



Review

Natural Language Processing Influence on Digital Socialization and Linguistic Interactions in the Integration of the Metaverse in Regular Social Life

Rashadul Islam Sumon , Shah Muhammad Imtiyaj Uddin , Salma Akter, Md Ariful Islam Mozumder , Muhammad Omair Khan and Hee-Cheol Kim *

Institute of Digital Anti-Aging Healthcare, Inje University, Gimhae 50834, Republic of Korea; sumon39.cst@gmail.com (R.I.S.); imtiyaj.dream@gmail.com (S.M.I.U.); salmao5.eu@gmail.com (S.A.); arifulislamro@gmail.com (M.A.I.M.); mumairkhan690@gmail.com (M.O.K.)

* Correspondence: heeki@inje.ac.kr; Tel.: +82-0189576269

Abstract: The Metaverse and Natural Language Processing (NLP) technologies have combined to fundamentally change the nature of digital sociability. Our understanding of social interaction needs to be reevaluated as the Metaverse's influence spreads into more areas of daily life, such as AI-driven gaming, interactive training companions, museum exhibits, personalized fitness coaching, virtual mental health assistance, language translation services, virtual tour guiding, and virtual conferencing. This study analyzes how NLP is changing social relationships in these Metaverse applications. We examine how NLP algorithms influence societal norms, individual behaviors, interpersonal connections, and improve the user experience using a multi-method approach incorporating user surveys and sentiment analysis. Our study's findings show how NLP can enhance interactive experiences while also pointing out related issues like potential bias and moral problems. Our study provides a foundational analysis, shedding light on the challenges of negotiating a social environment in the Metaverse that is molded by cutting-edge NLP. It offers stakeholders in academia and public policy essential assistance that helps them understand and manage the complex ramifications of this changing socio-technological paradigm.

Keywords: natural language processing; social media; digital revolution; virtual environments; digital sociability

1. Introduction

The idea of the Metaverse has become a focal point in talks about the future of interpersonal communication as we stand on the threshold of a new era in digital technology [1,2]. The Metaverse, a virtual cosmos filled with interconnected worlds and experiences, provides countless chances for interaction, employment, and recreation [3]. However, as ground-breaking as the idea is, the supporting technologies make the Metaverse come to life. NLP is one of these and has become a significant enabler, adding complexity, personalization, and realism to our virtual interactions [4]. The foundation for many applications in the Metaverse is NLP, a branch of artificial intelligence (AI) that focuses on understanding and producing human language [5]. This paper explores the multifaceted role NLP plays in virtual experiences, focusing on areas like NLP-enhanced AI gaming, NLP-driven interactive training, NLP-fueled museum exhibitions, NLP-based personalized fitness coaching, NLP-enabled virtual mental health assistance [6], NLP-powered language translation services [7], NLP-integrated virtual tour guides, and NLP-advanced virtual conferences.

NLP's integration into the Metaverse ignites an interdisciplinary conversation that includes sociologists, psychologists, ethicists, legislators, and computer scientists [8]. In an



Citation: Sumon, R.I.; Uddin, S.M.I.; Akter, S.; Mozumder, M.A.I.; Khan, M.O.; Kim, H.-C. Natural Language Processing Influence on Digital Socialization and Linguistic Interactions in the Integration of the Metaverse in Regular Social Life. Electronics 2024, 13, 1331. https:// doi.org/10.3390/electronics13071331

Academic Editor: Arkaitz Zubiaga

Received: 27 February 2024 Revised: 26 March 2024 Accepted: 28 March 2024 Published: 2 April 2024



Copyright: © 2024 by the authors. Licensee MDPI, Basel, Switzerland. This article is an open access article distributed under the terms and conditions of the Creative Commons Attribution (CC BY) license (https://creativecommons.org/licenses/by/4.0/).

increasingly algorithmic society, fundamental concerns about data ethics, digital space governance, and the preservation of human dignity are rising to the fore. In addition, concerns like free speech, content control, and algorithmic bias are becoming important because of NLP programs' ability to comprehend and produce human language. NLP algorithms in the gaming industry enable AI characters to understand and react to human language, enhancing gameplay experiences [9]. NLP-equipped interactive companions for training and education provide individualized instruction and quick feedback, enhancing the effectiveness and interest of distance learning. Museums are also increasingly implementing NLP to offer virtual, narrated educational and multilingual tours [8]. NLP algorithms power virtual coaches and mental health platforms to deliver customized routines and emotional support based on textual and linguistic clues, revolutionizing the health and fitness industries [10]. Furthermore, NLP algorithms that dynamically translate text or speech in real-time within the Metaverse have eliminated language translation as a barrier to intercultural contact.

The integration of NLP within the Metaverse presents a multifaceted challenge, as advancements in technology give rise to ethical and social complexities. These challenges range from apprehensions regarding data privacy to the potential exacerbation of societal biases. Furthermore, it is imperative to investigate how NLP algorithms may impact social dynamics, cultural norms, and individual actions in these virtual spaces as they become more prevalent [11]. This study intends to explore NLP's transformative influence and ethical implications in the Metaverse through a thorough analysis incorporating empirical data, case studies, and expert interviews [12–14].

This inclusive viewpoint also encompasses the environment, emphasizing the growing role that digital networks play in language mediation. The dynamic relationship between location and space in language acquisition is examined in light of developing technological capabilities and theoretical models such as socio-materialism and 4E cognition [15]. This creative method uses the power of NLP technologies, such as text-to-speech synthesis, speech-to-text translation, and advanced language-to-language translation, to establish an inclusive and fluid communication environment. In this dynamic environment, participants originating from diverse linguistic backgrounds and geographical locations can engage in real-time conversations using their native languages [16–18]. When a participant talks, the text in their native tongue is first translated into another language and then processed via a server to create the text in the target language. This material is then converted back into speech in the listener's language. This complex procedure guarantees that every participant may communicate in their native tongue, promoting a genuinely international and barrier-free exchange of ideas [19]. Nonverbal language processing (NvLP) is used in Metaverse conferences to improve communication and the inclusiveness and diversity of these online events [20]. Using body language, facial expressions, and gestures to successfully convey meaning instead of words is known as nonverbal language processing. Accurately assessing feelings, intentions, and attitudes depends on recognizing subtle signs. Proficiency in nonverbal communication fosters meaningful relationships and makes complex understanding easier in social situations.

We aim to provide a comprehensive analysis of the profound impact of NLP technologies on the social structure within our progressively digitized society, particularly through the utilization of Metaverse technology. We seek to investigate the implications of NLP's integration with the Metaverse on practical implementations and to assess the enhancements these technologies bring to virtual user interactions and experiences. An investigation is undertaken into the transformative effects of integrating NLP and the Metaverse into everyday life. This inquiry delves into the profound alterations witnessed in social interactions, educational paradigms, entertainment mediums, and modern workplace dynamics [21], recognizing the difficulties and technical developments associated with incorporating NLP into Metaverse platforms. Lastly, the integration's ethical, cultural, and societal ramifications will be evaluated by examining how it affects language relationships and digital socializing in an increasingly interconnected world [22].

Electronics **2024**, 13, 1331 3 of 25

This paper has elucidated several significant contributions that shed light on the intricate interplay between NLP and the Metaverse, delineating its extensive implications across virtual and physical domains. In Section 2, we discuss related work. In "Exploring the impact of NLP collaboration with the Metaverse on real-life applications", we look at how this synergy improves accessibility and user experiences in a variety of real-world applications, and we propose a personalized fitness coach and virtual mental health assistant with the integration of Metaverse and NLP as state-of-the-art in Section 3. In Section 4, we delve into "Revolutionizing Daily Life: The Multifaceted Impact of NLP and Metaverse Collaboration," outlining how this combination changes entertainment, education, and daily social interactions. Afterward, we tackle the crucial topic of "Breaking Language Barriers," demonstrating how NLP integration in the Metaverse promotes multilingual communication and, as a result, a more open and friendly international community in Section 5. By taking a holistic approach, we hope to capture the scope and profundity of NLP's contribution to improving the Metaverse experience and pave the way for future developments and applications to be discussed. In Section 6, we describe the discussion and conclusion. Figure 1 illustrates the overview of the NLP and Metaverse integration to transform real-world situations. In conclusion, this paper has an ambitious yet timely scope. Understanding how technologies like NLP shape our shared virtual experiences is crucial as we move closer to a day where the lines between the physical and digital worlds are less distinct. Through a multidisciplinary approach, we hope to add to the knowledge needed for the ethical and creative growth of the Metaverse. This field has the potential to fundamentally alter the human experience we are only now beginning to comprehend.

