

Chapter 6

Virtually True

Q.1 A Before reading the story, attempt the following working in groups of four or five.

Do you play computer games? How many hours do you spend playing games on the computer as compared to outdoor games?

Ans.: Yes, I do play computer games. I spend around one hour more to play games on the computer when compared to the time spent on playing outdoor games.

Q.1B Before reading the story, attempt the following working in groups of four or five.

Make a list of your favourite games. Have a class discussion on the advantages and disadvantages of computer games.

Ans.: My favourite games are NBA, Fifa, and Tennis.

The advantages of playing computer games are they create a virtual environment, they can be played at any time when you want to relax, they are animated and some of them have 3-dimensional effects, it is a great way to entertain oneself and also helps the mind to train itself by challenging moves and strategies. Some computer games also have educational value and Improve skills. Computer games are great for mind and gross muscle co-ordination.

Disadvantages of playing computer games are they tend to addict you. The noise is disturbing and harmful for the ears. Due to sitting and viewing the screen for long hours it affects the eyesight. And by spending long hours on the computer tend to alter the spine functionality.

Q.1C Before reading the story, attempt the following working in groups of four or five.

Look in your dictionaries / computer to find synonyms for the word 'virtual'

Ans.: The synonyms for the word virtual are artificial, imitation and make-believe.

Q.1D Before reading the story, attempt the following working in groups of four or five.

Look at the K.W.L. chart given below. Based on the information you have gathered till now, complete the K and W columns. You may work with your partner. After reading the story complete the third column.

	k-What I Know	W—What I want to know	L- What I learnt
Virtual Reality			
Virtual Environment			
3-D/three-Dimensional			
Simulation games			
Computer Simulation			
Interactive psycho-drive games			
Teleporting			

Ans.:

	K-What I Know	W--What I want to know	L-What I learnt
Virtual Reality	Means it is generated by Using computer graphics and technology	How does a virtual reality game help?	They help to learn about things that we haven't seen before and do not exists.
Virtual Environment	It is a place which enables a person to create his own desirable things.	Some examples and advantages of the virtual environment.	They are helpful for creating interactive games.
3-D/ three-dimensional	A graphic-based display of objects which can give details of length, breadth and width aspects.	What is the difference between 2-d and 3-d images?	3-D images help in getting the actual picture of the object and also helpful in learning the hard concepts in the much fun way.
Simulation games	These games are a replica of real games.	Do they have any advantages?	They help in mind and hand co-ordination.
Computer simulations	Different types of action based games like horse riding and games involving balls.	Are they helpful in learning any educational concepts?	They help in improving co-ordination.

Interactive psycho-drive games	Psycho drive games are games in which you control and play the game using your mind and mental power.	Are they addictive?	They have a lot of disadvantages and affect the mindset of a person.
Teleporting	Is the theoretical transfer of matter or energy from one point to another without traversing the physical space between them.	How will this help in the future?	It is every important aspect of developing science, fiction, literature, film, video games, and television.

Exercises

Q.1 According to the newspaper, what had happened to Sebastian Shultz?

Ans.: According to the newspaper Sebastian Shultz a 14-year-old boy who met with an accident and drifted into a coma after the accident, where his condition six weeks ago was critical has now regained conscious. This was a miracle according to the doctors.

Q.2 'Dad's nutty about computers.' What evidence is there to support this statement?

Ans.: 'Dad's nutty about computers.' The evidence to support this statement were his computer has the best hardware, Pentium processor, 1.2 GB hard disk, 256 RAM, 16 speeds CD ROM, speakers, scanners, modem and a big screen. He also keeps buying computer related things like new gadgets and gizmos very often from the Computer Fair.

Q.3 In what way did the second game seem very real?

Ans.: The second game that was being played by the narrator was The Dragon Quest. It was a game in which the player had to rescue the princess by fighting all the odds and from the dragons. Narrator felt the game to be real as he could sense a that he was really being chased by the dragons and while playing the game he could also feel the hot breathe as if it was the dragon close to him.

