VRComm: An Immersive VR-AI Solution To Teaching Research Writing
Allison Arnold, Nadya Konadu, Ayman-Yereem Kone, April Tan, M.S., Michael Dorneich, Ph.D.

Introduction
- Novice students struggle in research writing due to requiring skills beyond traditional instruction
- Community immersion improves research writing through authentic interactions, deepening understanding of conventions

Research Methodology

Objective:
- Gain insights into realistic NPC behavior and dialogue for academic conferences
- Create "satisfactory" and "unsatisfactory" posters and presentations for evaluation and learning

Methods:
- Semi-structured interview with 10 graduate students ("novices") and 10 professors ("experts")
- Questions asked: conference benefits, valued poster sections, design challenges, presentation preparation

Results:
Top Aspects in Posters and Presentations

Conclusion
- Uncovered academic conference dynamics between skill levels and quality poster and presentation criteria
- Learned how to replicate a real-world context for educational VR
- Discovered ideal VR interface for representing verbal interactions

Goal
Research aims to enhance novice writers' skills using a VR simulated poster session with AI avatars and interactive presenters.

Objective:
- Determine the optimal visual text style used when interacting with NPCs

Methods:
- Tested conditions in sample environment where participants (n=8) engaged in two conversations with an AI NPC: one with subtitles and one with chat bubbles

Results:
Chat Bubbles Preferred 7 to 1

Future Work:
- Further development, comparison testing, learning tool for classrooms