**Listening Exercise 151**

Technology

¡Muy bien! ☺

Guidelines:

A. Review the questions and vocabulary

C. Listen to the audio twice (control + click the link). (If link does not work from email, save to computer and then open).

D. Answer the questions

F. Refer to the transcript, translation and answers to confirm correct responses and gauge understanding



**Questions**

1. How does the speaker characterize taking risks?
   1. Causes bloody outcomes
   2. Dangerous business practice
   3. Greater risk, greater profit
   4. Part of personal makeup
2. Which is the central focus of this article?
   1. Technology bridges
   2. Smart phones
   3. Software apps
   4. Virtual reality
3. Who was it developed for?
   1. Gaming consoles
   2. Technology companies
   3. High-end photography
   4. Third world
4. The speaker praises his company using:
   1. Allegory
   2. Analogy
   3. Metaphor
   4. Similie
5. Which best describes what the creators of this product want to accomplish:
   1. Compete with technology giants
   2. Create an online business
   3. Develop the third world
   4. Make the inaccessible accessible
6. The narrator concludes by saying the company is:
   1. Headed in the right direction
   2. Helping tens of millions
   3. Must reevaluate its goals
   4. Conceding global market share

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| El trabajo de Yosen Utomo es atípico. Pues, durante horas mira através de pequeños lentes con la esperanza de lograr su meta.  *“Tomar riesgos lo llevo en la sangre.”*  Full Dive, la firma de Utomo, inventó una aplicación gratuíta para teléfonos inteligentes que brinda acceso a contenido en realidad virtual. Es como ‘You-Tube’ pero en realidad aumentada. A crear su App, utomo tenía en mente los paises en desarrollo.  *“En muchos paises del tercer mundo utilizan tecnología de hace diez años. Nuestro sueño es brindar realidad virtual en esos paises y crear puentes tecnológicos.”*  Un puente que brinde la tecnología más moderna de silicon valley al resto del mundo con un costo asequible. El co-fundador de Full Dive dice que sujetando cualquier teléfono inteligente a uno de estos visores, a la venta en línea por un par de dólares, el usuario puede sumergirse en el mundo de la realidad virtual.  Con la más reciente versión de la aplicación de Full Dive, cualquier persona puede tomar una foto, subirla a la nube utilizando la aplicación, y compartirla para que cualquier otra persona la pueda ver en realidad virtual. Y si viene este solo un sencillo princípio el futuro parece brillante para estos dos inventores con conciencia social.  *“Tenemos esperanza de hacer grandes cosas en el futuro. Por eso, digo a mis empleados piensan en nuestra misión: la realidad virtual debe ser asequible a todos.”*  La meta es crear algo que tenga un impacto al nivel mundial y con más de un millón y medio de personas utilizando la aplicación de Full Dive ya, este parece ser el sendero adecuado. | Utomo Yosen’s work is atypical. Well, for hours he looks using small lenses hoping to achieve his goal.  *"Taking risks is in my blood."*  Full Dive, Utomo’s firm, invented a free smartphone application that provides access to content in virtual reality. It's like ‘You-Tube’ but in enhanced reality. Utomo had developing countries in mind in developing his App.  *"In many third world countries they use ten year old technology. Our dream is to provide virtual reality in those countries and create technological bridges."*  A bridge that provides the latest technology of silicon valley to the world at an affordable cost. The co-founder of Full Dive says that by using a smartphone with one of these viewers, for sale online for a few dollars, you can dive into the world of virtual reality.  With the latest version of the Full Dive application, anyone can take a picture, upload it to the cloud using the App, and share it so that anyone else can see it in virtual reality. And if this is only a simple beginning, the future looks bright for these two inventors with a social conscience.  *"We hope to do great things in the future. So I tell my employees to think of our mission: virtual reality must be affordable to all."*  The goal is to create something that has an impact globally and with more than a million and a half people using the Full Dive application already, this seems to be the right path. |

**Vocabulary**

atípico atypical

meta goal

en desarrollo developing

asequible affordable

sujetando subjecting

visores viewers

sumergirse immerse, dive, submerge

sendero path

Full Dive name of technology

company