Q.4 The last game has tanks, jeeps, helicopters, guns, and headings would you put this and the other games under?

Ans.: The last game can be categorized as a strategy game while the dragon quest can be categorized as a fantasy game and the other two games can be categorized as action games.

Q.5 What was Michael's theory about how Sebastian had entered the games?

Ans.: The Michael's theory about Sebastian entering the games was that when Sebastian hit his head he was then probably playing computer games. Michael being found of the computer games bought many during the fair out of which a few belonged to Sebastian where the computer was trying to revive the game according to Sebastian while Michael was playing it.

B. Reference to context

Q. 1(a) Read these lines from the story, then answer the questions.

'That was my idea' said Sebastian excitedly.' If only it would go a big faster.

Where was Sebastian when he spoke these words?

Ans.: When Sebastian spoke these words he was waiting for the helicopter to come and he was along with the narrator over the roof.

Q.1 (b) Read these lines from the story, then answer the questions.

'That was my idea' said Sebastian excitedly.' If only it would go a big faster.

What was his idea, and what was he referring to?

Ans.: The idea was to escape from being caught by the guards and the dogs that were chasing them down. They wanted to be free from the jail. He was referring to the helicopter that would rescue them from the roof.

Q.1 (c) Read these lines from the story, then answer the questions.

'That was my idea' said Sebastian excitedly.' If only it would go a big faster.

Was the idea a good one, and did it eventually succeed? How?

Ans.: The idea of getting rescued by a helicopter was certainly a good plan to escape. But dogs and guards did catch hold of Sebastian, when the dogs jumped to hurt him he stepped backward and fell from the roof but later Michael was able to save him and bought him back to life successfully.

Q.3A Answer the following questions briefly.

Why did the news of the 'miracle recovery' shock Michael?

Ans.: The news of the 'miracle recovery' shocked Michael because the news was about a fourteen-year-old boy going into coma after he met with an unfortunate accident named Sebastian Shultz. Michael got shocked to see the picture of Sebastian was the same as the person, whom he has met in the virtual environment and was trying to save him. Michael was confused about how he could see the same person who has been in a critical medical condition all these days.

Q.3B Answer the following questions briefly.

Michael's meeting with Sebastian Shultz had been a chance meeting. Where had it taken place and how?

Ans.: Michael's meeting with Sebastian Shultz had been a chance meeting it had taken place in the virtual world i.e. when Michael was playing computer games he met Sebastian in his first game named Black-Eyed Jed, an action game with sheriffs being the main characters of the game. During the first phase of the game, Michael meets Black-Eyed Jed who challenges Michael to come out of the saloon for a fight. When he was about to walk out of the saloon to face the Black-Eyed Jed he meets the second sheriff who is none other than Sebastian Shultz.

Q.3C Answer the following questions briefly.

What kind of computers fascinated Michael and his dad? Why?

Ans.: Michael and his dad were extremely fascinated by computers that have Pentium 150MHz processor, a RAM which was 256, hard disk of 1.2 Gb and a super-fast 16 speed CD Rom and to add on where the speakers, scanner, printer, and modem. He could play, print and could create good quality home work without any effort.

Q.3D Answer the following questions briefly.

Describe the first place where Michael was virtually transported.

Ans.: Michael was virtually transported to a town where he was striding down a dusty street and he was having a pin of a sheriff on his shirt. He was sipping into a drink sitting at a saloon.

Q.3E Answer the following questions briefly.

What help did Sebastian Shultz ask Michael for? How did he convey this message?

Ans.: Sebastian Shultz asked Michael for help in the Dragon quest to save and retrieve him from being captured. After Michael saw the game over comment flash on his screen, he took his visor off and noticed his printer has turned on and a paper had a message printed on it which said 'please help to retrieve me try the Dragon Quest'.

Q.3F Answer the following questions briefly.

Why did Michael fail in rescuing Sebastian Shultz the first time?

