



Alpha Presentation

My VR Language Tutor

The Capstone Experience

Team Launch

Anh Dao

Evan Fioritto

Caleb Flosky

Nolan Jolley

Joseph Pacentine

Molly Thornber

Department of Computer Science and Engineering
Michigan State University



*From Students...
...to Professionals*

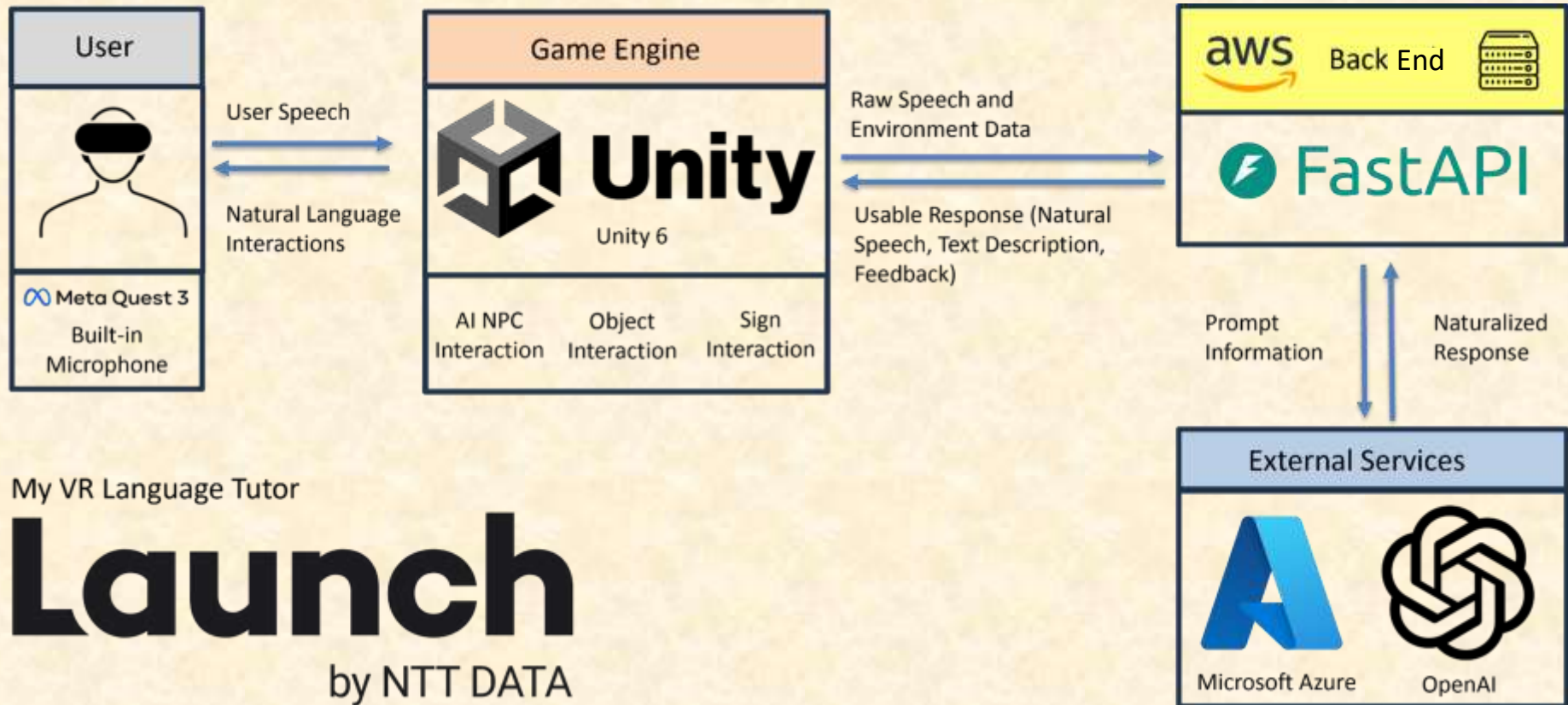
Fall 2025

Project Overview

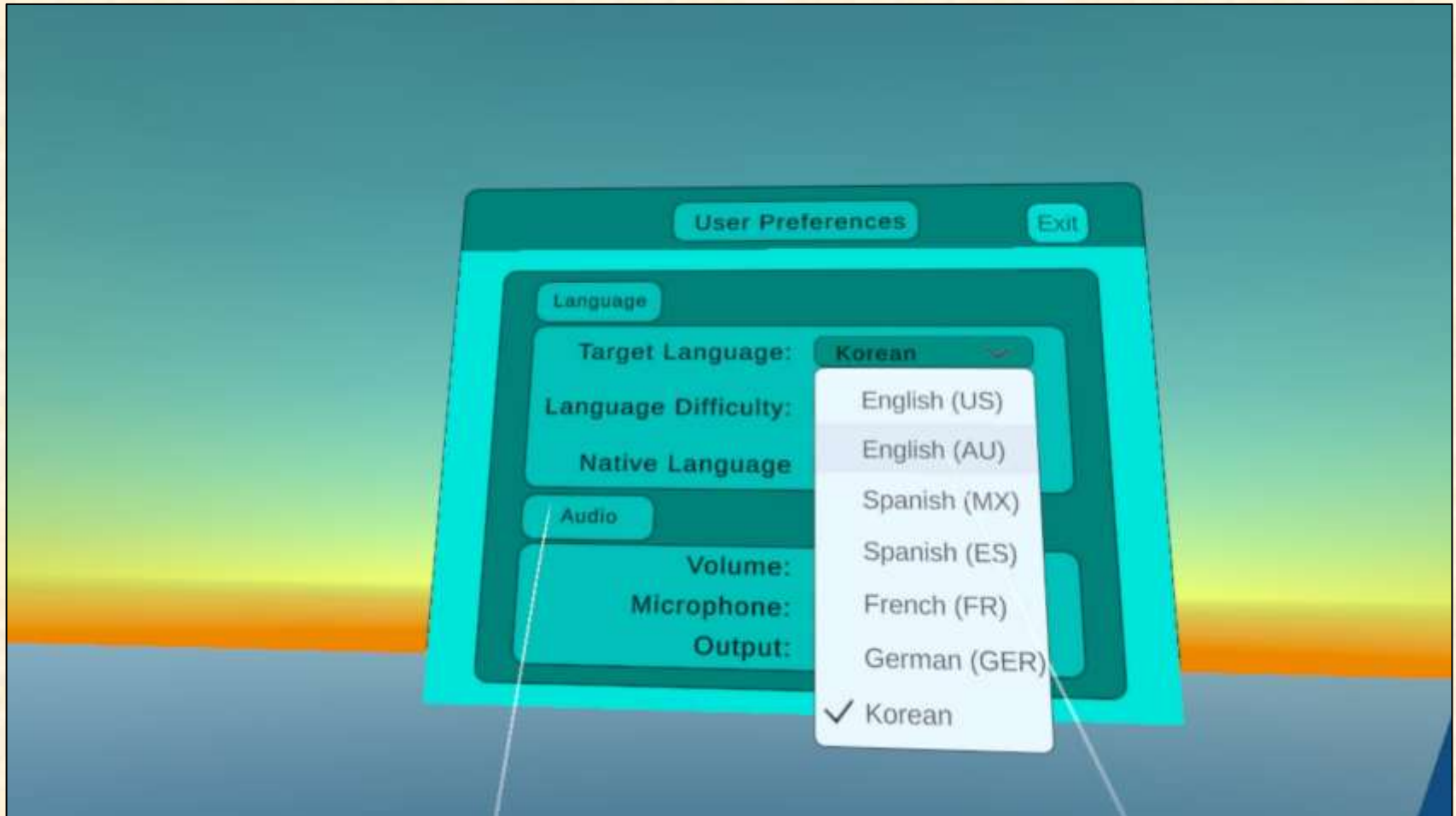
- Gap between learning and applying a language
- Immersive VR language tutor
 - Scalable across skill levels
 - Conversations with AI-driven NPCs
 - Object identification
 - Sign reading
 - Pronunciation feedback



