



Accenture Invests in Extended Reality-based Immersive Learning Startup Talespin

804 words

18 February 2022

ENP Newswire

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English

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NEW YORK - Accenture (NYSE: ACN) has made a strategic investment, through Accenture Ventures, in Talespin, a spatial computing company focused on workforce talent development and skills mobility.

Talespin's platform offers an end-to-end solution for creating, distributing and measuring the impact of immersive learning content.

The World Economic Forum projects that by 2030, over one billion workers will have needed to reskill, as the core capabilities required for work across industries change. This makes it vital that companies implement engaging training programs to equip their workforces with these new skills. Immersive learning, built on extended reality (XR) technologies, offers opportunities for employees to participate in 'hands-on' learning, and has been shown to lead to greater learning retention.

Talespin's platform powers the creation and distribution of immersive learning experiences, and supports an ecosystem of learning content creators, leading learning platforms, XR hardware partners and enterprise customers. It uses 3D, virtual humans and environments to help people practice conversational skills and simulate jobs with real-time feedback and skills analytics.

As Tom Lounibos, managing director of Accenture Ventures, notes, 'Over 90% of executives who responded to a recent Accenture survey believe that their existing training methods need to be more effective and efficient. Yet conventional approaches to training, such as instructor-led classes or online video series, are not always effective; in fact, research shows that learners forget 70 percent of this type of content within 24 hours and nearly 90 percent in a month. Amid growing global interest in virtual reality and the metaverse, the need for engaging, immersive learning is clear, and we believe that Talespin is well-positioned to address this demand.'

At Accenture, Talespin's no-code authoring tools, such as CoPilot Designer, have enabled in-house instructional designers to create immersive soft skills learning content without the need for deep programming or 3D design skills. As a result, Accenture's immersive learning content creators can more quickly and easily develop rich story-based learning scenarios.

'Our utilization of the Talespin platform, which features a suite of no code XR design tools, has dramatically lowered the barrier to entry for our immersive learning content creators, and allowed them to continuously evolve and update the training experiences of our employees around the world' said Christie Smith, global lead for Talent & Organization / Human Potential at Accenture. 'We're also pairing Accenture's proven instructional design capabilities with Talespin's software to design and deliver even more engaging immersive learning experiences to help our clients meet their growing skilling and reskilling needs.'

Talespin is now part of Accenture Ventures' Project Spotlight, an engagement and investment program that connects emerging technology software startups with the Global 2000 to fill strategic innovation gaps. Project Spotlight offers extensive access to Accenture's domain expertise and its enterprise clients, helping startups harness human creativity and deliver on the promise of their technology. Talespin is also the latest addition to the investment portfolio of Accenture Ventures, which is focused on investing in companies that create or apply disruptive enterprise technologies.

'As the workforce evolves, so do the skills needed to excel and succeed. At the same time, device, computing and connectivity advances are enabling companies to explore new, innovative approaches to learning,' said Kyle Jackson, co-founder and chief executive officer, Talespin. 'We're confident that being part of Accenture's

Project Spotlight will drive awareness of our immersive learning platform among their large enterprise clients and help accelerate its adoption on a global scale.'

About Accenture

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About Talespin

Talespin is building the spatial computing platform to power talent development and skills mobility for the future of work. Founded in 2015, the company leverages its proprietary platform to offer enterprise customers, partners, and individuals an end-to-end solution for creating, distributing, and measuring the impact of immersive learning content. Talespin is building a future of work where the distance between learning and execution is collapsed, enabling people to explore unique career paths that meet the needs of both businesses and individuals.

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[Editorial queries for this story should be sent to newswire@enpublishing.co.uk]

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Accenture Invests in XR-based Immersive Learning Startup Talespin

852 words

17 February 2022

M2 Presswire

MTPW

English

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Terms of the investment were not disclosed.