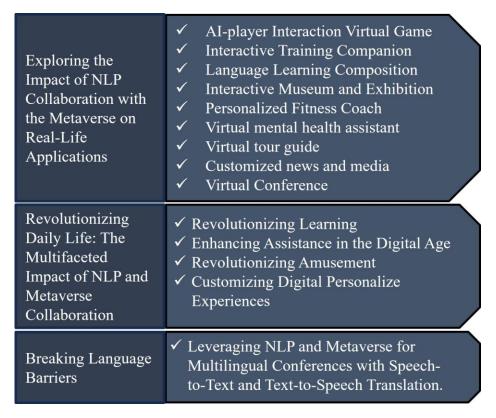


Figure 1. An overview of NLP and Metaverse integration to transform real-world situations.

2. Related Work

NLP and its influence on digital sociability have garnered increasing attention recently, especially when considering the Metaverse [23–25]. Numerous research works have investigated the possible advantages of NLP-enabled virtual interactions, emphasizing how these interactions might improve user engagement, personalize experiences, and let people com-

Electronics **2024**, 13, 1331 4 of 25

municate across language and cultural boundaries, improving the interaction with users by permitting AI characters to have natural conversations with users [26], offering tailored feedback [27], and adjusting to individual preferences [28]. AI companions in AI-driven games can have meaningful interactions with players, providing them with emotional support, direction, and connection [29]. Customizing virtual experiences with NLP is essential for adjusting virtual experiences to users' unique requirements and preferences [30]. Through the examination of user behavior and preferences, NLP algorithms can make recommendations for pertinent information [31], modify interactions [27], and customize settings, all of which contribute to a more seamless and delightful user experience [26]. For instance, NLP helps virtual trainers in personalized fitness coaching to evaluate users' goals [28], offer customized workout plans [29], and monitor users' progress over time [30].

Enhancing virtual meetings, conferences, and social interactions with real-time translation capabilities allows users to communicate across languages easily [27]. Large-scale user data repositories in the Metaverse present serious privacy and data security issues [25,26]. Continuous evaluation and improvement of NLP algorithms is necessary to build strong frameworks for bias detection and mitigation. The detection and correction of biases in NLP systems are facilitated using algorithmic auditing tools, diverse dataset curation, and ethical oversight committees [30]. Ensuring objectivity in NLP-powered interactions necessitates constant algorithmic assessment and recalibration. Promoting equitable experiences for all users within the Metaverse is the goal of implementing bias-reducing techniques, such as fairness-aware training and bias-correction mechanisms [30].

To guarantee moral leadership and responsible behavior in virtual environments, regulatory frameworks, industry standards, and ethical guidelines are essential [31]. Recognizing and allowing for individual preferences, social identities, and cultural quirks are critical to fostering inclusivity and diversity in the Metaverse. Inclusive digital environments are facilitated by embracing diversity in design, content, and user interactions [27]. In the Metaverse, ethical issues demand ongoing assessment, improvement, and modification. The initial step entails conducting a comprehensive review of research concerning the integration of NLP into Metaverse platforms and its subsequent implications for practical applications [32]. It is imperative to meticulously examine how NLP enhances the user experience within virtual environments, with particular emphasis on fostering heightened user engagement and interaction [33].

There is research investigating the applications of NLP with a specific focus on user interaction and engagement within virtual reality (VR) contexts [34,35]. NLP and the Metaverse address the transformation of social relationships, educational methodologies, entertainment modalities, and workplace environments [36,37]. In addition, there are scholarly investigations elucidating how immersive experiences facilitated by NLP-enhanced Metaverse platforms influence human behavior [38], as well as scholarly inquiries on speech recognition, synthesis, and real-time translation systems within multilingual environments [39,40]. Recent studies have found the advantages of these technologies for promoting international cooperation and communication, as well as any drawbacks [41,42]. An analysis of sociology and cognitive science research has been conducted that elucidates the intricacies of human interaction and perception within contexts enabled by NLP in the Metaverse [37].

The development of intricate AI models for generating and comprehending natural language and the challenges associated with integrating these models into real-time Metaverse platforms have been studied [43,44]. Some studies highlight the breaking of language barriers by examining how language use in the Metaverse varies depending on cultural context [45,46]. Utilizing the 3D virtual world of second life, they focus on the ability of learners to function in virtual environments. These apply creative approaches to second language learning and explore the possibilities of different pedagogical facets in creating simultaneous English and Spanish language courses for particular industries [47]. The creation of 'Learning verse', a 3D Metaverse platform, integrates immersive learning

Electronics **2024**, 13, 1331 5 of 25

features, lifelike avatars, robust social interactions, customizable tools, and accessible entry via standard computers [48].

3. Exploring the Impact of NLP Collaboration with the Metaverse on Real-Life Applications

NLP and the Metaverse work together to create innovative real-world applications that greatly improve user experience and engagement in various disciplines shown in Figure 2. NLP-enabled interactive training companions provide individualized and flexible learning experiences that adjust to each learner's unique needs and learning preferences. This can be especially beneficial for areas like skill acquisition and professional growth. NLP makes it possible to create composition tools that are more sophisticated and context-aware, giving language learners an immersive experience that closely resembles language use in everyday life [49]. The way that museums and galleries are organized has changed dramatically. NLP algorithms have created virtual, interactive displays that offer personalized learning experiences, increasing accessibility and engagement [50]. The fields of mental health support and personal fitness coaching have also evolved. NLP-powered virtual coaches and therapists provide customized guidance and support that aligns with clients' unique wellness and health objectives. NLP's ability to translate language more accurately and sensitively to context eliminates language obstacles in international communication [51].

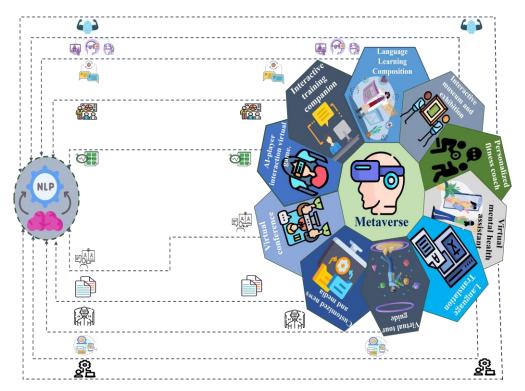


Figure 2. NLP's and Metaverse's impact on real life.

Additionally, NLP-enhanced virtual tour guides provide in-depth, customized investigations of novel locations, enhancing virtual travel's educational value and immersive quality. NLP has transformed the media and news landscapes by enabling the delivery of more personalized content that caters to individual interests and preferences and increases user engagement [51]. NLP-driven interfaces have made virtual conferences more interactive and captivating by enabling seamless networking and collaboration. AI–player game interactions are far more realistic and dynamic, providing players with a responsive and deeply engaging gaming environment. The combination of NLP and the Metaverse improves existing applications and opens the door for novel, customized, and interactive experiences in various industries [52]. This combination of NLP with the Metaverse is a paradigm shift in how humans interact with digital worlds, not just a technological

Electronics **2024**, 13, 1331 6 of 25

advancement. With NLP able to comprehend and react to complex human inquiries and learning patterns, interactive training companions previously benefited by individualized learning algorithms are taking a significant step forward [50]. This results in more effective and efficient education and skill development since training programs are no longer static and instead adapt to the student's needs, preferences, and problems. This integration raises the bar for immersion in language learning.

Envision engaging in a foreign language conversation with a virtual avatar, where NLP adjusts the dialogue to your proficiency level and learning style, correcting your grammar and pronunciation [53]. This responsive and context-aware engagement greatly speeds up language acquisition compared to conventional approaches. Metaverse assisted by NLP interactive museums and displays is revolutionizing how we view culture and history [54]. With the ability to recognize and react to visitors' preferences, these virtual spaces can now provide guided tours tailored right down to the story, guaranteeing a deeper, more interesting learning experience. When combined with virtual coaches and mental health aides, NLP offers personal wellness customization never seen before.

