LINGO

Exploratory

Research

**Overview**

Our target audience is young working professionals and recent college graduates. Specifically for people who are looking to travel abroad and get immersive experiences in another country. We foresee this project being used in academic settings as well. Often many institutions have funding for technology and virtual reality equipment.

Studies from Business Insider and Scientific American suggests that the best way to learn a language is through immersion. We believe that by creating an immersive VR experience that simulates conversations and experiences that take place in a different country, this is the best way to learn a new language.

The biggest inspiration that influenced our product has been Duolingo which helps gamify the experience of learning a new language. The 2 biggest challenges that we felt could be improved with Duolingo is that it doesn’t accurately represent real-life conversations and that the conversations are not authentic.

Our new product, LINGO, will provide users with an immersive experience that gives them one-to-one practice in an immersive experience in the language that they are learning. In addition, this app will use generative AI to simulate real-life scenarios that will give students the opportunity to practice learning their language

**What is our Project?**

Our project focuses on the use of artificial intelligence and virtual reality to help students and interested travelers and people who are interested in learning a new language. Many research studies, such as one from Business Insider and Scientific American, states that just surrounding yourself and listening to people speaking a language that you are interested in learning helps you get better at a language you are interested in learning.

**Why is a VisionOS app the best mechanism for this app?**

We chose to create this app using the VisionOS because the use of virtual reality would most closely replicate the experience that travelers and students would interact with when they are traveling to another country and immersing themselves in another experience. Some research suggests that virtual reality can help with language and vocabulary retention.

**Understanding Large Language Models (LLMs) and the Capabilities of the VisionOS?**

We are trying to understand how large language models can impact a language app focused on language immersion. Many of us don’t have any experience using the VisionOS, so understanding how to navigate and use the VisionOS was a big learning curve for us. We were able to get more familiar with how to use the VisionOS.

Resources

<https://campuspress.yale.edu/ledger/the-best-ways-to-learn-a-language-according-to-research/>

<https://lilac.msu.edu/news/researching-the-effectiveness-of-language-learning-apps/>

<https://duolingoguides.com/why-duolingo-is-bad/>