**Executive Summary**

Currently, international students face multifaceted challenges in language learning, not only in standardized tests like TOEFL and IELTS, but also in adapting to future life in foreign language environments. In the globalized academic environment, language proficiency has become a key factor in academic performance and social integration. While existing language learning tools (such as Duolingo) provide certain support, they generally suffer from limitations of being too basic and disconnected from real-world language applications. Based on this, we have developed TalkUtopia—a foreign language practice software targeting potential international students, integrating open-world gaming concepts with advanced AI and virtual reality (VR) technologies to create an immersive language learning platform.

TalkUtopia offers an innovative language learning experience through realistic learning scenarios and AI NPC interactions. Users can select preset or customized scenarios according to their needs and engage in natural conversations with AI-driven characters. The product consists of two core components: (1) a mobile application providing basic learning modes, including learning path planning, AI NPC systems, and mobile learning systems; (2) a virtual reality interface compatible with existing VR devices (optional), offering a more immersive experience. To meet specific learning requirements, we have established a creator community where users can upload self-created learning paths or scenarios, or utilize content created by others. We will reward outstanding creators, stimulate user engagement, enrich learning scenarios, and avoid learning path homogenization.

The TalkUtopia project development is expected to be completed within one year, with an economically sound budget plan. For individual users, its value lies in adapting to the challenges of studying and living abroad in advance and providing a window into multilingualism and culture. From a broader perspective, TalkUtopia is expected to have a positive impact on cross-cultural exchange by facilitating cultural integration and realising the ideal of experiencing the world's cultures without having to leave home.

Key word: TalkUtopia, **Language Learning**, **Immersive Experience, Immersive Experience**