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Vocabulary Builder Reference from...

Agnes Larsson: The awesome potential of many metaverses | TED Talk

https://www.ted.com/talks/agnes_larsson_the_awesome_potential_of_many_metaverses

Advanced Words Only

IMPORTANT

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Session 1: Word List

metaverse

n. an imaginary immersive area that is facilitated by the use of virtual reality (VR) and augmented reality (AR) headsets

(1) a **metaverse** application, (2) **metaverse** technologies
Anonymous, brilliant artists create content on any platform in the **metaverse**.

confuse

v. to mistake one thing for another; to make somebody hard to understand

synonym: confound, obscure, disorient

(1) **confuse** the listener, (2) **confuse** fantasy with reality
Her remarks **confused** the debate.

multiplayer

adj. referring to a mode of play or game that involves multiple players, often competing or collaborating, typically over a computer network or online

synonym: multiuser, collaborative, team-based

(1) **multiplayer** game, (2) **multiplayer** experience
The game has a **multiplayer** mode where you can play with friends online.

inequity

n. a lack of fairness or justice; an unfair or unequal situation or practice

synonym: injustice, unfairness, bias

(1) **inequity** in education, (2) market **inequity**

There's an **inequity** in the criminal justice system that needs to be addressed.

long-lasting

adj. existing or continuing for a long time

synonym: enduring, abiding, durable

(1) **long-lasting** battery, (2) a **long-lasting** friendship

They finally decided to solve the **long-lasting** problem.

tinker

v. to make repairs, adjustments, or improvements to something, especially in an experimental or makeshift way

synonym: fiddle, play, fix

(1) **tinker** with the bill, (2) **tinker** with the settings

He spent the afternoon **tinkering** with his car engine.

excite

v. to make someone feel suddenly enthusiastic or eager

synonym: thrill, exhilarate, animate

(1) **excite** the crowd, (2) **excite** rebellion

The news of her promotion **excited** her.

scarcity

n. the state of being in short supply; a small and inadequate amount

synonym: lack, absence, dearth

(1) fuel **scarcity**, (2) **scarcity** of capital

Some research says that a relative decline in teacher salaries is causing labor **scarcity**.

opportune

adj. suitable or happening at a time that is suitable or convenient for a particular purpose

synonym: suitable, timely, practical

(1) **opportune** occasion, (2) an **opportune** remark

The phone rang at the most **opportune** time.

amplify

v. to enhance something, particularly sound or brightness

synonym: intensify, boost, argument

(1) **amplify** a signal, (2) **amplify** the effect

You might need to **amplify** this point.

visualize

v. to form a mental image or concept of something; to make something visible

synonym: imagine, picture, envision

(1) **visualize** data, (2) **visualize** flying through space

She tried to **visualize** the layout of the new house in her mind.

industrious

adj. hardworking, diligent, and persistent in effort

synonym: diligent, hardworking, assiduous

(1) **industrious** worker, (2) **industrious** student

He was known to be very **industrious** and would often work late into the night.

Session 2: Spelling

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|-----------------------------------|--|
| 1. lon_____ing battery | <i>adj.</i> existing or continuing for a long time |
| 2. vi_____ze flying through space | <i>v.</i> to form a mental image or concept of something; to make something visible |
| 3. op_____ne occasion | <i>adj.</i> suitable or happening at a time that is suitable or convenient for a particular purpose |
| 4. ex___e the crowd | <i>v.</i> to make someone feel suddenly enthusiastic or eager |
| 5. am_____y a signal | <i>v.</i> to enhance something, particularly sound or brightness |
| 6. ti___r with the settings | <i>v.</i> to make repairs, adjustments, or improvements to something, especially in an experimental or makeshift way |
| 7. ind_____us student | <i>adj.</i> hardworking, diligent, and persistent in effort |
| 8. in_____ty in education | <i>n.</i> a lack of fairness or justice; an unfair or unequal situation or practice |
| 9. fuel sc_____ty | <i>n.</i> the state of being in short supply; a small and inadequate amount |
| 10. sc_____ty of capital | <i>n.</i> the state of being in short supply; a small and inadequate amount |
| 11. vi_____ze data | <i>v.</i> to form a mental image or concept of something; to make something visible |
| 12. ind_____us worker | <i>adj.</i> hardworking, diligent, and persistent in effort |