3.1. AI-Player Interaction Virtual Game

In the area of AI–player interaction in virtual games, NLP and the Metaverse are collaborating to usher in a new era of realism and engagement with gaming. NLP is the engine powering conversational, intelligent AI characters in this cutting-edge world that can communicate with players remarkably intuitively and naturally [55]. These characters inhabit the intricately complex landscapes of the Metaverse. They can comprehend and react to player inputs in real time, changing their behavior and responses according to the player's actions and the game's circumstances. Beyond pre-written conversations or responses, this degree of participation enables a dynamic and changing gaming experience that mimics real-life interactions [56]. Owing to NLP, AI characters can carry out intricate dialogue, comprehend subtleties, sense player emotions, and even form "personalities" that change as the game progresses. Because of their increased emotional investment in these characters, players can impact the game's conclusion and the story's path, making for a more immersive and captivating experience.

The Metaverse offers an immersive, three-dimensional setting for these exchanges, enhancing the realism and vividness of the gaming experience [55]. In addition to directing a character, players are immersed in a real-time narrative where their choices and interactions have real-world repercussions. Moreover, this partnership makes it possible to create more customized gaming experiences. AI characters can adjust to each player's unique playing methods, providing experiences and challenges specific to their abilities and preferences [57]. From new players to seasoned players, this customization increases the game's accessibility and enjoyment. Simply put, the combination of NLP and the Metaverse in games is changing how users engage with and perceive virtual environments. It is more than just playing a game, it is about entering a dynamic world where every interaction has a purpose, and every choice we make adds a special personal touch to the story. With this, interactive entertainment has advanced significantly, and the distinction between gaming and reality is blurred.

3.2. Interactive Training Companion

Interactive training companions represent a breakthrough learning and skill acquisition method in the creative fusion of NLP and the Metaverse. The powerful algorithms of NLP enable these digital mentors to redefine the conventional limits of schooling. They provide a highly customized learning environment, adjusting their approaches and reactions to each student's unique requirements, learning preferences, and rate of progress [58]. These partners offer an immersive learning environment that mimics real-life events set inside the vibrant and interactive realms of the Metaverse. This enhances both the engagement with and the practical application of knowledge. Natural and intuitive interactions are made possible by these companions' ability to comprehend and analyze sophisticated human

Electronics **2024**, 13, 1331 7 of 25

language owing to the application of NLP. This feature guarantees that students can ask questions and share their ideas in the same way as they would with a live teacher, with the added benefit of receiving immediate, personalized feedback [59]. These dynamic exchanges maintain the learning process' effectiveness and stimulation.

These interactive training partners can also change and adapt responsively based on how well the student is doing. They evaluate performance, pinpoint strengths, and shortcomings, and modify the training schedule as necessary. This degree of personalization is helpful for professional training and personal growth, and it is also advantageous for academic learning [60]. These partners, for instance, can imitate actual business situations in corporate settings, giving staff members useful practical experience in a risk-free atmosphere. They can provide guided, step-by-step instructions for complex activities in technical disciplines, changing as the user becomes more proficient. Ultimately, the development of interactive training companions by NLP and the Metaverse represents a major advancement in digital education [61]. It provides a highly responsive and engaging learning environment that is also easily scalable and accessible, opening access to high-quality training and education for a larger group of people. In an increasingly digital age, this innovative method has the potential to change the way we learn and grow as people completely.

3.3. Language Learning Composition

This NLP and Metaverse integration offer an immersive and interactive approach that significantly improves upon the conventional ways of language acquisition. With this creative fusion, NLP is the foundation for comprehending, interpreting, and reacting to human language, allowing students to have lifelike dialogues with AI-generated characters in the Metaverse [4]. These virtual environments offer learners a safe place to practice and refine their language abilities in richly contextualized contexts by simulating real-world scenarios. The learning process is sped up by the interactive nature of NLP, which provides instant feedback on use, grammar, and pronunciation. Additionally, this partnership supports a variety of learning styles by providing interactive aspects in the Metaverse that cater to auditory, kinesthetic, and visual learners [62]. Because students may instantly apply what they have learned in real-world situations, realistic simulations aid in solidifying vocabulary and language concepts. NLP's sophisticated algorithms ensure a customized learning experience by adjusting the difficulty level and information according to the learner's ability.

Furthermore, the Metaverse adds a social component to language study by enabling students to communicate with people worldwide [63]. This exposes students to various languages and cultural quirks and improves the learning process through practical application. Because NLP can direct talks, rectify errors, and even provide suggestions, its integration guarantees that these encounters are instructive and useful. This synergy in language learning composition between NLP and the Metaverse is a noteworthy advancement in educational technology [64]. It changes the passive, textbook-centric language learning method into an engaging, dynamic one. In addition to being more successful and entertaining, this approach gives language learners the skills and self-assurance they need to utilize the language in everyday contexts.

3.4. Interactive Museum and Exhibition

In the field of interactive museums and exhibitions, NLP and the Metaverse have collaborated to create a revolutionary new method for us to view art and history. Through this creative collaboration, a distinctive and captivating learning environment is created by fusing the broad and immersive settings of the Metaverse with the linguistic and contextual understanding of NLP [65]. Visitors can engage in dialogues with AI-driven guides that provide insights, narratives, and contextual information in real time, allowing them to interact with exhibits in ways that were previously unthinkable in physical locations [66]. These virtual tour guides can comprehend and react to tourists' inquiries owing to NLP,

providing customized information and a unique touring experience. Through this dynamic engagement, a typical museum visit is transformed into an active learning experience where visitors can engage with each exhibit to gain a deeper knowledge and appreciation of the artwork or relic. This experience is enhanced visually by the Metaverse, which lets users explore intricate replicas of historical locations, pieces of art, and relics in a 3D environment, overcoming geographical and accessibility constraints [67].

Additionally, the Metaverse and NLP create a multimodal experience that allows visitors to engage with and view the exhibitions; in certain cases, they can even change the virtual environment to better comprehend other historical eras or artistic movements. Several articles, shown in Table 1, prioritize metrics as elements to be assessed and do so with the knowledge that they are, in essence, criteria that influence the caliber of XR (Extended Reality) exhibitions, with a focus on the experience of the user. It takes a multidisciplinary approach to evaluate user experience in XR exhibitions, covering everything from usability and cognitive presence to innovation and creativity. The first part of the evaluation is the Innovation/Creative component, which looks at how original and creative the XR material is. Coherence and logical flow are examined in content/structure, while social functionality assesses the XR space's ability to foster social interaction and teamwork.

Table 1. The evaluation standards for XR settings in connection with art exhibitions (adapted from [65,68,69], with additional material).

Criteria for Evaluating XR Environments	CREAMS [70–72]	Ivancic et al. [73]	Kabassiand Maravelakis [74]	Sylaiou et al. [75,76]	Hammady et al. [77]	Carrozzino and Bergamasco [78]	UEQ [79]	Sutcliffe and Deol Kaur [80]	Shyam Sundar et al. [81]
Innovation/creative	x						х		
Content/Structure	X	X							
Social functionality	X			X					
Enjoyment	X				x	X	X		
Learnability/usefulness			X		x				
Sense of presence/immersion	x	x	X	x		x			
User interface and metaphors—design			X		X				
Orientation/navigability	X		X	X				X	X
Imageability			X	X					
Interactivity	X			X		X			X
Cognitive presence	X								
Narration	X			X					
Usability	X	X	X		X		X	X	X

A crucial indicator that assesses the user's general happiness and involvement is enjoyment [75]. Learnability/usefulness evaluates the XR environment's usefulness and how easy it is to use for novices. The user's perception of being "inside" the virtual environment is gauged using the sense of presence/immersion test [68]. The efficiency of the user interface and metaphors in guiding user interactions are assessed. Orientation/navigability pertains to the ease with which users can navigate the XR environment. User interaction with XR content within the virtual museum and exhibition is evaluated through meticulous dynamics assessment [82]. Cognitive presence assesses the user's mental interaction and relationship with the information while evaluating a narrator's ability to deliver an engaging story or guide the user through an experience. Table 1, labeled as "x", presents the evaluation of environments by the XR, as conducted by the authors mentioned in the first row.

