STEM # 10 Reading Questions

Video Games and Motion Perception

*Directions: Read the article and answer the following questions.*

1. The way motion is described depends on the point you choose to describe it from. That specific point is called a \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ point.
2. When walking backwards the sign on your velocity because of your direction would be (positive/negative) if walking forwards is considered positive. Circle the correct term.
3. Why do you think that gamers have better motion perception walking backwards than non-gamers?
4. Perception is the way we view the world around us. What is motion? What is motion perception?