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***Accenture Invests in Immersive Learning Startup Talespin**

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17 Feb 2022 09:14 ET Press Release: Accenture Invests in Immersive Learning Startup Talespin

Accenture Invests in Immersive Learning Startup Talespin

NEW YORK--(BUSINESS WIRE)--February 17, 2022--

Accenture (NYSE: ACN) has made a strategic investment, through Accenture Ventures, in Talespin, a spatial computing company focused on workforce talent development and skills mobility. Talespin's platform delivers XR-based learning and training applications, mixed reality job aides to support employee job performance and a new skills-based approach to work and productivity.

This press release features multimedia. View the full release here:

<https://www.businesswire.com/news/home/20220217005274/en/>

Accenture Invests in XR-based Immersive Learning Startup Talespin (Photo: Business Wire)

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"As the workforce evolves, so do the skills needed to excel and succeed. At the same time, device, computing and connectivity advances are enabling companies to explore new, innovative approaches to learning," said Kyle Jackson, co-founder and chief executive officer, Talespin. "We are excited to work with Accenture to further develop our immersive learning platform and accelerate its adoption on a global scale."

Tom Lounibos, managing director of Accenture Ventures, said, "Over 90% of executives who responded to a recent Accenture survey believe that their existing training methods need to be more effective and efficient. Yet conventional approaches to training, such as instructor-led classes or online video series, are not always effective; in fact, research shows that learners forget 70 percent of this type of content within 24 hours and nearly 90 percent in a month. The need for engaging, immersive learning is clear, and we believe that Talespin is well-positioned to address this challenge."

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Accenture report finds global gaming industry value exceeds \$300 billion

414 words

3 May 2021

This Day

AIWTHD

English

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The surge in mobile gaming drives the growth of the global gaming industry reaching a value of over \$300 billion, according to the new report by Accenture, a global professional services company with capabilities in digital, cloud, and security, titled Gaming: the new superplatform. The gaming industry added 500 million new and more diverse gamers over the past three years totaling 2.7 billion people globally.

The emergence of new gaming platforms and changing demographics are pushing gaming businesses away from being product-centric to becoming experience-oriented platforms, said Seth Schuler, managing director, Accentures Software & Platforms industry group. The industry must balance the needs of its newest adopters, who care more deeply about their online interactions, with the expectations of gaming loyalists who remain the industrys most lucrative customers.

The lockdowns brought about by the COVID-19 pandemic both amplified the gamers appetite for video games and created nouveau gamers. The report found many of the gamers found solace in interacting with fellow gamers ramping up social interaction as one of the reasons people turn to video games.

Accenture: COVID-19 sparked new wave of innovations

Accenture: Technology innovation will define business value in the future

The Accenture survey found gamers are spending an average of 16 hours a week playing, eight hours a week watching or participating in game streams, and six hours a week interacting in game forums and communities. About 3 in 4 gamers indicate they expect online gaming to become a larger part of their gaming experience in the future.

Gamers profile

The gaming industry is yet to reach a plateau as the Accenture report predicts more than 400 million new gamers are expected to add to the existing figures by the end of 2023.

Interestingly, the profiles of new joiners are also evolving with 60% women, 30% are under 25 years old, and one-third identify as non-white. Whereas respondents who identified as longtime gamers are 61% male, 79% over 25 years old, and 76% identifying as white.

The research is based on data collected via an online survey with 4,000 consumers who spend at least four hours per week playing video games. The sample is evenly distributed across four countries: China, Japan, the United Kingdom, and the United States. The findings are part of a three-part series looking at the changing faces of gaming, from the industrys overall growth to its challenges and opportunities ahead.

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Global Gaming Industry Value Now Exceeds \$300 Billion, New Accenture Report Finds

645 words

30 April 2021

ENP Newswire

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English

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Release date - 29042021

NEW YORK - In a new report, Accenture (NYSE: ACN) estimates that the full value of the gaming industry now exceeds \$300 billion, more than the combined markets for movies and music, driven by a surge in mobile gaming and an emphasis on social interaction during the COVID-19 pandemic.

Accenture's new report 'Gaming: the new superplatform' analyzes data from 4,000 gamers across four of the largest gaming markets China, Japan, the United Kingdom and the United States to understand gamers' needs and the drivers behind the industry's massive growth.

