



IMMERSE

Immerse is a virtual reality platform that

- can be accessed via a virtual reality headset and desktop computer
- immerses adult language learners into 40+ authentic environments that mirror real-life locations
- engages learners by building, fostering and sustaining contextualized language practice through 4 key pillars: learn, connect, practice, play
- allows learners to track progress through the Learning Journey

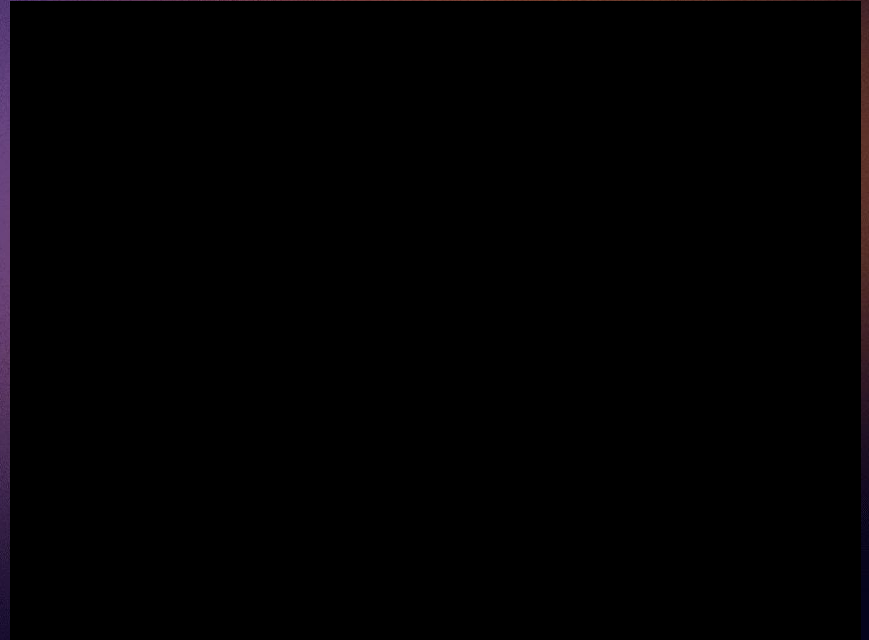


LEARN

Instructor-Led Classes

Live, small-group classes

- 40 minutes **instructor-led** + 10 minutes peer-led.
- Classes focus on a **communicative task** and include activities like role-plays.
- Register ahead or jump in at start.



CONNECT

Conversation Groups



- Live conversation practice
- Safe and engaging space to build linguistic confidence.
 - Authentic, spontaneous conversations set around a theme.
 - Drop in/Drop out.

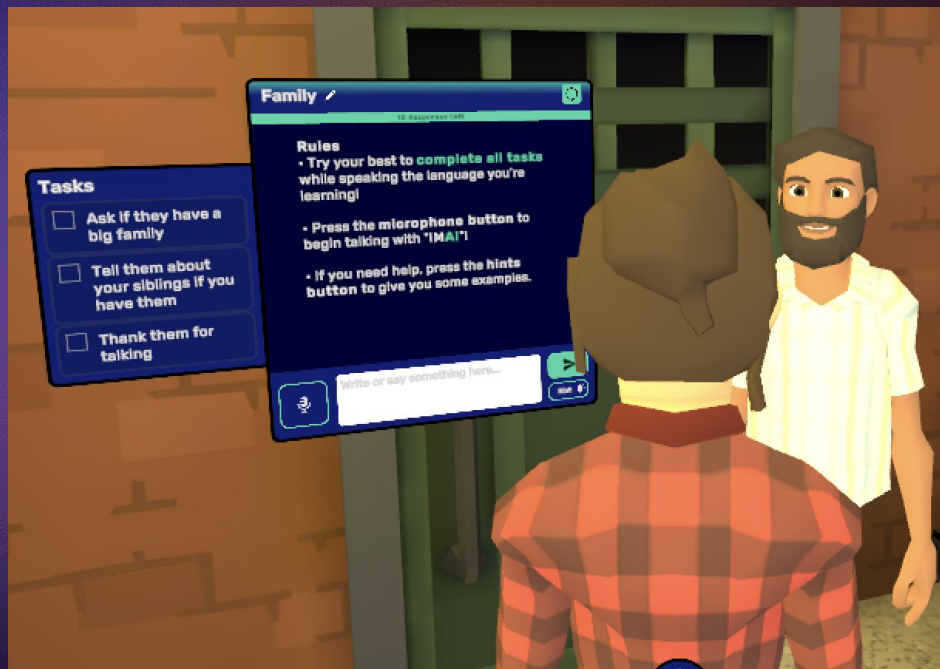
PRACTICE

AI-Powered Roleplays

Interactive and tailored practices

- AI-powered avatars to **build communicative skills** and serve as **self-assessment**.
- Practice scenes can be accessed 24/7.
- Learners can practice on their own or with others.

Can be done through typing or audio.