This degree of involvement is very helpful for teaching since it accommodates different learning styles and keeps students interested and motivated. In addition to democratizing access to culture and history, interactive museums, and exhibitions in the Metaverse enable people worldwide to explore and learn from institutions they might not be able to visit physically [83]. This accessibility from anywhere worldwide is a big step toward inclusive education and cross-cultural exchange. Essentially, new opportunities for discovery and education are created when NLP and the Metaverse are combined to create interactive museums and exhibitions. conIt changes the museum visit from a passive viewing experience

to an interactive educational journey, opening up art and history to a wider audience and improving accessibility, engagement, and understanding.

3.5. Personalized Fitness Coach

Personal fitness is being revolutionized by virtual physical health fitness assistants [84], which are a result of the Metaverse's and NLPs' creative cooperation. Figure 3 demonstrates that the NLP model first gathers and analyzes user inputs, including comments on prior exercises, goals, preferences, and the user's current fitness levels. The virtual assistant can effectively grasp and interpret the user's demands and progress owing to the processing of these user-provided data using sophisticated NLP techniques [85]. The virtual physical health fitness assistant then develops a customized exercise program based on this analysis to meet the user's particular fitness objectives and skills.

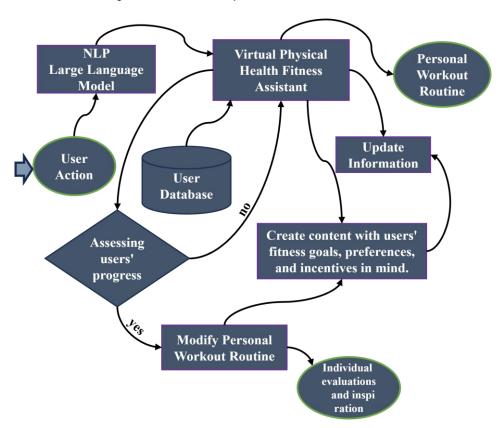


Figure 3. Flow diagram of virtual physical health fitness assistant.

This customized routine is dynamic and ever-changing according to the user's continued development and input. The virtual assistant continuously monitors the user's performance, taking advantage of the immersive Metaverse environment to precisely evaluate movements and advancements. The assistant keeps updating the present program to correspond with the user's increasing fitness level if they progress as planned. If not required to update the present fitness routine according to the present health condition, then the virtual physical health fitness assistant will suggest maintaining the previous routine.

Nevertheless, the NLP-driven assistant cleverly adjusts the routine to the user's demands and makes it more efficient if progress deviates from the predetermined targets. In addition, the virtual physical health fitness assistant offers direction and inspiration, emulating the help and inspiration of an actual coach [86]. Each user will benefit from a personalized, responsive strategy that guarantees an entertaining, effective, and flexible training experience that can be tailored to their fitness path. This revolution in digital fitness, occurring at the nexus of NLP and the Metaverse, is about more than just doing

exercises; it is about designing a comprehensive, personalized fitness program that meets each person's unique goals for health and well-being.

3.6. Virtual Mental Health Assistant

Virtual mental health assistants result from the creative partnership of NLP and the Metaverse, revolutionizing mental health care [87]. As shown in Figure 4, using sophisticated NLP techniques, these assistants start by gathering user input. Understanding and comprehending the user's language and verbal expressions is essential in determining their mental state. After gathering user input, the analysis module of the virtual psychological assistant explores the user database using deep learning techniques to extract sentiment and subtle emotions. This in-depth examination is essential to determine the user's psychological state correctly. The deep learning module is an integral component of this process, which deftly interprets the user's language and actions to extract nuanced indications. The system can recognize indicators of stress, anxiety, depression, or other mental health conditions by examining patterns and changes over time [88]. The virtual psychological assistant can then provide customized help because it can forecast the user's mental state based on this analysis.

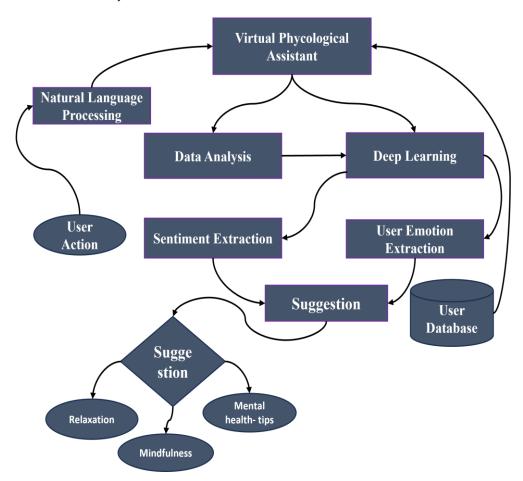


Figure 4. Flow diagram of virtual psychological assistant recommendation system.

The assistant then provides tailored advice based on this evaluation, including mindfulness exercises, relaxation methods, and general mental health advice. These recommendations are not general; they are made especially with the user's wants and mental condition in mind. Users can practice these skills in a peaceful and immersive virtual environment called the Metaverse, which adds another depth to the experience. These could be interactive exercises to lower stress and enhance mental health or guided meditation in a serene virtual environment. An important step forward in the provision of

easily available, individualized mental health help is this novel partnership between NLP and the Metaverse to create virtual mental health assistants. It provides efficient, prompt, and sensitive mental health care by fusing the power of language comprehension with immersive virtual experiences, meeting the complex demands of those needing assistance.

The integration of NLP with the Metaverse transforms the language translation domain by establishing a setting where linguistic obstacles can be effortlessly surmounted. This integration enables precise translation services in real time inside the immersive Metaverse environments, enabling unprecedented levels of cross-cultural engagement and conversation [89]. The core of this change is NLP algorithms, which can process and interpret several languages remarkably quickly and accurately. They ensure that translations are accurate and suitable for the target culture by understanding the words, context, idioms, and cultural quirks [90]. This sophisticated translation feature improves the Metaverse user experience by removing language barriers from interactions and collaborations between individuals with diverse linguistic backgrounds [91]. As a result, the Metaverse becomes a truly global platform with prospects for social, commercial, and educational growth. Speakers and attendees, for example, can communicate in their original tongues during a virtual conference, with NLP facilitating smooth communication.

Furthermore, this technology is essential in learning environments found in the Metaverse, where people can access materials and instruction in various languages according to their preferred language. NLP in language translation covers more than only spoken and written language. It incorporates real-time sign language translation, expanding the Metaverse's accessibility for those with hearing loss [92]. All users, regardless of language or disability, can fully participate in these virtual spaces owing to the Metaverse's visual and interactive features and NLP's linguistic capabilities. It is a big step toward overcoming linguistic and cultural boundaries and bringing people together in a virtual environment where language constraints no longer prevent conversation [93]. The ability of NLP and Metaverse to drive language translation is evidence of how technology can build more connected and inclusive virtual environments.

3.7. Virtual Tour Guide

Through the development of virtual tour guides, NLP and the Metaverse are transforming the idea of travel and exploration [94]. By utilizing NLP, these virtual tour guides can comprehend and react to customer inquiries instantly, providing customized tours tailored to each user's interests and preferences [95]. They are sentient beings, not merely programmed speech boxes, that can carry out meaningful conversations and add context, history, and personal anecdotes to enhance the discovery process. These virtual tour guides allow users to explore remote or inaccessible locations from their homes through elaborately built 3D reconstructions of towns, historical monuments, and natural wonders in the Metaverse [96]. They dynamically modify the tour to fit the user's speed, pausing to explore interesting themes or responding to their curiosity by jumping ahead. This adaptability turns guided tours from a standard one-size-fits-all method into a highly customized exploration experience.

These virtual guides have more uses than just sightseeing. They are teaching aids that help students and cultural enthusiasts understand history and culture [97]. They can provide an interesting and exciting educational experience by simulating historical events, archeological excavations, or virtual animal safaris. Additionally, because these guidelines are bilingual, they are available to a worldwide audience, overcoming language boundaries. Because of its inclusion, virtual tours become more appealing and open to a wider range of users seeking to learn about culture and history. Essentially, the NLP-and-Metaverse-driven virtual tour guides open up new possibilities for global education and cross-cultural interaction, providing an accessible and captivating worldview [98]. They are more than just a technological breakthrough in virtual travel.

