A NOVEL WAY TO LEARN GRAMMAR THROUGH VIRTUAL REALITY – GAMIFICATION

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Abstract
Grammar is the structural foundation of any language which has set of rules and procedures to be adhered in any correspondence of language. It is an essential for communicating lucidly in either spoken or written medium. In other words, Grammar owns a set of rules or guidelines that helps to arrange the words in the sentences cohesively to form a proper meaning and it stands tall to express oneself conveniently and without any errors. It is the building blocks of learning the second language. With zero inputs on grammar, people make devoid communication and it becomes a pitfall to their conversation. Being the second language learners, Indians dislike to learn the grammar as a theoretical and by-hearted version, with minimal or less inputs in real world conversation. Even the current corporate world, communication is provided as a part of entry level training under campus to corporate session. The main reasons of aversion for learning grammar are overwhelmed by the terminologies, lack confidence, prevalence of feelings of fear and shame and considered as the terror of the English language, and least practical inputs. The learnt norms of English language are used minimally or less in real life as ESL (English for Second Language Learners) students' social background communicates only in their Mother tongue. Students of 19th and 20th Centuries have a great affinity to use gadgets for entertainment alone. Recent innovations and technology updates, many educational activities are provided to the learners as a sugar coated bill through apps and games. Digital learning makes a holistic study for the learners to upskill the learning skill via self-directed learning, 24X7 availability, flexible choices, and tracking of achievements. Gamification stands iconic among the digital learning as it fun, familiar and targeted games aligned with learning. The best cited and known app is Duolingo, language learning app which offers 95 languages and 575 million users which have evident lovers of digital learners. The present study aims at eliciting ESL students to learn grammar in the virtual reality mode with fun-filled exercises, reward based targeted learning and efficacy to learn anduse the learnt lessons.

Keywords: Gamification, Virtual Reality, ESL.

Introduction
In the recent epoch of English language teaching and learning for the English Second Language Learners tend to accept that learning grammar when learning English language is not essential. The arguments and counter arguments persist on learning grammar as the backbone of learninga language. Grammar is the structural foundation of language which has set of rules and procedures to be adhered in any correspondence of language. Knowledge on Grammar is necessary for communicating lucidly in either written and spoken medium. Etymologically, Grammar is the "Art of Letters". The word comes via Anglo-Norman "Gramere". According to The Oxford Advanced Learner's Dictionary of Current English, Grammar is referred to as "study or science of, rules for, the words into sentences (syntax), and the forms of words (morphology)". In our perspective, the word grammar differs from person to person like book of rules for students, pile of formula for the teachers and rule book for examiners and

professionals. With zero inputs on grammar, people make devoid communication and it becomes a pitfall to their conversation.

Abhorrence for ESOL

The aversion to learn the grammar is on hike for the English to the Speakers of Other Languages (ESOL) as it is not their Mother Tongue. Students who are native speakers of English already know English grammar. Native speakers of English recognize the sounds of English words, the meanings of those words, and the different ways of putting words together to make meaningful sentences. On the other hand, Anglophobias have considerable aversion or abhorrence to learn the grammar as it is considered by them as a rule book which comprises of analytical term and cluster of jargons (1). The main reasons of aversion for learning grammar are overwhelmed by the terminologies, lack confidence, prevalence of feelings of fear and shame and considered as the terror of the English language, and least practical inputs. (2) The learner understands the grammar as it being taught, and finds it to implement and use in his daily conversation. Rules on the became vague and void to the users when it comes to day-in- day-out interaction and communication. It is a complete by-hearted and theoretical version. The pivotal take away is the connect between grammatical form and communicative function is null.

It is begin taught as an abstract subject and fail to provide learners with proper and communicative means. To cite an example, the most used and taught lesson of grammar, direct to indirect speech is given with an example and asked to replicate the same in the exercise.(6) This procedure will not provide any insights to the students and further usage in the right means. On the contrary, it has to be given with introduction, purpose, integrate the inductive and deductive methods of learning with contextualization.

