

## KEY

### Use of English

#### The Colonisation of Mars

	<b>Answers</b>
1.	thus
2.	make
3.	if
4.	that
5.	and
6.	however
7.	so
8.	whether, if
9.	to
10.	moreover
11.	like
12.	as
13.	most, all
14.	before
15.	just, only

## KEY

### Reading

#### Part 1: Going underground

	Answers
1.	E
2.	I
3.	A
4.	J
5.	D
6.	M
7.	F
8.	B
9.	H
10.	L

#### Part 2: Get Deep in the Game

1. They give a more vivid / realistic / overwhelming experience.
2. It changes the way we play.
3. They can track players' movements / they can be used as guns, ropes, basketballs
4. A new VR headset (that covers the user's eyes and ears, allowing full immersion in the created world)
5. Because the immersion effects of VR can deliver a real sense of being "in the moment" / because they feel they are fully present
6. to win people who have never had VR experience before / to convince people who have not tried VR experience before
7. a. by providing a wireframe  
b. by teleporting.
8. motion sickness
9. stepping backwards reflexively / turning away and shielding face / lashing out with hands in defence / many fans stopped playing because they found the horror games too scary (any two)
10. VR will give fresh ways of conceptualising things (in education and entertainment)