3.8. Customized News and Media

The integration of NLP and the Metaverse offers a deeply personalized and interactive experience, fundamentally altering how individuals engage with news and information consumption. NLP algorithms examine user preferences, reading behaviors, and interaction patterns inside this cutting-edge ecosystem to produce personalized news feeds and media material [99]. By ensuring that consumers receive news and media that are most relevant to their interests, this personalized approach helps reduce the amount of useless information presented to them. Media and journalism take on a new level in the Metaverse's immersive surroundings. Users can experience events and narratives in a 3D space by virtually stepping into news stories or documentaries. The capacity of NLP to understand and organize large amounts of data into coherent, interactive stories enables the creation of this immersive experience [100]. The Metaverse offers a depth and level of involvement to news and media that traditional formats cannot match, whether one is immersed in a virtual reconstruction of a historical event or exploring the depths of an ocean in a documentary.

Additionally, NLP enables adaptive content and real-time changes in the Metaverse, guaranteeing that the news is current and tailored. Innovative methods for users to engage with the news include asking questions and instantly receiving AI-generated answers that offer more in-depth analysis or relevant information [101]. This individualized news experience promotes a more participatory and group-oriented news consumption experience by reaching beyond individual users to groups and networks inside the Metaverse [102]. Users can share viewpoints, debate and analyze news articles with others, and acquire a more comprehensive grasp of global events. A major development in how we consume information is the combination of NLP with the Metaverse to customize media and news [103]. It makes reading the news passively into an immersive, customized, and active experience, increasing the relevance, engagement, and informational value of news and media for each unique user. In addition to serving individual needs, technology also promotes a better informed and interconnected world community.

3.9. Virtual Conference

NLP and the Metaverse are merging to craft an immersive, interactive platform, revolutionizing virtual conferences beyond traditional online meetings [4]. In this sophisticated configuration, NLP enables smooth communication among people with different linguistic and cultural backgrounds. It makes real-time translation and transcription possible, removing barriers based on language and promoting a more open and international exchange of ideas. Virtual conferences in the Metaverse happen in dynamic 3D environments that can be customized to resemble actual conference spaces, such as networking lounges and auditoriums, rather than being limited to flat screens and still images [104]. Participant engagement is increased by this immersive experience, which gives the impression that attendees are in person. NLP enables lifelike dialogues in digital avatars, fostering natural interactions akin to real-life conversations [105].

In addition, these NLP-and-Metaverse-powered virtual conferences include interactive elements like polls, Q&A sessions, and virtual breakout rooms [106]. NLP helps understand and summarize discussions so that all opinions are heard and considered. Real-time analysis of participant answers and comments makes sessions more dynamic and responsive, allowing conversation topics and content to be tailored to the requirements and interests of participants. Furthermore, the degree of networking made possible by the Metaverse is unmatched by conventional video conferencing platforms. Users can roam virtual places, start private talks, or participate in group discussions within a realistically recreated environment. Similar to inperson gatherings, this configuration encourages networking and teamwork opportunities. NLP and the Metaverse's partnership in virtual conferences raises the bar for virtual cooperation. This redefines the future of professional and academic gatherings in the digital age by providing an interesting, inclusive, and highly interactive platform that improves communication and mimics the social and networking components of physical conferences [107].

4. Revolutionizing Daily Life: The Multifaceted Impact of NLP and Metaverse Collaboration

NLP and the Metaverse transform several facets of our daily lives, including education [103], assistance [4], entertainment, and personalization [108]. This synergy is ushering in a new era of educational experiences in the field of learning. Owing to the immersive surroundings of the Metaverse and NLP's sophisticated linguistic understanding, learners of all ages can now access highly tailored and interactive educational content. Education may now be customized to each student's unique learning style and pace, leading to more effective and interesting learning than ever before. Figure 5 shows that the way we obtain support and information in our daily activities is changing because of the integration of NLP in the Metaverse. With the use of powerful NLP algorithms, virtual assistants are becoming increasingly perceptive and able to comprehend complex requests from people [109]. They can provide prompt, contextually relevant help. These virtual assistants are improving our productivity and making our lives easier, whether they are used for activities, everyday household duties, or professional assignments [110].

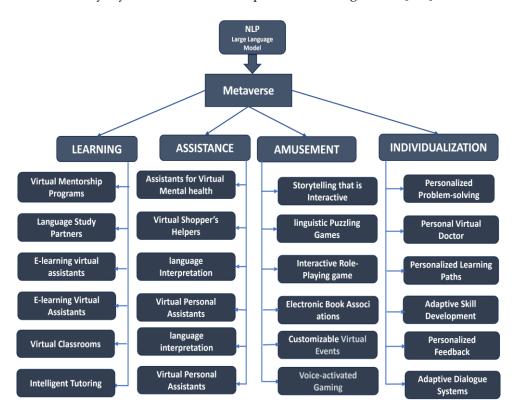


Figure 5. NLP and Metaverse applications revolutionizing real life.

The influence of NLP and the Metaverse on entertainment is especially notable. With the development of more individualized and interactive virtual worlds, the entertainment business is undergoing a paradigm shift. Owing to NLP, AI characters and scenarios are now more responsive and lifelike in games, virtual tours, and even online social interactions [111]. This is not just improving the user experience but also bringing to life hitherto unthinkable new types of entertainment. Finally, the individualization component is the most noticeable. When combined with the Metaverse, NLP's enormous data-processing, and analysis capabilities enable previously unheard of levels of customization in experiences and services. Every virtual encounter may now be customized to meet the interests and requirements of the individual, from personalized media consumption and purchasing to personalized exercise and health guidance [112]. Digital encounters are becoming more meaningful and valuable to our daily lives, in addition to being more fun, owing to this level of customization. Essentially, the collaboration between NLP and the Metaverse is not just augmenting current experiences, but also opening new vistas for education, support,

entertainment, and customization that have a significant influence on our social interactions and how we engage with the outside world [113,114].

4.1. Revolutionizing Learning

A revolutionary approach to education that includes various aspects such as Virtual Classrooms, Intelligent Tutoring, E-learning Virtual Assistance, Language Study Partners, and Virtual Mentorship Programs is being made possible by the partnership between NLP and the Metaverse in the field of learning [115]. One noteworthy innovation that provides a more participatory and immersive mentoring experience is the use of NLP in Virtual Mentorship Programs in the Metaverse [63]. Regardless of geographical distance, this technology allows mentors and mentees to engage in a dynamic virtual arena that facilitates real-time contact, tailored coaching, and effective learning [116]. A new dimension is added to the mentor–mentee relationship through the use of avatars and 3D surroundings, which increases its effectiveness and engagement.

NLP-enabled Language Study Partners are transforming conventional approaches to language learning. These virtual partners give language learners an engaging and adaptable platform to practice their new language owing to their sophisticated language-processing skills [117]. They provide a customized and engaging language learning experience by mimicking real-world conversations, correcting language usage, and adapting to the learner's level of skill. NLP-driven virtual support is bringing about a big revolution in e-learning as well [118]. These virtual assistants are intended to comprehend and react to students' inquiries in real time, providing prompt assistance, dispelling concerns, and guiding course materials in an increasingly human-like way. This improves learning efficiency and adds a level of interaction that keeps students interested and motivated. In the Metaverse, virtual classrooms open up whole new avenues for learning. These classrooms provide a 3D interactive environment where students may interact with the content and one another in a more realistic setting than standard online learning platforms. When paired with NLP, this immersive environment creates an interesting and more natural interaction that improves comprehension and recall of the material.

Finally, the apex of this cooperative innovation is represented by Intelligent Tutoring Systems (ITS). These systems make use of NLP to comprehend student questions, gauge their comprehension levels, and offer tailored teaching [119]. These systems may modify their teaching strategies, provide tailored feedback, and deliver material in a way that accommodates different learning styles and rates by examining the answers from the students. By using a customized approach, every student is certain to receive the help and attention they require, which maximizes their learning potential. All things considered, the convergence of NLP and the Metaverse in education is bringing about a paradigm change. This collaboration is radically changing how knowledge is transmitted and gained in the digital age, not just by improving the quality of education but also by offering more individualized, interactive, and immersive learning experiences.

