Results

Social Interaction

Research indicates that learning a new language is optimum between the ages of 10 and 12 years old. This means that for the vast majority of individuals, learning a new language happens after this most effective period is long gone. Other challenges include practicing speech with a native speaker, overcoming feelings of embarrassment or low confidence in one's own ability to do well, understanding other languages conceptually, and avoiding burnout.

Design Concept

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ConVRse is an immersive learning adventure that places users right in the heart of culture and experiences! By utilizing virtual reality (VR) technology and Altspace VR, users are thrust into the context of a language which creates an atmosphere where they can interact, socialize and collaborate in order to learn a new language. ConVRse is immersive, delightful and impactful and we believe that every person deserves to travel abroad, virtually anywhere!

Design Goal

We aim to make learning a new foreign language an easier, more delightful, and inspiring experience.

Design Concept

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Market Opportunity

With globalization in full swing, businesses worldwide acknowledge the need to learn not only the language but the culture of another country. In order to efficiently learn languages in a relatively shorter time frame, newer and more effective methods are constantly being sought after. VR technology is on the forefront and is seen as a gradual development from more primitive 3D graphics and 2-D images. Language learning is also an enormous market as it is evident by the successes of apps such as Duolingo and Rosetta Stone.

Why VR?

It has been observed through research that in order to be fluent in any given language, you have to be immersed in a surrounding where it is the primary medium of communication for a significant amount of time which is not possible for everyone. Simulation-based language learning can overcome time and remote distance issues. Using VR people will be able to manipulate the environment such as language, place, and time variables while being immersed in a situation that feels like a natural environment.

The User’s Process

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