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Virtual Reality MCQ

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Q1. What vr stands for?

- A. Virtual Rights
- **B. Virtual Reality**
- C. Verified Resources
- D. None of the above

Q2. What are the applications of Virtual Reality?

- A. Education
- B. Video Games
- C. Business
- **D. All of the above**

Q3. What does HMD stand for?

- A. Head Made Display
- B. Head Masked Display
- **C. Head Mounted Display**
- D. All of the above

Q4. In which type of VR environment, the subjects can perform both in the real and virtual environment?

- A. Immersive
- B. Non immersive
- **C. Semi immersive**
- D. None of the above

Q5. Which of the following option is used to keep track of position?

- A. SMD
- B. HMD
- **C. Motion Trackers**
- D. Motion Analyzers

Q6. What is the full form of Boom?

- A. Binary Omni-Orientation Monitor
- B. Binary Omni-Orientation Manager
- **C. Binocular Omni-Orientation Monitor**
- D. None of the above

Q7. Which of the following option is not used in Virtual Reality?

- **A. Taste**
- B. Touch
- C. Sound
- D. Vision

Q8. What is the aim of the Virtual Reality?

- A. To show how technology advances over time
- B. To insentivate the use of technology in different contexts
- **C. To create an Environment of scenes or objects of real appearance**
- D. None of the above

Q9. What is Virtual Reality?

- A. A way to play video games on a special headset
- B. A way to communicate with people through a computer
- **C. A simulated experience that can be similar to or completely different from the real world**

- **D. None of the above**

Q10. What is a common use of Virtual Reality?

- A. Education and training
- B. Therapy and rehabilitation
- C. Entertainment and gaming
- **D. All of the above**

Q11. What do you need to use VR?

- A. A VR headset
- B. A VR headset and hand controllers
- **C. A VR headset, hand controllers, and a powerful computer**
- D. A VR headset, hand controllers, a powerful computer, and a large open space

Q12. Which of the following is NOT a type of VR headset?

- A. Mobile VR headset
- B. Desktop VR headset
- C. Console VR headset
- **D. Smartphone VR headset**

Q13. Which of the following is NOT a benefit of Virtual Reality?

- A. Can be used for training and education
- B. Can be used for therapy and rehabilitation
- **C. Can cause motion sickness in some people**
- D. Can be more immersive than traditional media

Q14. Which of the following is NOT a potential future application of Virtual Reality?

- A. Virtual tourism
- B. Virtual reality dating
- C. Virtual reality exercise
- **D. Virtual reality carpentry**

Q15. What is one potential limitation of VR?

- A. It can be isolating for the user
- B. It can be expensive to set up and maintain
- C. It requires a high level of technical knowledge to use
- **D. All of the above**

Q16. Which of the following is NOT a type of VR input device?

- A. Body sensors
- B. Hand controllers
- **C. Keyboard and mouse**
- D. Voice recognition software

Q17. Which of the following is NOT a potential future application of VR?

- A. Virtual reality therapy
- B. Virtual reality shopping
- **C. Virtual reality car maintenance**
- D. None of the above

Q18. VR headset is used for

- A. play VR games
- B. access VR experiences and apps
- C. communicate with other users in a virtual environment
- **D. All of the above**

Q19. What is one potential benefit of using VR for education and training?

- A. It can save time and resources
- B. It can save time and resources
- C. It allows for experiential learning
- **D. All of the above**

Q20. What is haptic feedback in Virtual Reality?

- A. The sense of presence in a VR environment
- B. The visual and audio elements of a VR experience
- C. The ability to touch and interact with virtual objects
- **D. The physical sensations felt in response to VR experiences, such as vibrations or resistance**

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