Design Day Booklet Team Page







PAGE N + 13



Launch

Project Sponsors

Ethan Behar

Troy, Michigan

Scott Campagna

Troy, Michigan

Chris Cornish

Troy, Michigan

Michigan State University

Team Members (left to right)

Joseph Pacentine

Darien, Illinois

Anh Dao

Ninh Binh, Viet Nam

Evan Fioritto

Livonia, Michigan

Molly Thornber

Woodridge, Illinois

Caleb Flosky

Harrison Township, Michigan

Nolan Jolley

Grand Ledge, Michigan



Launch is a technology solutions company and division of NTT Data, a top 10 global IT provider. Launch provides dynamic, long lasting digital solutions for companies such as Epic Games and Ford who look to deliver scalable and competitive products at high speeds.

Many language learners routinely learn language through rote memorization and rigid conversational templates without the opportunity to apply what they have learned. Such limited experience leads many to feel unprepared when they have the opportunity for a real-life conversation.

Our “My VR Language Tutor” is a virtual reality application that provides users with an immersive language-learning experience powered by artificial intelligence, bridging the gap between learning a language and putting it to practice.

Our software includes vibrant environments populated with objects, signs and characters designed to simulate real-life language use cases.

Users build situational vocabulary by attempting to identify objects and receiving feedback. To improve pronunciation, users read signs aloud and receive a pronunciation-specific report. Users improve natural conversation skills by speaking with characters that are designed to discuss topics relevant to the environment.

To cater to learners of all skill levels, users are able to indicate their proficiency level. Additionally, users have the opportunity to toggle optional hints and assistance in order to progress.

Our software is built for the Meta Quest 3 headset utilizing the Unity 6 game engine. The back-end services utilize C# and Python with an AWS hosted FastAPI system. The Microsoft Azure AI Foundry and an OpenAI integration are utilized for natural language processing tasks including translation, transcription, speech synthesis and language generation.

3200/3300 Hallway | Third Floor, Computer Science and Engineering 8:00 a.m. – Noon | CSE498

Launch by NTT DATA

My VR Language Tutor