Enhance English Language Teaching in Multilingual Classroom through Virtual Reality

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Abstract

This paper deals with the advantages of virtual reality over traditional method. Also it examines how virtual reality has implemented in multilingual classroom. This research explores more about the challenges faced by both teacher and student in multilingual classroom. Due to different linguistic diversity and cultural background the students feels difficult in learning. Moreover, paper explains the merits and demerits of virtual reality, how virtual reality helps students learning in multilingual classroom. Virtual reality does not applied in education but also in other fields like automotive industry, healthcare etc…The paper deals with how virtual reality enhance English Language Teaching in multilingual classroom it also examines how students are focused in virtual learning.

Keywords: Cultural Backgrounds, Linguistic Diversity, Multilingual Classroom, Traditional Method, Virtual Reality.

Introduction

In today's integrated world, multilingual classroom become most common phenomenon. In this phase English Language Teaching faces challenges when students are from different lingual diversity. A normal traditional method cannot satisfy all the students from different lingual background. When it comes to advancement technology gives solution to this problem, which enhance English Language Teaching, it creates immersive, interactive environment.

Multilingual classroom term is defined as, number of students speak more than one language in a class. In this stage both teacher and students faces challenges. Some of the challenges are:

The teacher doesn't an have idea that every student have the good proficiency level in English, teacher feels difficult to teach every student based on their level. Some students doesn't use English outside the classroom. They only use for communication purpose in the classroom.The students from different lingual backgrounds have different cultural backgrounds, this affect their pronunciation, comprehension, and interaction.

English Language Teaching refers that teaching English to the non-native speakers. It may take either a second language (ESL) or

Foreign Language (EFL). It includes various techniques and approaches, which involves in teaching method. The English Language has been used for communication in work and education, but not in home, this termed as ESL (English as second language). This is common in the countries like Australia, New Zealand or Canada.

There aresome countries people use English only at the elementary levels of education. They use English only where is a lack of common language. This term is known as EFL (English as a foreign language)

Hoffman states in his paper that virtual reality is one of the major tool for teaching in medicine. But, it is not normal in all the medical school, there are many new virtual reality programs to be teach for students, doctors in training. The surgical rehearse is done with virtual patterns, manifesting anatomic variation, traumatic wounds, and disease states. This practice with virtual reality helps students and doctor trains to wore with real patient and exposure to medical problem and it enhances the clinical skills.

Methodology

The research methodology opted for this study is Quantitative method. The data is collected through questionnaire regarding their experience in learning English through virtual reality. It provides an overview of the research design, data collection methods and analytical procedures employed to address the research questions effectively. Through online feedback form, the study aims to gather insight into the perceptions, of teaching English language through Virtual Reality.

Conceptual Framework
Virtual Reality

Virtual Reality is an artificial computer generated environment .It is interacted to society with specifically designed Equipments, some examples like VR Headsets and controllers. Generally the main purpose of Virtual Reality is to create an immersive experience for the users. Virtual Reality provides the real effect, as like as the situation takes place in the real world .With the help of digital world and technologies the VR creates an artificial environment as same as the real world.

Statista, research published, states that VR grew as enterprise consumer from $8.3 billion in 2011 to $11.97 billion in 2022 it is expected to reach $28.84 billion by 2026.

Virtual Reality in Multilingual Classroom

As discussed earlier Virtual Reality is a powerful tool in multilingual classroom, it creates immersive experience and engaging learning. It overcomes the barriers of students in multilingual classroom. VR provides the content in the form of images and videos, through this students able to understand the lesson easily and they can apply this in real world scenarios.

Possibilities of Virtual Reality in Multilingual Classroom
Verbal Barriers

In traditional classroom, the verbal communication is challenging. While in Virtual Reality it overcomes the verbal barrier.

Visual and Gesture Learning

Virtual Reality focuses on visual and Gestural, as it is very useful for multilingual students, who finds struggles in sentence and specific terminology.

Multi -Model Learning

Multi – model learning allows students to explore the lesson through audios, videos, which enhances the understanding of students.

Contextual Learning

VR provides a contextual learning, it gives opportunity to learn language and culture in realistic way.

Practice and Interaction

VR provides opportunity for the students to practice language skills in real life situations like, field trips and role played in drama.

Reduced Anxiety

VR helps to reduce the language anxietyy of the students, as they interact with other students as well as the virtual environment.

Interactive Games

The vocabulary and grammar can be thought through VR games, it interacts students in fun and interactive way.

