Assignment for Presentation

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1. What is your research area?

My research area focuses on **virtual reality (VR) development, gamification in education, and artificial intelligence (AI)**. Specifically, I explore how these technologies can be used to enhance learning experiences in STEM fields, particularly in mathematics education.

2. What is your research theme?

My research theme is centered around creating **AI-driven educational tools** that use virtual reality and game-like elements to teach complex mathematical concepts, such as calculus. The goal is to make learning more interactive and engaging through immersive experiences and personalized AI tutors.

3. How does your research relate to software engineering?

My research is closely related to software engineering, as it involves **designing, developing, and testing** complex software systems that integrate **AI, VR, and educational content**. The development of these systems requires strong knowledge of software engineering principles, including software architecture, user interface design, and system integration. Additionally, the use of **agile development practices** and the emphasis on **scalability and performance** are key aspects of the software engineering process in my research.