



AI-Enabled AR/VR Based Learning Platform

¹Mayuresh Kadav, ²Sourabh Singh, ³Atharva Saigaonkar, ⁴Sahil Avhad, ⁵Sharayu Patil

¹ Student, ² Student, ³ Student, ⁴ Student, ⁵ Guide

Department Of Computer Engineering,
VIMEET, Khalapur, India.

Abstract : The key challenge in the ever-growing sector of digital education is how to impart complex scientific knowledge in a clear and interactive manner. This project aims to demonstrate MentroXR, a smart learning system with AI technology, which applies aspects of virtual and augmented reality to create a fascinating and dynamic learning experience for students worldwide. The system enables students to interactively explore a subject by conducting a virtual experiment with artificial intelligence technology in association with 3-D images and virtual labs. It is being developed as a web Single Page Application with the use of modern frameworks to provide the highest performance, accessibility, and cross-device compatibility. The solution proposed is going to enhance conceptual understanding, improve student engagement, and mark state-of-the-art next-generation approaches toward smart education through immersive technologies. Additionally, the platform has integrated an AI-powered voice assistant to give real-time doubt resolution and contextual learning support during AR/VR interactions.

IndexTerms - Artificial Intelligence, AR/VR, Smart Learning, Immersive Education, E-Learning.

I. INTRODUCTION

The traditional educational system of the 21st century is laying a tremendous stress on acquiring a new skill set as well as knowledge. At the same time, it is becoming extremely difficult for students in their eleventh and twelfth grades to relate to traditional educational concepts in a proper manner, such as rote learning as well as passive learning. Firstly, in order to understand this problem in an efficient manner, it is important to acquire a basic understanding of what is called the "Cognitive Load Theory." Once this has been achieved, it is then possible to determine why it is that a student cannot grasp a concept such as organic chemistry or cell biology, or even quantum physics. MentroXR AR/VR Education Platform addresses this concern through its incorporation of immersive technologies, which create immersive and interactive learning experiences. Learners get to carry out virtual experiments and actively engage themselves in virtual situations within subjects of learning. MentroXR converts the learning experience into "an exploratory" one, which results in greater knowledge and preparedness for further and more technical aspects of learning.

II. PROBLEM STATEMENT

Traditional education methods, including modern 2D e-learning, lack the engagement, interactivity, and practical application necessary to effectively teach complex, abstract concepts to 11th and 12th-grade students. Students struggle with subjects that require strong spatial and conceptual visualization skills, leading to surface-level understanding, decreased academic performance, and a diminished interest in critical STEM fields. This inefficiency creates a significant barrier to preparing students for the demands of higher education and the modern workforce. MentroXR AR/VR Education Platform addresses this concern through its incorporation of immersive technologies, which create immersive and interactive learning experiences. Learners get to carry out virtual experiments and actively engage themselves in virtual situations within subjects of learning. MentroXR converts the learning experience into "an exploratory" one, which results in greater knowledge and preparedness for further and more technical aspects of learning.

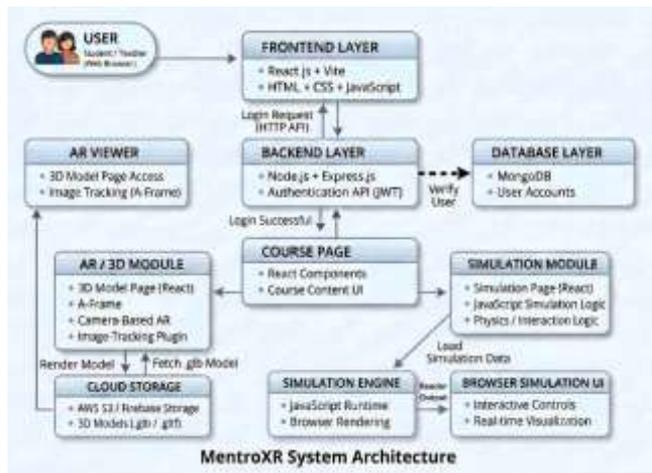
III. PROPOSED METHODOLOGY

MentroXR AR/VR Education Platform assists in resolving this challenge through the application of immersive technologies. Immersive technologies, like AR/VR, are effective in offering interactive and immersive learning activities. It is through immersive learning that students can carry out virtual experiments, interact with 3D models, and get hands-on experience while dealing with complicated subject matter of learning. The application of immersive learning converts learning into an 'exploratory' experience, thereby generating more understanding, retention, and preparedness of learners. Our first step is content and module development. Here, we have to understand the ideas presented in the subject matter of learning that require 3D visualization and immersive learning. We have to analyze each idea to decide the best AR/VR presentation, whether virtual labs, lessons, 3D models of structures like cells, etc. With the aid of the use of interactive module development, we are able to create modules where the students are able to interact with variables, explore the different components, and also receive feedback. This can be achieved through the refinement or deletion of modules that are less significant or redundant to mainly focus on the core learning issues. Input and target modules are required to be created.

