

**STELLA MARIS COLLEGE (AUTONOMOUS), CHENNAI 600086**  
**(For candidates admitted during the academic year 2025-2026)**

**B.A. DEGREE EXAMINATION, APRIL 2026**  
**TOURISM AND TRAVEL MANAGEMENT**  
**SECOND SEMESTER**

**COURSE : ELECTIVE**

**PAPER : VIRTUAL TOURISM**

**SUBJECT CODE : 25TT/ME/VT23**

**TIME : 3 HOURS**

**MAX. MARKS : 100**

| <b>Q. No.</b> | <b>SECTION A</b>                                                                     | <b>CO</b> | <b>KL</b> |
|---------------|--------------------------------------------------------------------------------------|-----------|-----------|
|               | <b>Answer any FOUR questions in not more than 250 words each. (4 × 5 = 20)</b>       |           |           |
| 1             | Define virtual tourism and discuss its concept.                                      | 1         | 1         |
| 2             | Mention the VR platforms and tools. Give examples.                                   | 1         | 1         |
| 3             | What are the challenges in virtual tourism?                                          | 1         | 1         |
| 4             | How are the virtual experiences used in museum and galleries? Give examples.         | 1         | 1         |
| 5             | How do you integrate virtual tourism with social media? Mention its need.            | 1         | 1         |
| <b>Q. No.</b> | <b>SECTION B</b>                                                                     | <b>CO</b> | <b>KL</b> |
|               | <b>Answer any FOUR questions in not more than 250 words each. (4 × 5 = 20)</b>       |           |           |
| 6             | Describe the benefits of virtual tourism in brief.                                   | 2         | 2         |
| 7             | Summarize the role of AR in tourism experiences.                                     | 2         | 2         |
| 8             | Describe the usage and application of virtual experiences in events and conferences. | 2         | 2         |
| 9             | Explain the importance of virtual tourism in business opportunities.                 | 2         | 2         |
| 10            | Explain the impacts of virtual tourism in global tourism.                            | 2         | 2         |
| <b>Q. No.</b> | <b>SECTION C</b>                                                                     | <b>CO</b> | <b>KL</b> |
|               | <b>Answer any TWO questions in not more than 500 words each. (2 × 10 = 20)</b>       |           |           |
| 11            | Differentiate between Augmented Reality (AR) and Virtual Reality (VR).               | 3         | 3         |
| 12            | Explain the emerging trends in virtual tourism.                                      | 3         | 3         |
| 13            | Illustrate the economic impacts of virtual tourism.                                  | 3         | 3         |
| 14            | Identify the future prospects created in tourism industry through virtual means.     | 3         | 3         |
| <b>Q. No.</b> | <b>SECTION D</b>                                                                     | <b>CO</b> | <b>KL</b> |
|               | <b>Answer any TWO questions in not more than 500 words each. (2 × 10 = 20)</b>       |           |           |
| 15            | Examine the virtual reality technology and its requirements.                         | 4         | 4         |

|               |                                                                                                              |           |           |
|---------------|--------------------------------------------------------------------------------------------------------------|-----------|-----------|
| 16            | Explain the social and cultural impacts of virtual tourism.                                                  | 4         | 4         |
| 17            | Analyze gamification in virtual tourism in detail.                                                           | 4         | 4         |
| 18            | Examine the virtual tourism experiences in famous landmark and cultural sites with examples.                 | 4         | 4         |
| <b>Q. No.</b> | <b>SECTION E</b><br><b>Answer any TWO questions in not more than 500 words each.</b><br><b>(2 × 10 = 20)</b> | <b>CO</b> | <b>KL</b> |
| 19            | Evaluate the application techniques and tools for 3D mapping and digital modelling in virtual tourism.       | 5         | 5         |
| 20            | Explain the significance and evolution of virtual tourism.                                                   | 5         | 5         |
| 21            | Critically evaluate any two successful virtual tourism projects.                                             | 5         | 5         |
| 22            | Explain the different types of virtual tourism with examples.                                                | 5         | 5         |

\*\*\*\*\*