Ans.: Michael had followed Sebastian Shultz and both went back into the saloon. They both then had jumped on the horse so that they can escape from the men chasing them. In order to save Michael Sebastian had told him to bend his head down while he had suffered a gunshot in his back the them slumped back. While Michael could try to save Sebastian the game had ended.

Q.3G Answer the following questions briefly.

The second attempt to rescue Sebastian Shultz too was disastrous. Give reasons.

Ans.: The second attempt to rescue Sebastian Shultz too was disastrous because the second game was to rescue the princess but when Michael saw the second knight and it was Sebastian who required help he cut off the princess long plaits and tried to escape from the castle. They had planned to slip down the castle from the window. As Michael was slipping down the window he had noticed that the Dragon was right behind them and it was only chasing Sebastian. Michael tried to save Sebastian but he failed this time also.

Q.3H Answer the following questions briefly.

Narrate the accident that injured Sebastian Shultz.

Ans.: Sebastian Shultz was a fourteen-year-old teenager who was injured in a very unfortunate motorway accident. After the accident, his health condition was very critical where he lost his conscious and slipped into comma.

Q.3I Answer the following questions briefly.

How had Sebastian Shultz entered the games?

Ans.: Sebastian Shultz was very fond of computer games he used to have a collection of games. When he met with the accident his head hit the computer while he was on a game and the computer saved his memory as its own. The games he was playing were bought by Michael. Thus, when Michael was playing the games Sebastian entered the games.

Q.3J Answer the following questions briefly.

How was Sebastian Shultz's memory stored on Michael's disk? Did Michael discover that?

Ans.: Sebastian's memory got stored on Michael's disk while Sebastian was at the hospital after the accident. The computer automatically had saved the memory. Michael later discovered that their games were stolen from the hospital and he was playing the games of Sebastian.

Q.4 Sebastian Shultz had a close brush with death. After he recovers, he returns to school and narrates his experience to his classmates. As Sebastian Shultz, narrate your experience.

Ans.: Hi everyone. It is great to see you all again where I thought this would never happen. One day as a routine I was travelling by my car playing on my laptop where I had met with the most unexpected incident of my life a motorway accident that changed the entire scenario of my life. The accident was so worst that I had slipped into a very critical situation and my survival was a big doubt. My parents have become very tensed and worried about losing me and were waiting for a miracle to happen. Even doctors said that I would survive only if a miracle would happen. After six weeks of struggling at the hospital and with constant efforts by the doctors to get me back into conscious I gained my conscious and the news flashed as the headlines of a daily newspaper. The interesting part of my survival was just before I met with the accident I was playing my favorite computer game and then my head hit to the laptop saving my memory on to it automatically. While I was struggling at the hospital all my games had gotten stolen away and it so happened that Michael had bought them and started to play them. He was the one who has saved me

through the two games he played and I am hoping to meet him soon in my own virtual world.

Q.5 Continue the story.

Will Michael and Sebastian Shultz meet in real life? Will they be friends? Will they try to re-enter the virtual world together? You may use the following hints:

- How the accident occurred
- Transfer of memory
- Meeting with Michael
- Appeals for help
- Rescue and recovery

Ans.: One day at the computer fair I had gone to have a look at the latest computer game that had been released into the market. At the fair I had come across a person and to my surprise it was Sebastian. Michael was extremely happy and excited to see Sebastian in real life but Sebastian had not recognized Michael. He then started the conversation and explained Sebastian Shultz the entire story. That Sebastian had met with a very tragic and disastrous motorway accident. He was playing a Psycho driven game where his head banged the laptop and all the memory got saved to the disk automatically just before the accident. Sebastian was in a very critical condition and his parents, as well as the doctors, were waiting for a miracle to occur for his recovery. He had spent many days in the hospital without any conscious. While Sebastian was battling between death and life all his computer games had gotten stolen and miraculously was bought by Michael at the computer fair. Michael had started playing the games and kept getting messages from the virtual world as if someone is seeking

his help. He played the games and tried to follow all the instructions and tried to save the person in the virtual world who was seeking his help. When Michael saw the newspaper headlines about the miracle recovery of Sebastian and then realized that the person he was trying to help in the games was none other than Sebastian. And now that they have a net in reality are excited to play the game together again and re-enter the virtual world together.