Essential

Learning Grammar is essential and mandates to undress your thoughts, opinions and ideas to make it understandable and impeccable to the audience. The philosophy of teaching grammar of each teacher of English differs from what grammar concepts the teacher has knowledge of, the teacher's personal experience of a language as both a learner and a teacher of that language, and the teacher's own belief about the level of effectiveness of their language teaching (Burns, 2009) . According to Burns (2009), there are three main theoretical concepts of grammar that have affected the English teaching practice. (3) Firstly, conventional grammar is as a set of rules and learners need to identify as well as classify the words or phrases in a sentence into their part of speech. Secondly, formal grammar mentions language as a cognitive progression happening in the brain and human beings have tendency for it from birth. Thirdly, functional grammar is descriptive and this tells how people use a language to communicate effectively with each other on some daily basis activities. Even in the current corporate world, communication & Soft skills are provided as a part of entry level training under campus to corporate session.The learnt norms of English language are used minimally or less in real life as ESL (English for Second Language Learners) students' social background communicates only in their Mother tongue (4) & (5).

Methodology

The purpose of this study is to use gamification method, a gadget friendly mode to make students learn grammar through edutainment mode using Virtual Reality. **Digital learning** is way of learning which revamps the long-established learning means into digitally advanced method. It helps learners to recognize and interrupt the grammar topics easily and visually. Today's world is an amalgamation of be

everywhere and know everything via gadgets that enlivens several occasion on loop through pictures, videos and games. Moreover, bibliophiles moved from books to audible and e-books. It is ease to make 22nd century kids to learn the grammar using gadget friendly Virtual Reality games. Furthermore, a thorough discussion is conducted to implement this ideology into deployment.

Statistics in Digital learning
- In 2021, **75%** of schools were decided to educate their student digitally.
- Prior to this, **57%** of all students in US were equipped with digital learning tools.
- **45%** were elementary students, **64%** were middle school students, **63%** were high school students.
- **80%** of schools have purchased or are preparing to purchase technology for digital learning. (7)
- **80%** of companies and **50%** of institutional students have used the digital learning platform to modernize the learning (8)
- **Digital-learning takes 40% to 60% lesser time** for than conventional learning.
- Since 2020, **98%** of universities moved classes online.
- Digital Learning can help students to retain between **25%** and **60%** more information.

A Quick glance on VR
Virtual reality is an enhanced reality or augmented reality that incorporates images as real so neither virtual reality in its strictest sense. It is the cutting edge technology which is making a sweeping the silica industry and rules the world. Virtual reality today is done mostly without head mounted displays by using large projections screens or desktops. Gloves are worn in or later that are replaced with much simpler trackballs or joysticks. Conversely sensing gloves can be used in other tasks than or such as in telerobotic describing virtual reality in terms of devices it uses is also not an adequate definition. There are many loses of lives in or technology for example it was reported two youngsters in the United Kingdom continued to play Nintendo even though their house was in fire and also in the year of 2017 in Sweden a child fell on the glass table and experienced a great loss of blood and they could not save her life. Researchers are also taking the senses of smell and taste even though these senses are less used in VR. VR involves and works with the three I's they are interaction, imagination and immersion are fig 1.

Fig .1 – Three I's of VR
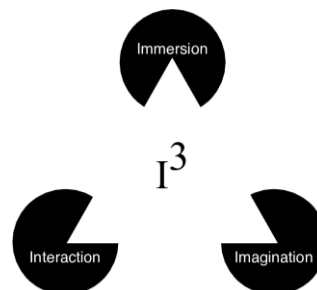
Imagination is depended to the human idea and creativity where it gives birth to the latest or of current world.

Applications of VR
Automotive Industry
Virtual reality helps the automobile industries run efficient. It helps the developers to understand easily about the machines and they can do want the need to do. The designers of the industry can make their designs more efficiently. (9)

Health Care
The system uses cognitive therapy and other behavioral principles such as deep relaxation, attention-shifting, interceptive awareness, and others, to aid in the reduction of chronic pain.

