

Virtual Reality in Language Classroom: Exploring Creative Writing Through Immersive Experiences

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Abstract:

This presentation discusses findings from an action research conducted at Sorbonne University Abu Dhabi, exploring how Virtual Reality (VR) can enhance language learning. Focusing specifically on A2-level students studying French as a Foreign Language (FFL), this project aims to foster creative writing and narrative skills through immersive virtual experiences.

Designed to inspire imagination and boost linguistic creativity, the VR workshop immerses learners in realistic, scenario-driven virtual environments. These immersive settings provide rich opportunities for authentic language use, encouraging students to express emotions and craft original stories in French. Interaction within these dynamic environments strengthens writing skills, such as creating detailed descriptions, writing dialogues and structuring narratives. Concrete examples of specific tasks and exercises implemented during classes will also be presented, illustrating practical applications of this pedagogical approach. Additionally, the presentation highlights project outcomes based on qualitative data gathered from participant feedback. These findings offer a deeper understanding of how immersive technology can enhance language acquisition and provide practical recommendations and strategies for educators interested in integrating Virtual Reality into their teaching practices.