Q.6 Put the following sentences in a sequential order to complete the story.

- (a) Sebastian Shultz was badly injured in a motorway accident and went into a coma.
- (b) Sebastian's memory was saved in the computer when he banged his head on it during the accident.
- (c) When Michael played the game, he entered Sebastian's memory.
- (d) Michael bought the latest psycho-drive games from the computer fair.
- (e) Sebastian Shultz was the second sheriff in the 'Dragonquest'
- (f) Michael pulled Sebastian into the helicopter and the screen flashed a score of
40,000,000.
- (g) Sebastian requested Michael to try 'Jailbreak'.
- (h) Sebastian failed to save the boy who fell through the air.

(i) Sebastian thought the helicopter was the right idea and they should go into the 'Warzone'.

(j) The games were stolen from Shultz's house.

(k) Sebastian thanks Michael for saving his life and asks him to keep the games.

Ans.:

(a) Sebastian Shultz was badly injured in a motorway accident and went into a coma.

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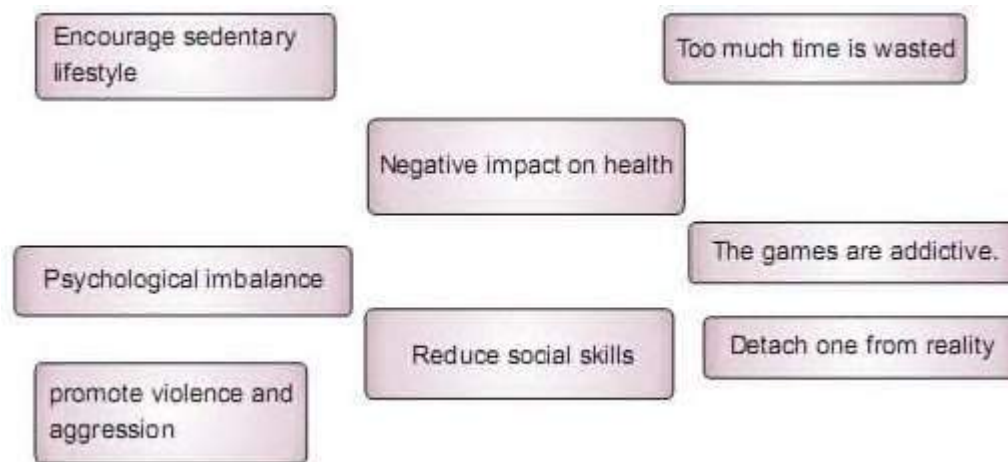
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Q.7 Do you think it is a true story? Could it happen to you one day? Here are some opinions about computer games in general.



Ans.: It is a true story according to me. It could happen to me one day as this story focuses on the virtual world. In the virtual world, one can go and think beyond expectations and revive things that haven't happened in reality. Playing computer games has its own advantages and disadvantages also. Too much playing of computer games tends to become addictive which affects the health in a negative way and increases the risk of adapting to a very sedentary lifestyle which has their own implications for a person. Due to the prolonged playing of computer games, there is a lot of time being wasted which could be used for something productive. Computer games also reduce a person's ability to interact with other hence the social development is hampered. The action-based computer games have a very negative impact on the cognitive thinking of the person where they promote violence and aggression within the person playing the game. Due to which there is a window open to psychological imbalance and also effecting the cognitive development of a person. Most of the computer games these days are being built on the virtual environment which also detaches one from reality and encourages a person to live in the world of fantasy which most of the times doesn't exists.

Q.8 Do you think these opinions are biased? Write an article entitled 'Virtual games are a reality.'