4.2. Enhancing Assistance in the Digital Age

NLP and the Metaverse are working together to transform the easier regular life. This collaboration includes a broad range of applications, including language interpretation, image interpretation, virtual personal assistants, virtual mental health assistants, and virtual shopper helpers. NLP-enabled virtual assistants provide a new caliber of assistance and counseling in the field of mental health. Working in the immersive surroundings of the Metaverse, these aides can recognize and react to verbal expressions and emotional cues, offering individualized therapy sessions and mental health counseling. In addition to increasing accessibility, this gives those in need of assistance an extra degree of privacy and convenience.

Online shopping is being revolutionized by virtual shopper assistants [120]. These NLP-enabled Metaverse aides can comprehend and analyze user preferences and queries, offering tailored recommendations and purchasing guidance [121]. They act as a virtual

version of a real-life shopping assistant, assisting customers in making decisions based on their preferences and needs while navigating them through a virtual shopping environment. Another area in which this partnership is progressing significantly is language interpretation. NLP technology facilitates accurate, real-time language translation and interpretation, removing barriers to communication in the Metaverse. This makes it easier for users of various linguistic backgrounds to interact with one another, improving the usability of virtual places worldwide. With NLP capabilities, virtual assistants can handle and arrange assignments, emails, and personal schedules in a way that is more logical and human-like [122,123]. Metaverse's virtual personal helpers are becoming more advanced. They can manage virtual properties and plan virtual events, among other things. They are priceless instruments for handling the complexity of virtual lives and activities because of their capacity to understand and react to human language. To sum up, the combination of NLP and the Metaverse is expanding the possibilities for both personal and professional help. This partnership is greatly improving the digital world's usability and user experience by providing more tailored, effective, and intuitive support [124].

4.3. Revolutionizing Amusement

NLP and the Metaverse are transforming the entertainment industry in everyday life, especially in areas like voice-activated games, linguistic puzzle games, interactive role-playing games, electronic book associations, and interactive storytelling. The combination of NLP and the Metaverse in interactive storytelling makes stories come to life in a way that is not possible in more conventional formats [125]. With the ability to react dynamically to user inputs, characters can create a highly personalized and engaging storytelling experience by instantly changing the storyline based on the choices and interactions made by the user. Because of this degree of engagement, every reader's experience through the novel is distinct and tailored to their own choices and tastes.

NLP plays a major role in linguistic puzzle games by allowing them to comprehend and react to user input in natural language [126]. In addition to being entertaining, these games test players' cognitive and verbal skills in fresh ways. These puzzles' intricacy and versatility foster an interesting and instructive atmosphere that appeals to a variety of audiences [127]. NLP-powered interactive role-playing games in the Metaverse provide a new degree of interaction. More organic and intuitive interactions between players and environments are possible. Because non-player characters can comprehend and react to spoken language owing to NLP, the gameplay is more compelling and lifelike. This involvement makes the game environment more realistic and deeper, making for a more engaging gaming experience [128].

Associations between electronic books are another fascinating development. With the help of NLP, books can now be interactive and react to the input, queries, and preferences of the reader. Reading becomes more interesting and customized as a result of this involvement, which changes it from a passive to an active activity. NLP significantly improves customized virtual events, a rapidly developing field in the Metaverse [129]. With virtual hosts and interactive features that react to participants' input and activities, these events may be customized to each attendee's tastes. Virtual concerts and conferences are becoming more engaging and participatory, offering an experience that closely resembles events that happen in real life. And last, voice-activated games demonstrate the progress made in NLP. These voice-activated games offer a new degree of accessibility and hands-free interaction. This feature is especially important since it provides previously unattainable opportunities for engagement and amusement for users with physical impairments. All things considered, the application of NLP to the Metaverse in the entertainment industry is improving both old and new types of entertainment. This partnership is enhancing our everyday lives by pushing the envelope and providing more individualized, engaging, and easily available entertainment options.

4.4. Customizing Digital Personal Experiences

The field of individualization in our daily lives is being greatly advanced by the integration of NLP with the Metaverse. This is especially true for personalized problem solving, virtual medical consultations, customized learning paths, skill development, personalized feedback, and adaptable dialog systems. This synergy has a significant impact on how we interact with digital services by providing a level of customization that was previously unimaginable. Personalized problem solving involves NLP and the Metaverse working together to comprehend specific user problems, preferences, and situations in order to provide answers that are made just for them [130]. This approach surpasses conventional methods by providing customized guidance and strategies based on the individual user's specific circumstances, encompassing work-related responsibilities, the management of a hectic lifestyle, and navigating personal challenges. [131].

The idea of an NLP-enabled, individualized virtual physician in the Metaverse is a revolutionary development in medical technology [132]. These online physicians are able to assess patient inputs, comprehend symptoms, and offer personalized medical recommendations based on the patient's condition. In addition to increasing accessibility to healthcare, this individualized method guarantees that medical advice is more precise and pertinent to each patient. NLP-guided personalized learning pathways in the Metaverse provide a revolutionary educational experience [133]. These pedagogical pathways adjust to the learner's speed, learning preferences, and level of comprehension, offering a personalized educational experience. By improving understanding and retention, this adaptive learning strategy increases learning's effectiveness and enjoyment, developing adaptive skills is another area where this partnership excels. By determining a user's current skill level and preferred method of learning, NLP-enabled platforms can provide specialized skill development programs. As the user advances, these programs adjust to keep learning interesting, demanding, and in line with individual objectives.

In the Metaverse, NLP significantly improves personalized feedback, which is crucial for development [103]. Based on the user's actions and reactions, NLP systems offer personalized, meaningful feedback for learning, professional development, or personal growth. In order to promote greater personal and professional development, it is imperative to understand one's strengths and areas for progress through this customized feedback. Finally, the adjusting dialogue system is the ultimate example of NLP personalization. These technologies make sure every connection is meaningful and interesting by automatically adjusting conversations based on user inputs, mood, and preferences [131]. These dialog systems enhance the naturalness and personalization of digital encounters, whether they are through virtual assistants, chatbots for customer support, or interactive gaming characters. NLP and the Metaverse are working together to individualize, resulting in a digital environment that is highly sensitive to user preferences and needs. This synergy is largely improving the efficacy and enjoyment of our interactions with the digital world by customizing digital experiences for individual users, from problem solving to health advice, learning, skill development, feedback, and communication.

5. Breaking Language Barriers: Leveraging NLP and Metaverse for Multilingual Conferences with Speech-to-Text and Text-to-Speech Translation

Figure 6 explores the technical and cultural ramifications of this collaboration development between NLP and Metaverse conferences. Despite its technological complexity, the procedure provides a remarkably smooth and intuitive user experience. The first important step is the speech-to-text translation stage. To appropriately record spoken words and ensure that regional accents, dialects, and colloquialisms are comprehended, sophisticated algorithms are used in this instance [134]. This stage is essential since it lays the groundwork for the translations that come after. The speech moves into the field of language-to-language translation when it has been written down [135]. This is where NLP's real strength shines through. The complex work of translating the text while maintaining its original context, tone, and intent is taken on by contemporary NLP models, which have

been trained on enormous datasets including various languages and their nuances. This stage aims to communicate the main ideas of communication across linguistic barriers rather than just translating words for words [136].

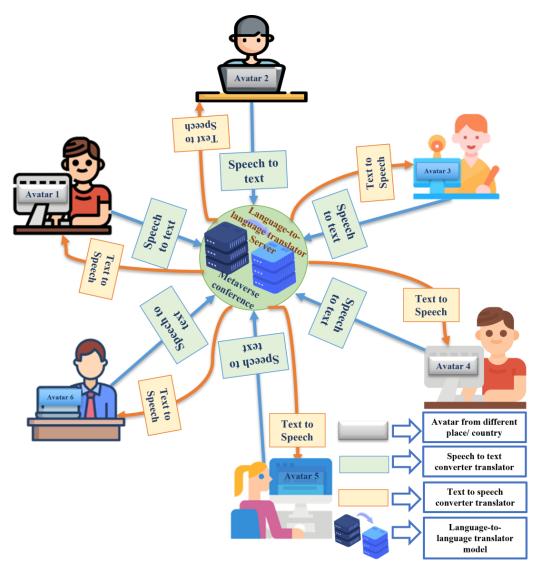


Figure 6. Different region communication process through NLP and the Metaverse.