The gaming industry has increased by half a billion players in the past three years, totaling 2.7 billion people globally. The report predicts more than 400 million new gamers are expected by the end of 2023. The profiles of these new joiners are also changing: 60% are women, 30% are under 25 years old and one-third identify as non-white. Whereas respondents who identified as longtime gamers are 61% male, 79% over 25 years old and 76% identifying as white.

'The emergence of new gaming platforms and changing demographics are pushing gaming businesses away from being product-centric to becoming experience-oriented platforms,' said Seth Schuler, managing director with Accenture's Software & Platforms industry group. 'The industry must balance the needs of its newest adopters, who care more deeply about their online interactions, with the expectations of gaming loyalists who remain the industry's most lucrative customers.'

As the gaming community continues to grow, the social aspect is an increasingly key aspect to gamers' overall experiences. 84% of respondents say video games help them connect with others with similar interests, while three-quarters of them recognize that more of their social interactions now happen on gaming platforms. According to the survey, gamers are spending an average 16 hours a week playing, eight hours a week watching or participating in game streams and six hours a week interacting in game forums and communities. These social interactions are one of the key drivers behind online gaming's growth: about three-in-four gamers indicate they expect online gaming to become a larger part of their gaming experience in the future.

'Beyond its already tremendous size, the gaming industry has had a significant global impact on entertainment and culture, spanning successful movie franchises, arena-based competitions, toys and more,' said Robin Murdoch, global Software & Platform lead at Accenture. 'As we watch this influence expand, we're seeing the emergence of gaming as an ecosystem of superplatforms where players can meet, communicate, watch live-streamed concerts, shop or listen to music.'

Research Methodology

The research is based on data collected via an online survey with 4,000 consumers who spend at least four hours per week playing video games. The sample is evenly distributed across four countries: China, Japan, the US, and the UK. We also conducted more than one dozen in-depth interviews with industry executives from gaming companies including Activision Blizzard, EA, Evertoon, Niantic, Razer, Square Enix, Samsung, Splash Damage and Tencent, among others.

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[Editorial queries for this story should be sent to newswire@enpublishing.co.uk]

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Global **Gaming** Industry Value Now Exceeds \$300 Billion, New **Accenture** Report Finds

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M2 Presswire

MTPW

English

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Industry added 500 million new and more diverse gamers over the past three years, fueled by mobile gaming adoption and desire for social experiences

NEW YORK; - In a new report, Accenture (NYSE: ACN) estimates that the full value of the gaming industry now exceeds \$300 billion, more than the combined markets for movies and music, driven by a surge in mobile gaming and an emphasis on social interaction during the COVID-19 pandemic.

Accenture's new report - "Gaming: the new superplatform" - analyzes data from 4,000 gamers across four of the largest gaming markets - China, Japan, the United Kingdom and the United States - to understand gamers' needs and the drivers behind the industry's massive growth.

Accenture's "Gaming: the new superplatform" report finds gaming represents \$200B in direct spend and influences another \$100B+ in indirect revenue.

The gaming industry has increased by half a billion players in the past three years, totaling 2.7 billion people globally. The report predicts more than 400 million new gamers are expected by the end of 2023. The profiles of these new joiners are also changing: 60% are women, 30% are under 25 years old and one-third identify as non-white. Whereas respondents who identified as longtime gamers are 61% male, 79% over 25 years old and 76% identifying as white.

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Accenture's survey found people prioritize connecting with friends and meeting new people while gaming.

According to the survey, gamers are spending an average 16 hours a week playing, eight hours a week watching or participating in game streams and six hours a week interacting in game forums and communities. These social interactions are one of the key drivers behind online gaming's growth: about three-in-four gamers indicate they expect online gaming to become a larger part of their gaming experience in the future.

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These findings are part of a three-part series looking at the changing faces of gaming, from the industry's overall growth to its challenges and opportunities ahead. To read the full report, please visit <https://www.accenture.com/us-en/insights/software-platforms/gaming-the-next-super-platform>.