Architecture
VR is gradually changing the way that architects design and experiment with their work. Architects have been using 3D models for years but using immersive tools allows them to understand and explore the space at the deepest level possible.

Fig 2: Tenses & its structure
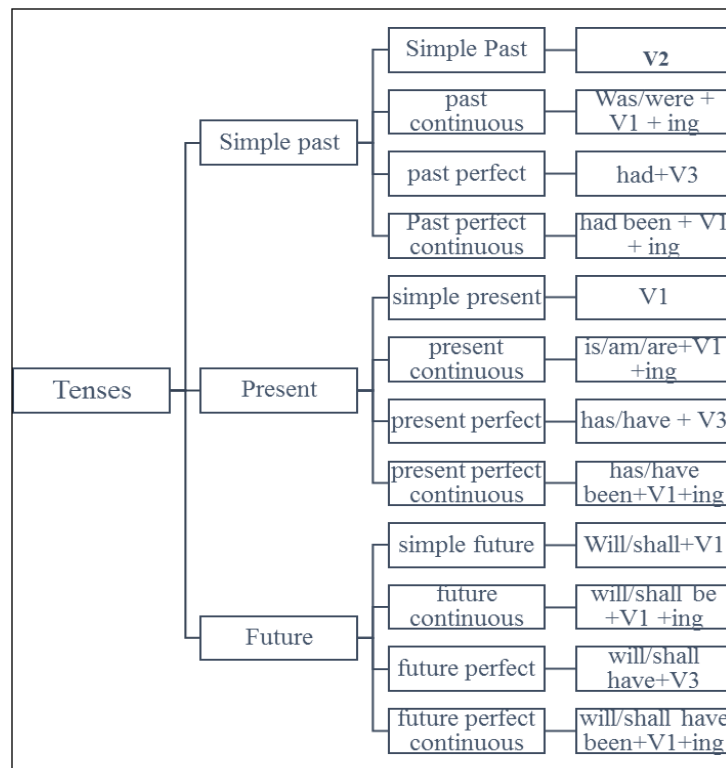
Gamification Learning through VR - The Idea
It is of a strong hope and trust that our idea will change at least a few people who struggles to learn grammar and who hates to learn the Grammar with fondness, interest and result in knowing it perform well. It will surely curb the fear on grammar, change the learner's mentality, yield sounding results and love to learn it. A user who uses the game will be given a programmed virtual reality projector after wearing that it visualizes a tutorial to learn the basics of the grammar. The tutorials are featured with a favourite cartoon or heroic character of the players wish. After finishing that players will be moved to the next level where the questions start to display at start. The complexity of the question varies

depending on player's first response. It will be based on Adaptability type. The commencement of test with music and movement gears them more in their selected island. The questions will be displayed like the questions will be displayed in the air and the player has to jump on the correct answer as visulised on the floor. User can choose the answers by jumping on it if the answer is correct the next questions will be shown consecutively. User will be moving to next stages suppose the user have chosen the wrong one they get another opportunity if they experience a three failures in a row they will be taken to the subway which reaches the underground where they can learn concepts which they made wrong after learning they will be back to the questions there 12 levels in the game if they completed all the levels then they will be mastered in grammar. A pile of interactive VR grammar games with lots of accolades, appreciations and rewards will be designed to make more liveliness and likeliness to learn the grammar topics without being pressurized and discarding the by-hearted version. Being anywhere at home, learners can utilize it meeting the all age group of learners to acclaim it.

Conclusion

Learner learns grammar with an ideal likeness to edutainment mode and gadget friendly tasks. This study strongly pauses the conventional methods of learning and elevating the learner's knowledge of grammar through pulsing the trends and using the technology at its best. The present study aims at eliciting ESL students to learn grammar in the virtual mode with fun-filled exercises, reward based targeted learning and efficacy to learn and use the learnt lessons. The assessment can be extracted through virtual pens, all these added features will make the learners to be profound self-paced and self-motivated learners.

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