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(51) International classification	:C12M 3/10, H05B 3/80, H05B 3/82, C12N 1/16, C12N 1/10	(71) <b>Name of Applicant :</b> <b>1)NOIDA INSTITUTE OF ENGINEERING &amp; TECHNOLOGY</b> Address of Applicant :19, Knowledge Park-II, Institutional Area, Greater Noida – 201306, Uttar Pradesh, India. Uttar Pradesh India
(31) Priority Document No	:NA	(72) <b>Name of Inventor :</b>
(32) Priority Date	:NA	<b>1)SAURABH NAMDEV</b>
(33) Name of priority country	:NA	<b>2)JYOTI RANI</b>
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(57) Abstract :

The present invention discloses a Virtual Reality tool (100) for enhanced language learning, comprising a VR environment module (200), a speech recognition module (300), an AI-based personalization unit (400), a cultural immersion module (500), and a gamification engine (600). Learners interact with virtual characters in immersive scenarios through VR headsets (800) and controllers (810). Real-time feedback, adaptive lesson plans, and cultural integration improve proficiency, engagement, and confidence. The invention provides an effective, motivating, and context-driven solution for mastering new languages.

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