

Building a virtual reality English learning book set for children.

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Abstract: In the context of today's education, developing new and effective teaching methods is extremely necessary. This topic focuses on building a set of English learning books based on augmented reality (AR) technology for children. The goal of the research is to create a curriculum system that enhances students' language abilities through interactive and engaging experiences. The approach includes analyzing the current situation, designing curriculum content based on a new learning model, and conducting experiments to evaluate effectiveness. The expected outcome is to create an innovative educational solution with wide applicability in schools.

Keywords: virtual reality education, children's English, educational technology, learning model, curriculum system