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(31) Priority Document No	:NA	(72) Name of Inventor :
(32) Priority Date	:NA	1)RAVIRAJ SINGH KURMI
(33) Name of priority country	:NA	2)Dr. MANALI GUPTA
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(57) Abstract :

The invention discloses a Virtual Reality Tool (100) for Enhanced Museum Learning Experiences comprising an immersive visualization module (110), interactive controllers (120), a centralized content database (130), an AI-based personalization engine (140), and cloud connectivity (150). The system contextualizes static museum exhibits within immersive three-dimensional environments, enabling adaptive, multilingual, and scalable learning. An administrative console (160) allows curators to design learning journeys and evaluate engagement. The invention significantly improves accessibility, retention, and visitor engagement compared to traditional museum displays.

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