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Accenture's Software and Platforms industry helps software and platform companies innovate to stay ahead of disruption. To learn more, visit <https://www.accenture.com/us-en/industries/software-and-platforms-index>

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Accenture Global Solutions Limited; Patent Issued for Customized Virtual Reality Learning Environment (USPTO 10,950,135)

3,644 words

29 March 2021

Journal of Engineering

JOENG

3741

English

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2021 MAR 29 (VerticalNews) -- By a News Reporter-Staff News Editor at Journal of Engineering -- A patent by the inventors Ghatage, Prakash (Bangalore, IN); Sampat, Nirav (Mumbai, IN); Viswanathan, Kumar (Bangalore, IN); Varghese, Vinu (Bangalore, IN); Rajavelu Balachandar, Santhosh Kumar (Bangalore, IN), filed on November 9, 2017, was published online on March 29, 2021, according to news reporting originating from Alexandria, Virginia, by VerticalNews correspondents.

Patent number 10,950,135 is assigned to Accenture Global Solutions Limited (Dublin, Ireland).

The following quote was obtained by the news editors from the background information supplied by the inventors: "Virtual reality (VR) may refer to computer technologies that use software to generate realistic images, sounds, and other sensations that replicate a real environment (or create an imaginary setting), and simulate a user's physical presence in the environment. VR may be defined as a realistic and immersive simulation of a three-dimensional environment, created using interactive software and hardware, and experienced or controlled by movement of a user's body. For example, in a VR environment, a person using special electronic equipment, such as a helmet with a display inside, goggles with a display inside, or the like, may interact with a computer-generated simulation of a three-dimensional image or environment in a seemingly real or physical way."

In addition to the background information obtained for this patent, VerticalNews journalists also obtained the inventors' summary information for this patent: "According to some possible implementations, a device may receive, from a user device, a request to access a virtual reality (VR) learning environment. The request may include an identifier associated with a program that supports the VR learning environment. The device may identify a set of objects to use within the VR learning environment by searching a data structure using at least one of: the identifier associated with the program that supports the VR learning environment or user profile information for a user associated with the user device. The device may provide the VR learning environment that includes the set of objects to the user device. The device may receive, from the user device, information associated with interactions within the VR learning environment. The device may identify one or more additional objects to use within the VR learning environment by using one or more natural language processing techniques to analyze the information associated with the interactions within the VR learning environment. The device may provide the one or more additional objects to the user device. The device may perform, after providing the one or more additional objects to the user device, one or more actions associated with improving the VR learning environment.

"According to some possible implementations, a method may include receiving, by a device and from a user device, a request to access a virtual reality (VR) learning environment. The request may include an identifier associated with a program that supports the VR learning environment. The method may include identifying, by the device, a set of objects to use within the VR learning environment by searching a data structure using the identifier associated with the program that supports the VR learning environment. The method may include providing, by the device, the VR learning environment that includes the set of objects to the user device. The method may include receiving, by the device and from the user device, information associated with interactions within the VR learning environment. The method may include identifying, by the device, one or more additional objects to use within the VR learning environment by using one or more natural language processing techniques to analyze the information associated with the interactions within the VR learning environment. The method may include providing, by the device, the one or more additional objects to the user device and in connection with the VR learning environment. The method may include performing, by the device and after providing the one or more additional objects to the user device, one or more actions associated with improving the VR learning environment.

"According to some possible implementations, a non-transitory computer-readable medium may store one or more instructions that, when executed by one or more processors, cause the one or more processors to receive, from a user device, a request to access a virtual reality (VR) learning environment. The request may

include an identifier associated with a program that supports the VR learning environment. The one or more instructions may cause the one or more processors to identify a set of objects to use within the VR learning environment by searching a data structure using at least one of: the identifier associated with the program that supports the VR learning environment or user profile information for a user associated with the user device. The one or more instructions may cause the one or more processors to provide the VR learning environment that includes the set of objects to the user device. The one or more instructions may cause the one or more processors to receive, from the user device, information associated with interactions within the VR learning environment. The one or more instructions may cause the one or more processors to identify one or more additional objects to use within the VR learning environment by using one or more natural language processing techniques to analyze the information associated with the interactions within the VR learning environment. The one or more instructions may cause the one or more processors to provide the one or more additional objects to the user device."

