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## Patent Search

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#### Abstract:

Abstract The field of linguistics has come a long way and with it the understanding that grammatical knowledge is essential to effective communication not only essential in the classroom but also the primary means through which students can acquire the communicative competence that forms the core of language learning. This article focuses mostly on the use of AI and ML-based machine learning in the immersive context teaching technique of college-level English using virtual reality (VR) technology. The target is to see an increase in proficiency in the English language among the student body. In a university's comparative teaching experiment between two classrooms, one uses virtual reality (VR) technology to create an immersive virtual context from a constructivist perspective, while the other uses more traditional tools and a more traditional approach. Rather than actively participating in class discussions and exchanging ideas with their peers, pupils are "immersed" in a virtual classroom environment for most of the day. Overall, the English proficiency was 2.8% greater than the control group. This shows that a constructivist approach in an immersive virtual reality (VR) setting at a college works well.

#### Complete Specification

Description: Integrated English Language Instructions through Virtual Reality Technology for College Students

##### Field and Background of the Invention

The usefulness of English as a worldwide language has grown in prominence, particularly in nations in which English is a second language for the majority of the population. It is therefore important to develop simulation situations, enhance the educational atmosphere in the classroom, and permit students to immerse themselves in the simulated language environment. An author Zhang went over the fundamentals for the listeners. His study's sample size was too small to be significant. Zhong investigated whether an answering machine could help students learn English more effectively than the standard multimedia-based approach. The outcome was assessed by contrasting responses from three surveys. Another author Peng put out a new framework for teaching English in education, calling it the "college English-teaching model" and basing it on the big data environment. The big data is representative, but education has its own unique strengths and weaknesses. The circumstances of each student are unique. It presents a novel interactive digital teaching method for college-level instruction, grounded in the constructivist philosophy of learning. All group work and discussions between students and instructors took place in a virtual environment was constructed using VR technology. An English quiz and a survey were distributed to all of the students. The majority of students in the experimental and control groups expressed a preference for the novel teaching approach, and the results of the questionnaire showed that the experimental group improved their grades. This research brings the mathematical idea of space into the field of linguistics. This helps us learn more about immersion as a way to enhance learning. Those who subscribe to the constructivist view of knowledge, explanations, hypotheses, and presumptions about the underlying reality will obtain

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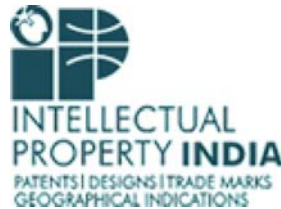
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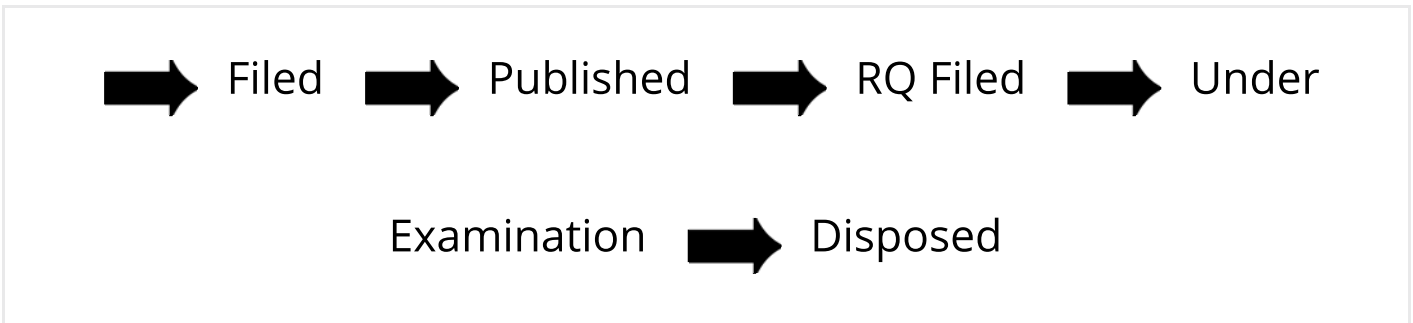
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