The text is transformed one last time using text-to-speech technology after being translated into each of the conference participants' native tongues [137]. With the advancement of technology, speech can now be produced that not only sounds natural and clear but can even mimic the original speaker's emotional tone. Ensuring that the message is conveyed with the appropriate emphasis and sentiment improves the effectiveness and engagement of communication. The system in question has significant cultural ramifications. It eliminates the conventional obstacles that have impeded worldwide collaboration and comprehension by facilitating multilingual, real-time communication [138]. Participants from various cultural backgrounds can communicate as though they are speaking the same language, which promotes a higher degree of empathy and connection. Through the democratization of knowledge and opportunity, technology can improve the representation of many voices and viewpoints in international discussions.

This NLP–Metaverse integration has ramifications outside of conferences in a larger framework. It has the potential to completely transform education by enabling students from all over the world to study in their native tongues from each other and professionals across the globe [139]. It might revolutionize global trade by making it possible for parties

to collaborate and negotiate more easily across linguistic divides. It could make it easier for medical professionals to share knowledge and recommendations across international borders, enhancing patient care and health results. The combination of NLP with Metaverse conferences is a cultural bridge that connects people from all over the world, not merely a technological achievement. Encouraging individuals to converse in their mother tongues fosters a more diverse, compassionate, and interconnected world community [140]. This invention serves as evidence of how technology may bridge linguistic and geographic divides and unite people.

6. Discussion

The growing partnership between NLP and the Metaverse is a shining example of innovation, paving the way for immersive and experiential applications that were previously limited to science fiction. As we journey into this blended digital environment, NLP plays a crucial role as an interactive training partner. It provides a framework that allows for the creation of tailored learning experiences that are sensitive to the subtleties of human interaction. This domain's approach to language learning goes beyond static textbooks to involve learners and AI in a dynamic, conversational tango that is contextualized within beautifully produced virtual settings. Previous bastions of passive consumption, museums and exhibitions are now interactive spaces where each relic may tell its own story and encourage investigation and questioning through discourse supported by NLP. When it comes to personal fitness, NLP-capable virtual coaches not only provide instruction but also listen and adjust, creating a customized program that takes into account the user's advancement and comments.

In the meantime, NLP revolutionizes the field of mental health help by enabling the development of virtual counselors, which are entities that can provide comfort and support by interpreting both spoken and nonverbal human expressions. In the Metaverse, language translation becomes smooth and integrated, removing linguistic barriers and promoting a genuinely global community. With the help of NLP, virtual tour guides provide narratives and insights that enhance the user's experience by adding a depth of context to the exploration of digital terrains. Within the media space, NLP constructs a personalized news feed, producing a digest that speaks to the person's online interactions while still being pertinent. Owing to NLP's capacity to promote comprehension and communication amongst a wide range of participants, virtual conference conduct is similarly enhanced, permitting a degree of participation and involvement that rivals in-person meetings. AI-player interactions in games have never been more realistic owing to NLP, which enables non-player characters to converse meaningfully with one another while responding and changing in response to the player's choices and actions. Because of this, the NLP-Metaverse synergy redefines the fundamentals of user experience across a wide range of applications, going beyond mere augmentative capabilities. It portends a day when physical and digital worlds will merge, and human interaction and communication with the digital world will become as complex and subtle as with the real one.

The secret to "The Role of NLP in Shaping Metaverse-Enabled Regular Social Life" is to manage the challenges of this integration while skillfully utilizing NLP's ability to transform interactions within the Metaverse. The investigation of NLP's influence on practical applications in the Metaverse highlights a noteworthy development, but it also presents difficulties in maintaining these apps' usability, contextual awareness, and cultural sensitivity. The ambitious aim of the NLP–Metaverse collaboration is to alter daily life, which calls for a careful balancing act between technological innovation and the preservation of subtleties of human-centric communication. Furthermore, utilizing text-to-speech and speech-to-text translation to bridge language gaps during multilingual conferences is a noteworthy example of inclusion and accessibility. However, this is combined with the difficulty of translating with great accuracy, preserving conversational flow, and catching minute linguistic quirks. The dynamic and ever-changing field of NLP in the Metaverse is exemplified by the dual nature of its distinctive qualities and

associated difficulties, where new developments present both opportunities and obstacles to be overcome.

The creation and improvement of NLP algorithms that can precisely comprehend and process the subtleties of human language in real time is one of the main problems. This involves the capacity to translate between different languages and cultural expressions, such as idioms and slang. The difficulty increases when one realizes that these systems must adjust to changing language usage, such as new slang and quickly expanding online communication styles. Ensuring the inclusivity and impartiality of these NLP systems presents a noteworthy obstacle. To prevent biases and inaccuracies, language processing models need to be trained on a variety of datasets, particularly in a global environment such as the Metaverse. To accurately represent the richness and diversity of world languages and dialects, it is necessary to constantly update and improve these models. Another layer of complication is added by the concern over user privacy and data security in the Metaverse, particularly when it comes to real-time language translation and processing. Maintaining trust and safety in these virtual settings requires that users' linguistic data be managed ethically and securely. In conclusion, several difficulties arise with the incorporation of NLP into the Metaverse, even though it is a big advancement in improving digital socializing and language exchanges. Ensuring user privacy and data security, designing user-friendly user interfaces, and implementing complex yet objective NLP algorithms are a few of these. In order to fully benefit from this technological convergence, certain issues must be resolved.

7. Conclusions

To sum up, this paper has added a great deal to our understanding of the relationship between NLP and the Metaverse, emphasizing its important implications in real-world and digital contexts. We also explored how the collaboration between NLP and the Metaverse is transforming everyday life and its many implications for social interactions, education, entertainment, and the workplace. The revolutionary potential of these technologies to reshape everyday experiences and make them more inclusive, immersive, and accessible was highlighted in this article. We also concentrated on removing language barriers, which is an important part of NLP in the Metaverse. We emphasized how sophisticated text-to-speech and speech-to-text translation technologies are enabling fluid multilingual communication in online environments. This is especially important for promoting global understanding and connectedness, as it makes the Metaverse a truly inclusive environment for a variety of language groups. It is evident that as time goes on, the partnership between NLP and the Metaverse will be crucial in determining how language and digital sociability develop in the future. The opportunities are endless, despite the hurdles that still lie ahead, especially in terms of improving NLP algorithms and guaranteeing user privacy and data security. This work adds to the current conversation in this area by providing a framework for future research and creative use of NLP to enhance the Metaverse experience.

Author Contributions: Conceptualization, methodology, writing—original draft preparation R.I.S.; formal analysis, writing—original draft preparation, and visualization S.M.I.U.; R.I.S.; writing—original draft preparation, resources, S.A.; data curation, visualization M.A.I.M.; M.O.K.; supervision, project administration, funding acquisition, H.-C.K. All authors have read and agreed to the published version of the manuscript.

Funding: This research was supported by the MSIT (Ministry of Science ICT), Korea, under the National Program for Excellence in SW, supervised by the IITP (Institute of Information & Communications Technology Planning & Evaluation) (2022-0-01091, 1711175863).

Conflicts of Interest: The authors declare no competing financial interests or personal relationships that could have appeared to influence the work reported in this paper.