PLAY

Learning Games

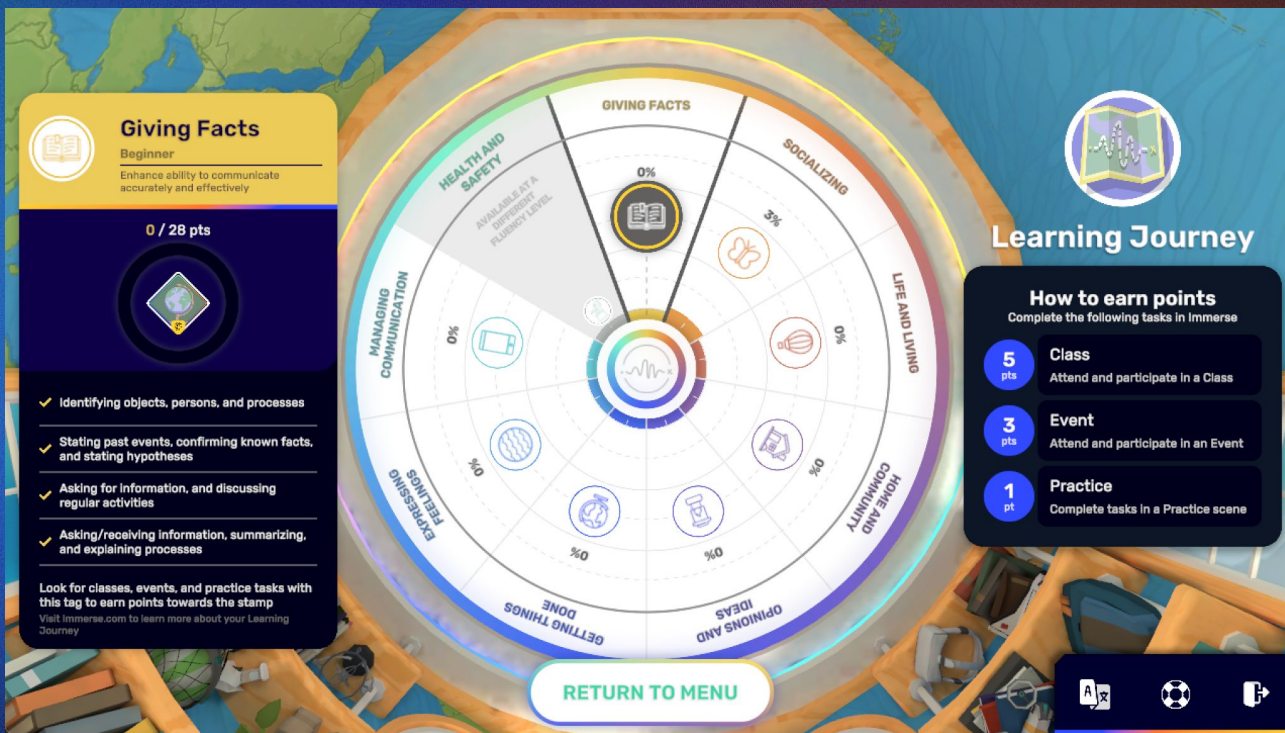
Fun interactive learning games

- Public space to meet other learners while **building vocabulary**.
- Available 24/7.
- AI-powered games ensure variety.



LEARNING JOURNEY

Check progress, earn stamps, and track points



The Learning Journey interface features a central progress wheel with 12 segments: GIVING FACTS (0%), SOCIALIZING (3%), LIFE AND LIVING (0%), HOME AND COMMUNITY (0%), OPINIONS AND IDEAS (0%), GETTING THINGS DONE (0%), EXPRESSING FEELINGS (0%), MANAGING COMMUNICATION (0%), HEALTHY AND SAFE (0%), and two unlabeled segments (0%). A central hub shows a heart rate icon. A text box indicates 'AVAILABLE AT A DIFFERENT PLAYLIST LEVEL'. To the left, a 'Giving Facts' task card shows '0 / 28 pts' and a list of activities. To the right, a 'How to earn points' box lists tasks: Class (5 pts), Event (3 pts), and Practice (1 pt).

Giving Facts

Beginner
Enhance ability to communicate accurately and effectively

0 / 28 pts

- Identifying objects, persons, and processes
- Stating past events, confirming known facts, and stating hypotheses
- Asking for information, and discussing regular activities
- Asking/receiving information, summarizing, and explaining processes

Look for classes, events, and practice tasks with this tag to earn points towards the stamp
Visit immerse.com to learn more about your Learning Journey

How to earn points

Complete the following tasks in Immerse

- 5 pts** Class
Attend and participate in a Class
- 3 pts** Event
Attend and participate in an Event
- 1 pt** Practice
Complete tasks in a Practice scene

RETURN TO MENU

Emily

Chris

Morgan

quinn

IMMERSE



Read our reviews



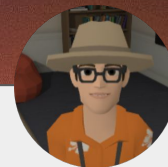
“ The whole experience created a memory to help learn the words. It was fun! The direct interaction with objects within an appropriate physical environment provides focus, allows me to create a mental picture/framework, then the actions and role plays provide the emotional response I need for better memory of the event ”

Adam B.



“ A little over a month ago, I relocated to Mexico. In just a few weeks of resuming my Immerse language program, I've successfully utilized my Spanish skills with [people in my neighborhood]. Immerse has not only boosted my confidence but has also helped me understand that making mistakes is an essential part of the learning process. ”

Tamara L.



“ Since I've been consistently learning through VR for a few weeks now my recall for verbs, objects, places, making food orders, describing things, their locations etc. has increased for me dramatically ... it's like the more I work within the VR environments the more the language becomes alive for me and not just something I read or hear. ”

Matt H.