Integration of these modules into a web-based platform is a necessity, and it is important that such a platform provides smooth navigation, user authentication, and device compatibility with varied devices such as computers, tablets, mobiles, and even virtual reality headsets. The testing and validation will be carried out through alpha testing among students and teachers, along with beta testing at institutional levels.

To ensure that it is cost-effective and accessible, it also offers a light version of Virtual Reality using inexpensive cardboard virtual reality headsets, allowing students to access virtual reality learning modules through their normal smartphones.

IV. ARCHITECTURE DIAGRAM



V. IMPLEMENTATION

- Hardware Requirements:**
 - Processor: Intel Core i5 or equivalent
 - RAM: 8 GB or more
 - Storage: 256 GB SSD or higher
 - Graphics: Integrated graphics or discrete GPU for graphics-intensive projects and smartphone-based cardboard VR support:
 - Windows and Linux (depending on developer preferences and project requirements)
- Development Tools:**
 - Integrated Development Environment (IDE) such as Visual Studio Code
 - Node.js runtime environment for development and build processes
 - Package manager such as npm or yarn
- Programming Languages & Frameworks:**
 - JavaScript (ES6+) for frontend development
 - React.js for building user interfaces
 - Vite as a fast build and development tool
- Web Technologies:**
 - HTML5 for webpage structure
 - CSS3 for styling and responsive layouts
 - WebGL and WebXR for immersive AR/VR rendering
- AR/VR and 3D Development Tools:**
 - Web-based 3D viewers for interactive models
 - 3D model formats such as glTF and OBJ
 - Blender or similar tools for 3D model creation and optimization
- Libraries and Utilities:**
 - React Router for client-side navigation
 - Recharts for data visualization
 - Axios or Fetch API for server communication

- Testing and Debugging Tools:**
 - Browser Developer Tools for debugging and performance analysis
 - Lighthouse for performance and accessibility testing
 - Jest for unit testing React components
- Deployment and Hosting Environment:**
 - Cloud hosting platforms such as AWS, Vercel, or Netlify
 - CDN for fast delivery of multimedia and 3D assets
 - Secure HTTPS deployment
- Networking Requirements:**
 - Stable broadband internet connection
 - Minimum 10 Mbps bandwidth for smooth AR/VR content streaming
- Version Control and Collaboration:**
 - Git for source code management
 - GitHub for team collaboration and version tracking
- Security and Authentication Tools:**
 - JWT-based authentication system (future implementation)
 - Secure API communication using HTTPS
 - User data encryption and role-based access control

VI. RESULT

The development of the MentorXR application has been achieved successfully as a web-based smart learning system using React and Vite for building an application in AR/VR. The application is fast, interactive, and friendly for users across different devices. All 3D models and virtual lab sections were working smoothly and enabled interactive learning through the browser itself.

Tests involving 11th and 12th graders increased engagement and effectiveness in understanding complex scientific concepts when compared to traditional learning techniques. The platform showed positive results in terms of stability, load speed, and the visualization of abstract ideas. Overall, the results confirm that MentorXR is indeed an effective and scalable immersive digital education solution.



Fig. Main Screen



Fig. Course Screen*Fig. AR Model Screens*

VII. CONCLUSION

The MentoXR project successfully demonstrates how AR/VR technology can enhance digital education by making learning more interactive and engaging. The platform provides immersive 3D visualization and virtual labs that help students understand complex concepts more effectively. Its web-based design ensures easy access across multiple devices, making it a scalable and future-ready smart learning solution.

VIII. FUTURE SCOPE

The MentoXR platform has strong potential for future enhancement and expansion. Full integration of WebXR will enable complete virtual reality experiences directly through web browsers. An AI-powered personalization and voice-based assistant can be implemented to create adaptive learning paths and provide real-time doubt resolution based on student performance. Advanced analytics dashboards can be developed for students, parents, and educators to track progress and learning outcomes. The platform can also be expanded with multi-language support and additional

subjects to make it a comprehensive global smart learning solution.

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