only

**(8) What is an example for projecter based VR**

A. Frechet

B. Holoroom

C. CAVE\*

D. FET

**(9) What is VR?**

A. Virtual Reality is the use of computer technology to create a simulated environment.\*  
B. Virtual Reality is a live, direct or indirect view of a physical, real-world environment whose elements are augmented (or supplemented) by computer-generated sensory input such as sound, video, graphics or GPS data.

C. Virtual Reality is the merging of real and virtual worlds to produce new environments and visualizations where physical and digital objects co-exist and interact in real time.

D. Virtual Reality is intelligence demonstrated by machines, as opposed to the natural intelligence displayed by humans or animals.

**(10) Choice Industries using VR**

A.Medical, Arts and Design,School

B.Museum, Apartment, Home

C.Automobile, Education, Hospitals\*

D.Constructions, Law enforcement, Media\*