ANSWERS: 1. long-lasting, 2. visualize, 3. opportune, 4. excite, 5. amplify, 6. tinker, 7. industrious, 8. inequity, 9. scarcity, 10. scarcity, 11. visualize, 12. industrious

13. co_____e the listener *v.* to mistake one thing for another; to make somebody hard to understand
14. me_____se technologies *n.* an imaginary immersive area that is facilitated by the use of virtual reality (VR) and augmented reality (AR) headsets
15. market in_____ty *n.* a lack of fairness or justice; an unfair or unequal situation or practice
16. a lon_____ing friendship *adj.* existing or continuing for a long time
17. mul_____er experience *adj.* referring to a mode of play or game that involves multiple players, often competing or collaborating, typically over a computer network or online
18. ti____r with the bill *v.* to make repairs, adjustments, or improvements to something, especially in an experimental or makeshift way
19. co_____e fantasy with reality *v.* to mistake one thing for another; to make somebody hard to understand
20. an op_____ne remark *adj.* suitable or happening at a time that is suitable or convenient for a particular purpose
21. am_____y the effect *v.* to enhance something, particularly sound or brightness
22. a me_____se application *n.* an imaginary immersive area that is facilitated by the use of virtual reality (VR) and augmented reality (AR) headsets
23. ex____e rebellion *v.* to make someone feel suddenly enthusiastic or eager

ANSWERS: 13. confuse, 14. metaverse, 15. inequity, 16. long-lasting, 17. multiplayer, 18. tinker, 19. confuse, 20. opportune, 21. amplify, 22. metaverse, 23. excite

24. mul_____er game

adj. referring to a mode of play or game that involves multiple players, often competing or collaborating, typically over a computer network or online

ANSWERS: 24. multiplayer

Session 3: Fill in the Blanks

1. They finally decided to solve the _____ problem.
adj. existing or continuing for a long time
2. Her remarks _____ the debate.
v. to mistake one thing for another; to make somebody hard to understand
3. Anonymous, brilliant artists create content on any platform in the _____.
n. an imaginary immersive area that is facilitated by the use of virtual reality (VR) and augmented reality (AR) headsets
4. Some research says that a relative decline in teacher salaries is causing labor _____.
n. the state of being in short supply; a small and inadequate amount
5. She tried to _____ the layout of the new house in her mind.
v. to form a mental image or concept of something; to make something visible
6. The game has a _____ mode where you can play with friends online.
adj. referring to a mode of play or game that involves multiple players, often competing or collaborating, typically over a computer network or online
7. The phone rang at the most _____ time.
adj. suitable or happening at a time that is suitable or convenient for a particular purpose
8. He was known to be very _____ and would often work late into the night.
adj. hardworking, diligent, and persistent in effort

ANSWERS: 1. long-lasting, 2. confused, 3. metaverse, 4. scarcity, 5. visualize, 6. multiplayer, 7. opportune, 8. industrious

9. The news of her promotion _____ her.
v. to make someone feel suddenly enthusiastic or eager
10. There's an _____ in the criminal justice system that needs to be addressed.
n. a lack of fairness or justice; an unfair or unequal situation or practice
11. He spent the afternoon _____ with his car engine.
v. to make repairs, adjustments, or improvements to something, especially in an experimental or makeshift way
12. You might need to _____ this point.
v. to enhance something, particularly sound or brightness

ANSWERS: 9. excited, 10. inequity, 11. tinkering, 12. amplify