The claims supplied by the inventors are:

"What is claimed is:

"1. A device, comprising: one or more processors to: receive, from a user device, a request to access a virtual reality (VR) learning environment, the request including an identifier associated with a program that supports the VR learning environment; identify a set of objects to use within the VR learning environment by searching a data structure using at least one of: the identifier associated with the program that supports the VR learning environment, or user profile information for a user associated with the user device; provide the VR learning environment that includes the set of objects to the user device; receive, from the user device, information associated with interactions within the VR learning environment; identify one or more additional objects to use within the VR learning environment by using one or more natural language processing techniques to analyze the information associated with the interactions within the VR learning environment; provide, to the user device, data that causes the one or more additional objects to be deployed in the VR learning environment; and perform, after providing the one or more additional objects to the user device, one or more actions associated with improving the VR learning environment.

"2. The device of claim 1, where the one or more processors, when identifying the set of objects to use within the VR learning environment, are to: identify one or more user preferences from the user profile information, and search the data structure using the identifier associated with the program that supports the VR learning environment and the one or more user preferences, the one or more user preferences including at least one of: information indicating past VR learning environments that the user has interacted with, information indicating a preferred user learning style, or information indicating a level of user experience in particular subject matter.

"3. The device of claim 1, where the one or more processors, when receiving the information associated with the interactions within the VR learning environment, are to: receive: information associated with a first data type, information associated with a second data type, and information associated with a third data type; and where the one or more processors, when identifying the one or more additional objects to use within the VR learning environment, are to: analyze the information associated with the first data type, the information associated with the second data type, and the information associated with the third data type using the one or more natural language processing techniques, and identify the one or more additional objects to use within the VR learning environment based on a result of the one or more natural language processing techniques.

"4. The device of claim 1, where the one or more processors, when receiving the information associated with the interactions within the VR learning environment, are to: receive information associated with a first language; where the one or more processors, when identifying the one or more additional objects to use within the VR learning environment, are to: translate the information associated with the first language to information associated with a second language; and where the one or more processors, when providing the data that causes the one or more additional objects to be deployed in the VR learning environment, are to: provide the information associated with the second language to be deployed in the VR learning environment.

"5. The device of claim 1, where the one or more processors, when receiving the information associated with the interactions within the VR learning environment, are to: receive information of a first data type, the information being associated with a question presented by the user; and where the one or more processors, when identifying the one or more additional objects to the use within the VR learning environment, are to: convert the information of the first data type to information of a second data type, analyze the information of the second data type using the one or more natural language processing techniques, and use the analyzed information of the second data type to search a document that includes historical data associated with frequently asked questions of users to identify the one or more additional objects to use within the VR learning environment, the one or more additional objects being associated with responses to the question presented by the user.

"6. The device of claim 1, where the one or more processors, when performing the one or more actions, are to: update the user profile information with one or more user preferences based on the one or more additional objects identified with the one or more natural language processing techniques; where the one or more processors are further to: receive a request to access another VR learning environment; identify another set of objects to use within the other VR learning environment by searching the data structure that includes the updated user profile information; and provide the other VR learning environment that includes the other set of objects to the user device.

"7. The device of claim 1, where the one or more processors, when performing the one or more actions, are to: receive feedback information from the user device, the feedback information including at least one of: information associated with user performance, or information associated with a user opinion of the VR learning environment, update the user profile information with one or more user preferences based on the feedback information, and provide, to the user device, additional data that causes one or more objects associated with the one or more user preferences to be deployed in the VR learning environment.