Merits of Virtual Reality

Thetraditional method is replaced by virtual study, in this study method teacher teaches student with virtual equipment. Like, showing them imaginary environment. The students are instructed by the imaginary world based on their topic through virtual reality. The imaginary created by the Virtual Reality seems as real world. Virtual Reality helps to experience in different realities of life. Therefore, it is resulted that the knowledge gained through books is lower than the VR. VR creates a practical knowledge, it creates interest and excitement as compared to textbook. Only installation of Virtual Reality requires amount, after that maintenance is almost low, thus cost effective is low.

Demerits of Virtual Reality

Some of virtual reality is an expensive procedure. The technology and equipment used in virtual reality are costly, it depends upon the version of technology. Only technical skills are developed through Virtual Reality. But there is no interaction with tutor. Their doubts are remained same as there is no tutor to explain the concepts. The aim of Virtual Reality is to learn and gain skills, but it is not easy for everyone to understand the technology. Also not everyone is wealthy to provide Virtual Reality learning. Many of the few adults addicted to the virtual reality also affected physiologically. This leads to various issues like they will not study their regular studies. The people who use virtual reality faces health issues like Eye strain, Dizziness, and Nausea issues. As they connected with technology they don't interact with people they don't want to engage with real world. As the students addicted to virtual reality, they get impacted psychologically. It is advised that not to use virtual reality for long period.

Virtual Reality in Other Fields

VR in automotive industry helps to manufacture and analyze the road scenarios, also the behavior of cars. It helps the manufactures to correct the changes and analyze before the product is displayed to public.

The training doctors were trained through VR, it provides a real-world situations. The operations can be practice with this VR technology. It is free from stress, the trainers can practice without any hesitation. This technology is used in pain management field, physical rehabilitation, and cognitive behavior therapy.

The architects cannot envision but they can feel. This allows them to experience, at the same they can make customer satisfy. In real estate they can project the places and building using virtual reality so that it is easy for the buyers.

Most of the people don't like to explore the thing by watching it closely. There are many VR applications in digital marketing. For example, the retailers can show how the product will look in their home.

You can see the review of tours, hotels, landmarks and restaurants before you visit the place.

NASA use VR for astronaut training, it helps them to perform in low gravity environment. Scientist explore space in immersive ways, they analyze cosmic data and planetary surface.

VR helps engineering to design, and test the product before going to production. For manufacturers, it is easy to identify the flaws in designs by virtually it reduces cost and improves the efficiency.

Analysis

This paper examines the students involvement in virtual reality than traditional method. It explains benefits of virtual reality and how it enhance English Language Teaching in multilingual classroom.

Virtual reality offers various advantages over traditional methods. Virtual reality enhance language skills, it allows students to get practice in real world scenario. Thus, Virtual reality helps to improve the communication skill and pronunciation especially it helps a lot in multilingual classroom where there is different linguistic diversity and cultural background in this case Virtual reality helps both the student teacher and students.

Moreover virtual reality creates an immersive engagement, the students don't get distracted often and concentrate on the concepts. The students learn faster than the traditional method it results in that the students learn by virtual reality is 275% more confident than the students those who learn by traditional method.

The students are interested in listening to the lessons than the usual class. Virtual Reality provides immersive environment the students are fully involved in the lessons as the concepts are explained 3D effect they are more excited than usual. As compared to usual or traditional method when the students learn by Virtual reality they could easily understand the topic so that it is easy for them to apply and enhance their knowledge during the exams, Comprehension of students while learning through virtual reality is explained here.

Students get focused while learning through virtual reality they don't get distracted as they fully involved in the concept. The students admire the concept what they learn when it is presented visually. The students could recollect the previous part easily by using Virtual Reality. As compared to traditional method students could recollect faster in virtual learning. Virtual Reality enhances the creativity for the students.

Summation

The paper explores the transformation of virtual reality in English Language Teaching especially in multilingual classroom, it creates an immersive learning environment and experience. The problem arises due to students different linguistic diversity cultural backgrounds, so both student teacher and student face challenges like communication problem, pronunciation also the student face comprehension problem due to lack of language skills. The students in multilingual classroom are not aware of different linguistic and cultural background. In this case Virtual Reality helps to overcome the above mentioned challenges. Virtual Reality engages student and create immersive environment, virtual reality gives practice to the students related to real world scenario like acting in drama, directing rout for the tourist, etc….all these things improves the language skills. The concepts are delivered in the visual method so that it makes students to understand the lessons easily as possible. When it comes to cost efficiency as Virtual Reality is being developed in all the fields the cost of Virtual Reality also being increased. It is not possible for every individual to afford such cost but it is low cost maintenance. The disadvantage of Virtual reality for learning is it distracts students focus on learning and it diverts them to use only Virtual Reality. When we use Virtual Reality for long time there is possible of losing eye power also creates nausea.

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