Ans.: The opinions can contradict sometimes according to the situation, so telling whether they are biased or not wouldn't be the right thing to do. Virtual games are played for recreation and are more common among the teenagers and adults playing these games within the stimulated virtual reality environment. The entire scenario is stimulated with all reality effects. These days with the technology soaring it heights and taking the next level there are games that completely make you feel in that virtual environment. They are played with the help of the keyboard which is the basic input device and many other multi-modal devices that even further enhance the effects of the game making it feel closer to the real world. The games have their own set of advantages and disadvantages. Due to action games, the emotional and behavior of the player alters and tend to turn a subtle person more aggressive these games also isolate the player from developing socially and also have them addicted towards the games. Due to virtual reality games being introduced to the players getting addicted to the virtual world and environment are slowly retarding themselves from the reality which is a cause of worry.

Q.9 In groups of four, design a new computer game.

Decide on the

- Setting
- Plot
- Characters
- Objectives

Ans.: setting: admits a country side.

Plot: saving the young princess being captured by the guards in a castle.

Characters: a young beautiful princess named Elsa. A young warrior, and few castle warriors and a horse.

Objectives: the young warrior comes to rescue the young beautiful princess.

Listening

Q.10A Listen carefully to a text on 'Tour of Body' and answer the questions that are given below.

On the basis of your listening to the passage complete the following statements by choosing the answers from the given options:

(1) The Cave Automatic Virtual Environment' is

- A. a modern surgical procedure
- B. a three - dimensional virtual reality room
- C. an accurate projection of the eye and the brain
- D. a technique for developing anatomical pictures

Ans.: a three- dimensional virtual reality room.

Q.10B Listen carefully to a text on 'Tour of Body' and answer the questions that are given below.

On the basis of your listening to the passage complete the following statements by choosing the answers from the given options:

(2) Projected image on the four walls of a room enables researchers to

- A. carry out micro surgery
- B. understand the functioning of the brain
- C. virtually get inside the molecular structure of cells and parts of the human body

D. reconstruct damaged parts of the human body

Ans.: Virtually get inside the molecular structure of cells and parts of the human body.

Q.10C Listen carefully to a text on 'Tour of Body' and answer the questions that are given below.

On the basis of your listening to the passage complete the following statements by choosing the answers from the given options:

(3) The 'CAVE' is a boon to surgeons because

A. they can treat diseases located in unreachable parts of the human body

B. it has made x-ray and MRI unnecessary

C. it helps them avoid surgical procedures in most cases

D. it enables surgeons to use very small surgical instruments

Ans.: they can treat diseases located in unreachable parts of the human body

Q.10D Listen carefully to a text on 'Tour of Body' and answer the questions that are given below.

On the basis of your listening to the passage complete the following statements by choosing the answers from the given options:

(4) For the CAVE to develop a virtual environment it is essential

A. to apply mathematical formulae

B. to project three - dimensional images on the walls

C. to obtain two - dimensional MRI data first

D. to understand the nature of the diseased cells and parts

Ans.: to apply mathematical formulae

Q.10E Listen carefully to a text on 'Tour of Body' and answer the questions that are given below.

On the basis of your listening to the passage complete the following statements by choosing the answers from the given options:

(5) Once inside a three - dimensional representation of an anatomical structure, surgeons can

- A. 'move' through and 'peel away' its layers
- B. shrink themselves and travel inside the body parts
- C. convert the data into a flat picture for detailed study
- D. locate the diseased parts of the body quickly

Ans.: 'move' through and 'peel away' its layers.

Q.10F Listen carefully to a text on 'Tour of Body' and answer the questions that are given below.

On the basis of your listening to the passage complete the following statements by choosing the answers from the given options:

(6) Dr. Szilard Kiss used CAVE to

- A. travel inside the eye of his patient
- B. identify the scar tissue growing over the retina
- C. go inside the layers of the retina
- D. isolate the ridge of the scar tissue

Ans.: isolate the ridge of the scar tissue.