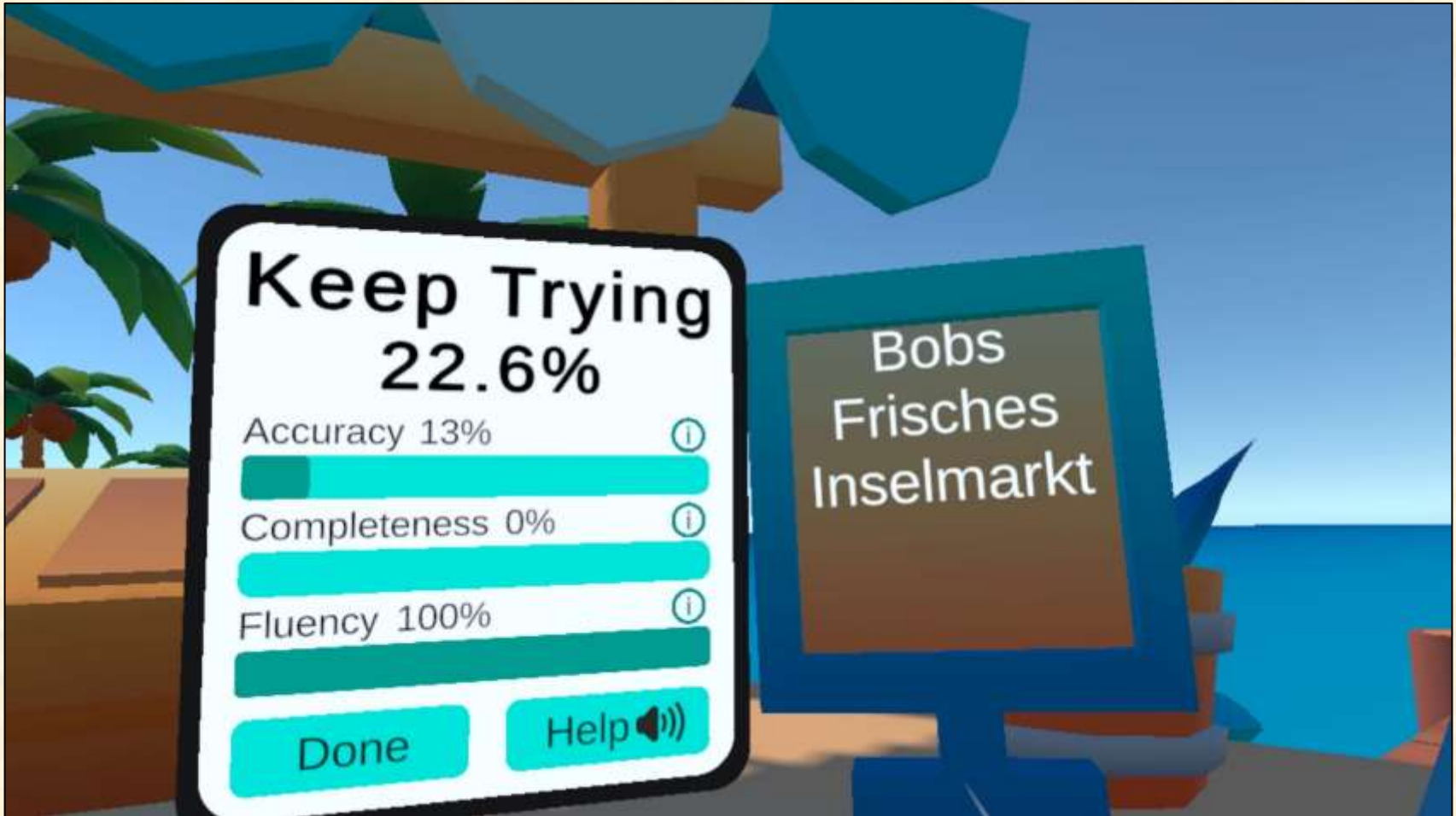
System Architecture



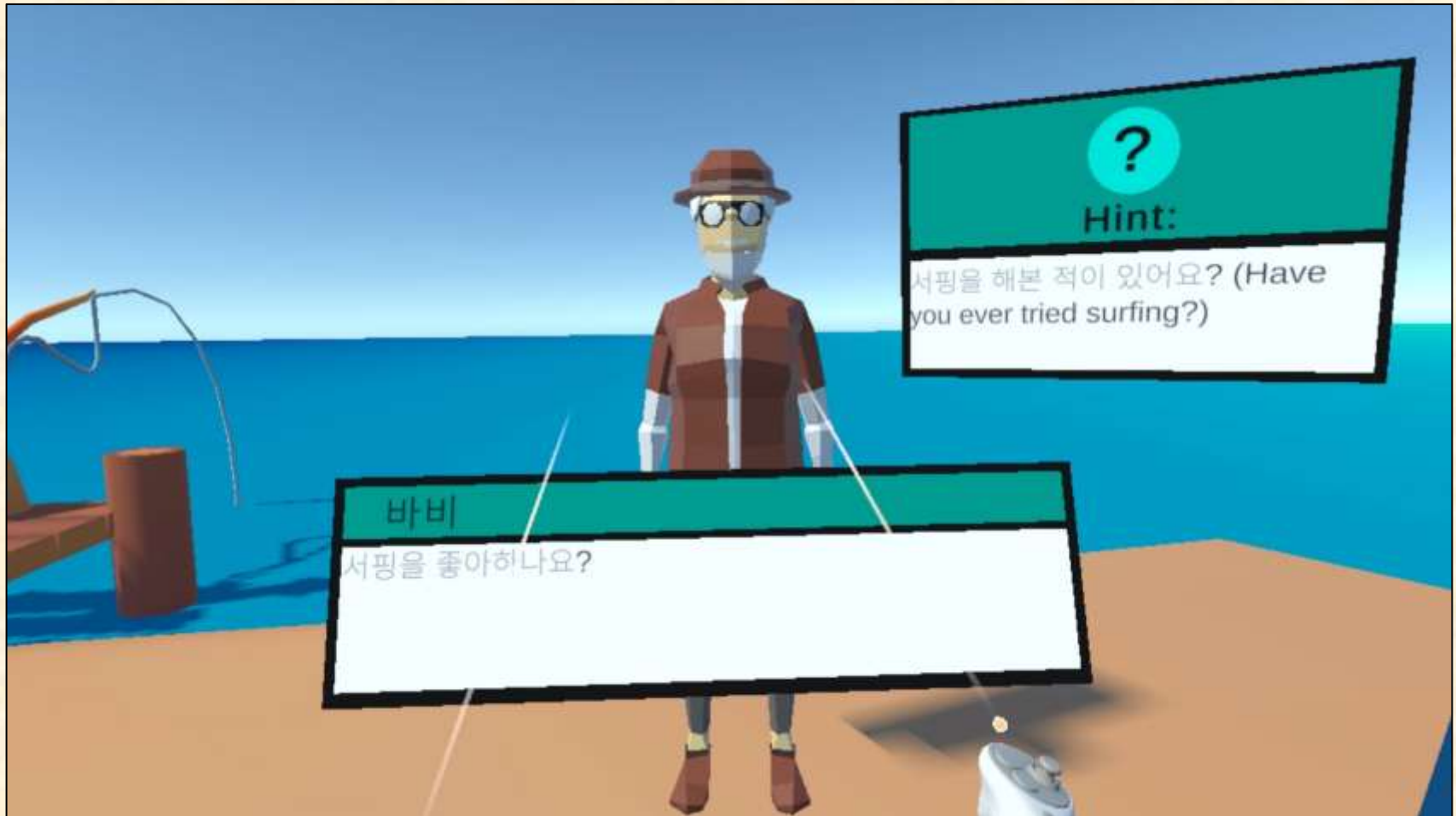
User Preferences