"8. A method, comprising: receiving, by a device and from a user device, a request to access a virtual reality (VR) learning environment, the request including an identifier associated with a program that supports the VR learning environment; identifying, by the device, a set of objects to use within the VR learning environment by searching a data structure using the identifier associated with the program that supports the VR learning environment; providing, by the device, the VR learning environment that includes the set of objects to the user device; receiving, by the device and from the user device, information associated with interactions within the VR learning environment; identifying, by the device, one or more additional objects to use within the VR learning environment by using one or more natural language processing techniques to analyze the information associated with the interactions within the VR learning environment; providing, by the device and to the user device, data that causes the one or more additional objects to be deployed in the VR learning environment; and performing, by the device and after providing the one or more additional objects to the user device, one or more actions associated with improving the VR learning environment.

"9. The method of claim 8, where identifying the set of objects to use within the VR learning environment comprises: searching the data structure, using the identifier associated with the program that supports the VR learning environment and user profile information for a user associated with the user device, to identify the set of objects.

"10. The method of claim 8, where identifying the one or more additional objects to use comprises: analyzing the information associated with the interactions within the VR learning environment to identify a data type, identifying a natural language processing technique, of a plurality of natural language processing techniques, based on the data type, and using the identified natural language processing technique to identify the one or more additional objects to use within the VR learning environment.

"11. The method of claim 8, where receiving the information associated with the interactions within the VR learning environment comprises: receiving information of a first data type; where identifying the one or more additional objects to use within the VR learning environment comprises: converting the information of the first data type to information of a second data type; and where providing the data that causes the one or more additional objects to be deployed in the VR learning environment comprises: providing the information of the second data type to be deployed in the VR learning environment.

"12. The method of claim 8, where identifying the one or more additional objects to use within the VR learning environment comprises: analyzing the information associated with the interactions within the VR learning environment using a scoring analysis technique, the scoring analysis technique to output one or more values associated with a sentiment of a user of the user device, and using the one or more values associated with the sentiment of the user to identify the one or more additional objects.

"13. The method of claim 8, where performing the one or more actions comprises: receiving feedback information from the user device, the feedback information including at least one of: information associated with user performance, or information associated with user opinion of the VR learning environment, modifying one or more objects based on the feedback information, and providing, to the user device, additional data that causes the one or more modified objects to be deployed in the VR learning environment.

"14. The method of claim 8, where performing the one or more actions comprises: analyzing the information associated with the interactions within the VR learning environment to identify one or more user preferences, comparing the one or more user preferences and a set of objects associated with additional VR learning environments, identifying one or more objects associated with the additional VR learning environments based on comparing the one or more user preferences and the set of objects associated with the additional VR learning environments, and providing, to the user device, additional data that causes the one or more objects associated with the additional VR learning environments to be deployed in the VR learning environment.

"15. A non-transitory computer-readable medium storing instructions, the instructions comprising: one or more instructions that, when executed by one or more processors, cause the one or more processors to: receive, from a user device, a request to access a virtual reality (VR) learning environment, the request including an identifier associated with a program that supports the VR learning environment; identify a set of objects to use within the VR learning environment by searching a data structure using at least one of: the identifier associated with the program that supports the VR learning environment, or user profile information for a user associated with the user device; provide the VR learning environment that includes the set of objects to the user device; receive, from the user device, information associated with interactions within the VR learning environment; identify one or more additional objects to use within the VR learning environment by using one or more natural language processing techniques to analyze the information associated with the interactions within the VR learning environment; and provide, to the user device, data that causes the one or more additional objects to be deployed in the VR learning environment.

"16. The non-transitory computer-readable medium of claim 15, where the one or more instructions, when executed by the one or more processors, further cause the one or more processors to: receive information of a first data type that is associated with a first language; where the one or more instructions, that cause the one or more processors to identify the one or more additional objects to use within the VR learning environment, cause the one or more processors to: convert the information of the first data type to information of a second data type that is associated with the first language, translate the information of the second data type that is associated with the first language to information of the second data type that is associated with a second language, convert the information of the second data type that is associated with the second language to information of the first data type that is associated with the second language; and where the one or more instructions, that cause the one or more processors to provide the data that causes the one or more additional objects to be deployed in the VR learning environment, cause the one or more processors to: provide the information of the first data type that is associated with the second language to be deployed in the VR learning environment.

