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(57) Abstract :

The invention relates to a Virtual Reality System for Interactive History Education Experiences comprising a VR headset (101), interactive controllers (102), a history simulation engine (103), role-based interaction module (104), teacher customization interface (105), assessment and analytics unit (106), and cloud-based content library (107). The system enables learners to explore immersive historical environments, participate in role-playing scenarios, and engage with interactive content. It supports educators in designing curriculum-aligned lessons and provides analytics for learner assessment. The invention enhances engagement, comprehension, and retention in history education.

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