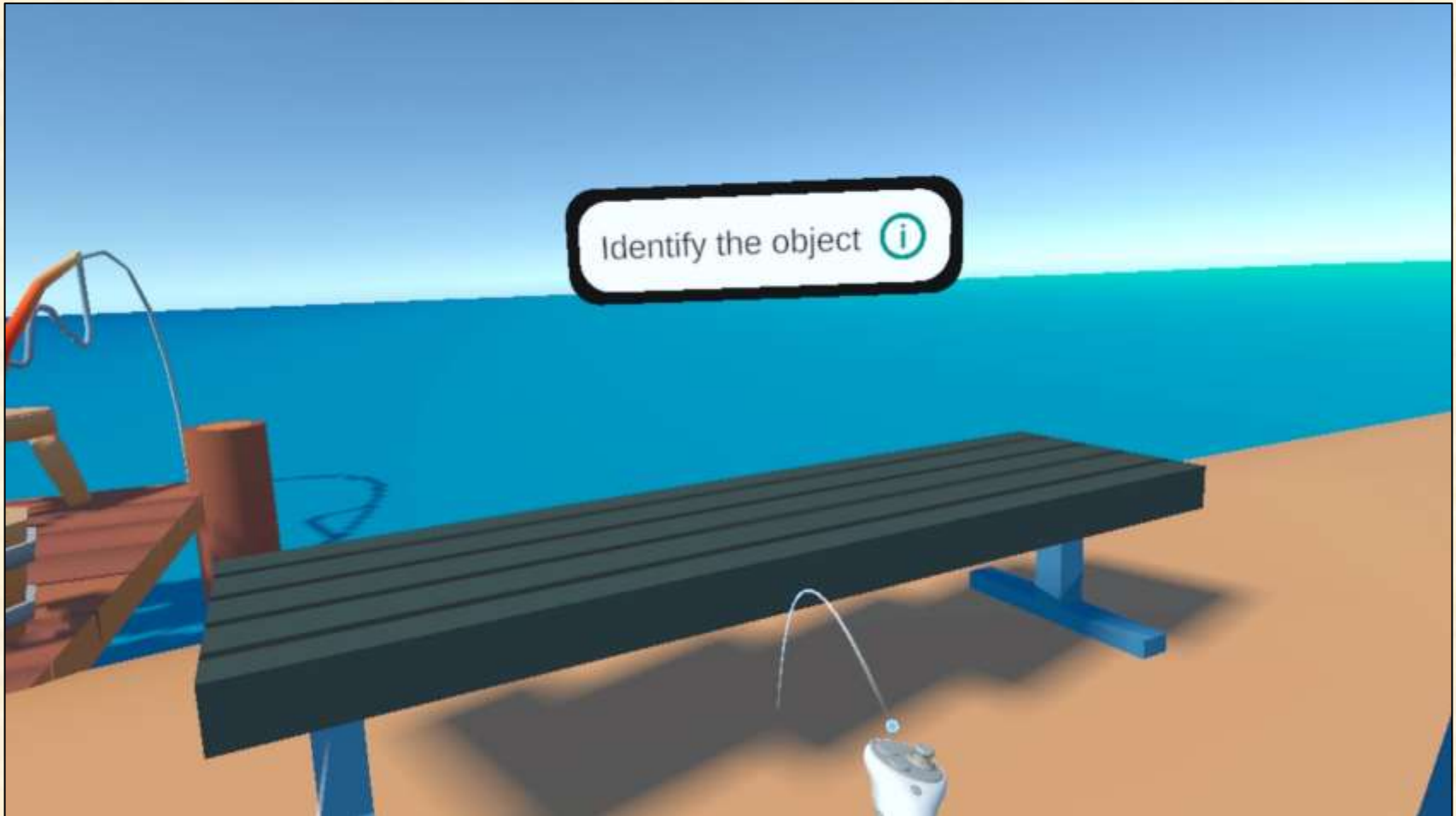
Sign Interaction



NPC Interaction



Object Interaction



What's left to do?

- Deploy back end on AWS
- Refine AI responses
- Expand scoring system
- Add verb-based object interactions
- Improve detail for scenes



Questions?

?

?

?

?

?

?

?

?

?

