Conclusions

I picked 20 random students and gave them a Japanese lecture through Skype and one with my VR website. After each lecture, the student was interviewed for their input on the two lecture styles and had a quiz over the taught material.

The lecture with Skype used the google slides to show Japanese grammar and vocabulary.

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• Since it is available any time it is convenient for continuous study.

• VR lectures facilitate memorization by connecting the contents students learn with images in VR environments.

• Teaching second languages in VR web browsers is a prospective future business, and potentially, lucrative.

Purpose

• Evaluate if the walk-in system helps one to keep studying second languages easier.

• Evaluate the correlation between the VR environment I created and the efficiency of learning second languages.

Methods

• I created a virtual reality (VR) website with Janus VR, the VR web browser, to teach Japanese and English. This program can be accessed 24/7, is immersive as possible, and be used to build up a strong vocabulary as a schema in your brain.

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Results

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