"17. The non-transitory computer-readable medium of claim 15, where the one or more instructions, that cause the one or more processors to receive the information associated with the interactions within the VR learning environment, cause the one or more processors to: receive information of a first data type, the information being associated with a question presented by the user; and where the one or more instructions, that cause the one or more processors to identify the one or more additional objects to use within the VR learning environment, cause the one or more processors to: convert the information of the first data type to information of a second data type, analyze the information of the second data type using the one or more natural language processing techniques, and use the analyzed information of the second data type to search a document that includes frequently asked questions of users to identify the one or more additional objects to use within the VR learning environment, the one or more additional objects being associated with responses to the question presented by the user.

"18. The non-transitory computer-readable medium of claim 15, where the one or more instructions, that cause the one or more processors to identify the one or more additional objects to use within the VR learning environment, cause the one or more processors to: analyze the information associated with the interactions within the VR learning environment using a scoring analysis technique, the scoring analysis technique to output one or more values associated with a sentiment of the user, and use the one or more values associated with the sentiment of the user to identify the one or more additional objects.

"19. The non-transitory computer-readable medium of claim 15, where the one or more instructions, when executed by the one or more processors, further cause the one or more processors to: analyze the information associated with the interactions within the VR learning environment to identify one or more user preferences; compare the one or more user preferences and a set of objects associated with additional VR learning environments; identify one or more objects associated with the additional VR learning environments based on comparing the one or more user preferences and the set of objects associated with the additional VR learning environments; and provide, to the user device, data that causes the one or more objects associated with the additional VR learning environments to be deployed in the VR learning environment.

"20. The non-transitory computer-readable medium of claim 15, where the one or more instructions, when executed by the one or more processors, further cause the one or more processors to: update the user profile information with one or more user preferences based on the one or more additional objects identified using the one or more natural language processing techniques; receive a request to access another VR learning environment; identify another set of objects to use within the other VR learning environment by searching the data structure that includes the updated user profile information; and provide the other VR learning environment that includes the other set of objects to the user device."

URL and more information on this patent, see: Ghatage, Prakash; Sampat, Nirav; Viswanathan, Kumar; Varghese, Vinu; Rajavelu Balachandar, Santhosh Kumar. Customized Virtual Reality Learning Environment. U.S. Patent Number 10,950,135, filed November 9, 2017, and published online on March 29, 2021. Patent URL:

<http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO1&Sect2=HITOFF&d=PALL&p=1&u=%2Fnetacgi%2FPTO%2Fsrchnum.htm&r=1&f=G&=50&s1=10,950,135.PN.&OS=PN/10,950,135RS=PN/10,950,135>

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Search Summary

Text	(hd=accenture) and wc>100 and hd=(virtual real estate or virtual properties or digital real estate or digital real assets or digital properties or metaverse properties or digital plots or virtual plots or virtual land or virtual reality platform or manufacturing simulation or virtual simulation or digital twins or virtual manufacturing or immersive learning or mixed-reality learning or metaverse learning or VR learning or AR learning or VR training or virtual recruitment or 3d training or training metaverse or virtual retail or virtual shopping or virtual clienteling or omnichannel shopping or humanising digital retail or immersive virtual stores or 3d virtual store or metaverse shopping or virtual clothing or virtual goods or gaming or digital avatar or digital character or virtual game or 3D avatars or virtual reality or interoperable VR space or digital financial ecosystems or metaverse wallets or robo advisory or virtual financial data or digital bank branches or digital touchpoint or blockchain wallets or digital wallets or digital wedding or virtual wedding or virtual event or virtual concert or virtual theme park or virtual classroom or virtual learning or virtual school or immersive learning or metaverse)
Date	In the last year
Source	All Sources
Author	All Authors
Company	All Companies
Subject	All Subjects
Industry	All Industries
Region	All Regions
Language	English
Results Found	9
Timestamp	21 February 2022 18:41