References

- 1. Mystakidis, S. Metaverse. Encyclopedia 2022, 2, 486–497. [CrossRef]
- 2. Owens, D.; Mitchell, A.; Khazanchi, D.; Zigurs, I. An empirical investigation of virtual world projects and Metaverse technology capabilities. In *ACM SIGMIS Database: The DATABASE for Advances in Information Systems*; Association for Computing Machinery: New York, NY, USA, 2011; Volume 42, pp. 74–101. [CrossRef]
- 3. Shannon, L. *Interconnected Realities: How the Metaverse Will Transform Our Relationship to Technology Forever;* John Wiley & Sons: Hoboken, NJ, USA, 2023.
- 4. Tunca, S.; Sezen, B.; Wilk, V. An exploratory content and sentiment analysis of the guardian Metaverse articles using leximancer and natural language processing. *J. Big Data* **2023**, *28*, 82. [CrossRef] [PubMed]
- 5. Solska, D. Traversing the Metaverse: The new frontiers for computer-mediated communication and natural language processing. *Forum Filol. Ateneum* **2022**, *10*, 27–38. [CrossRef]
- 6. Swaminathan, A.; López, I.; Mar, R.A.G.; Heist, T.; McClintock, T.; Caoili, K.; Grace, M.; Rubashkin, M.; Boggs, M.N.; Chen, J.H.; et al. Natural language processing system for rapid detection and intervention of mental health crisis chat messages. *NPJ Digit. Med.* 2023, *6*, 213. [CrossRef] [PubMed]
- 7. Millstein, F. Natural Language Processing with Python: Natural Language Processing Using NLTK; CreateSpace: Scotts Valley, CA, USA, 2020.
- 8. Abdari, A.; Falcon, A.; Serra, G. Metaverse Retrieval: Finding the Best Metaverse Environment via Language. In Proceedings of the 1st International Workshop on Deep Multimodal Learning for Information Retrieval, Ottawa, Canada, 29 October–3 November 2023; pp. 1–9. [CrossRef]
- 9. Park, S.-M.; Kim, Y.-G. A Metaverse: Taxonomy, components, applications, and open challenges. *IEEE Access* **2022**, *10*, 4209–4251. [CrossRef]
- 10. Chew, H.S.J. The use of artificial intelligence–based conversational agents (Chatbots) for weight loss: Scoping review and practical recommendations. *JMIR Med. Inform.* **2022**, *10*, e32578. [CrossRef] [PubMed]
- 11. Çengel, M.; Yildiz, E.P. Teachers' Attitude Scale Towards Metaverse Use: A Scale Development Study. *Educ. Q. Rev.* **2022**, *5*. [CrossRef]
- 12. Gross, A.; Murthy, D. Modeling virtual organizations with Latent Dirichlet Allocation: A case for natural language processing. *Neural Netw.* **2014**, *58*, 38–49. [CrossRef]
- 13. Atefeh, F.; Inkpen, D.; Hirst, G. Natural Language Processing for Social Media; Morgan & Claypool: San Rafael, CA, USA, 2015.
- 14. Thanveer, S.; Tao, X.; Li, Y.; Dann, C.; McDonald, J.; Redmond, P.; Galligan, L. A review of the trends and challenges in adopting natural language processing methods for education feedback analysis. *IEEE Access* **2022**, *10*, 56720–56739. [CrossRef]
- 15. Robert, G.-J. *Emerging Spaces for Language Learning: AI Bots, Ambient Intelligence, and the Metaverse;* National Foreign Language Resource Center: Honolulu, HI, USA, 2023.
- 16. Shweta, S.; Dubey, R.K. Automatic speech recognition for connected words using DTW/HMM for English/Hindi languages. In Proceedings of the 2015 Communication, Control and Intelligent Systems (CCIS), Mathura, India, 7–8 November 2015; IEEE: Piscataway, NJ, USA, 2015; pp. 199–203. [CrossRef]
- 17. Yoshifumi, O.; Miyazaki, M.; Ikehara, S. Natural language processing in a Japanese text-to-speech system. In Proceedings of the 15th Annual Conference on Computer Science; Association for Computing Machinery: New York, NY, USA, 1987; pp. 40–47. [CrossRef]
- 18. Eric, B. Processing natural language without natural language processing. In Proceedings of the International Conference on Intelligent Text Processing and Computational Linguistics, Mexico City, Mexico, 16–22 February 2003; Springer: Berlin/Heidelberg, Germany, 2003; pp. 360–369.
- Samuel, C.-L.; Denis, A.; Bellalem, N. Linguistic and multilingual issues in virtual worlds and serious games: A general review. J. Virtual Worlds Res. 2014, 7, hal-00949908. [CrossRef]
- 20. Nakahira, K.T.; Rodrigo, N.R.; Taguchi, R.; Kanematsuy, H.; Fukumural, Y. Design of a multilinguistic Problem Based Learning learning environment in the Metaverse. In Proceedings of the 2010 2nd International Symposium on Aware Computing, Tainan, Taiwan, 1–4 November 2010; IEEE: Piscataway, NJ, USA, 2010; pp. 298–303. [CrossRef]
- 21. Van der Land, S.; Schouten, A.P.; Hooff, B.V.D.; Feldberg, F. Modeling the Metaverse: A theoretical model of effective team collaboration in 3D virtual environments. *J. Virtual Worlds Res.* **2011**, *4*. [CrossRef]
- Seebun, G.R.; Nagowah, L. Let's talk: An assistive mobile technology for hearing and speech impaired persons. In Proceedings of the 2020 3rd International Conference on Emerging Trends in Electrical, Electronic and Communications Engineering (ELECOM), Balaclava, Mauritius, 25–27 November 2020; IEEE: Piscataway, NJ, USA, 2020; pp. 210–215. [CrossRef]
- 23. Ball, M. The Metaverse: And How It Will Revolutionize Everything; Liveright Publishing: New York, NY, USA, 2022.
- 24. Lee, J.; Kim, Y.; Choi, J.; Kim, K.-H.; Kim, D. Human Detection using Real-virtual Augmented Dataset. *J. Inf. Commun. Converg. Eng.* **2023**, *21*, 98–102. [CrossRef]
- 25. Bender, E.M. *Linguistic Fundamentals for Natural Language Processing: 100 Essentials from Morphology and Syntax;* Springer Nature: Berlin/Heidelberg, Germany, 2022.
- 26. Panagiotakopoulos, D.; Marentakis, G.; Metzitakos, R.; Deliyannis, I.; Dedes, F. Digital scent technology: Toward the internet of senses and the Metaverse. *IT Prof.* **2022**, 24, 52–59. [CrossRef]

27. Prabadevi, B.; Deepa, N.; Victor, N.; Gadekallu, T.R.; Maddikunta, P.K.R.; Yenduri, G.; Wang, W.; Pham, Q.V.; Huynh-The, T.; Liyanage, M. Metaverse for Industry 5.0 in NextG Communications: Potential Applications and Future Challenges. *arXiv* 2023, arXiv:2308.02677.

- 28. Fernando, A.-F.; Fierrez-Aguilar, J.; Ortega-Garcia, J. A review of schemes for fingerprint image quality computation. *arXiv* **2022**, arXiv:2207.05449.
- 29. Lin, Y.; Chen, L.; Ali, A.; Nugent, C.; Ian, C.; Li, R.; Gao, D.; Wang, H.; Wang, Y.; Ning, H. Human Digital Twin: A Survey. *arXiv* **2022**, arXiv:2212.05937.
- 30. Wang, Y.; Su, Z.; Zhang, N.; Xing, R.; Liu, D.; Luan, T.H.; Shen, X. A survey on Metaverse: Fundamentals, security, and privacy. *IEEE Commun. Surv. Tutor.* **2022**, 25, 319–352. [CrossRef]
- 31. Wu, D.; Yang, Z.; Zhang, P.; Wang, R.; Yang, B.; Ma, X. Virtual-Reality Inter-Promotion Technology for Metaverse: A Survey. *IEEE Internet Things J.* **2023**, *10*, 15788–15809. [CrossRef]
- 32. Fernandes, F.; Werner, C.M.L. A Systematic Literature Review of the Metaverse for Software Engineering Education: Overview, Challenges and Opportunities; PRESENCE: Washington, WA, USA, 2022. [CrossRef]
- 33. Jang, Y.; Park, E. Satisfied or not: User experience of mobile augmented reality in using natural language processing techniques on review comments. *Virtual Real.* **2021**, *26*, 839–848. [CrossRef]
- 34. Safadel, P.; Hwang, S.N.; Perrin, J.M. User Acceptance of a Virtual Librarian Chatbot: An Implementation Method Using IBM Watson Natural Language Processing in Virtual Immersive Environment. *TechTrends* **2023**, *67*, 891–902. [CrossRef]
- 35. Fagernäs, S.; Hamilton, W.; Espinoza, N.; Miloff, A.; Carlbring, P.; Lindner, P. What do users think about Virtual Reality relaxation applications? A mixed methods study of online user reviews using natural language processing. *Internet Interv.* **2021**, 24, 100370. [CrossRef]
- 36. Khang, A.; Shah, V.; Rani, S. (Eds.) *Handbook of Research on AI-Based Technologies and Applications in the Era of the Metaverse*; IGI Global: Hershey, PA, USA, 2023. [CrossRef]
- 37. Chen, J.-J.; Liu, M.F. Does the internet expand the educational gap among different social classes? The protective role of future orientation. *Front. Psychol.* **2021**, *12*, 647351. [CrossRef] [PubMed]
- 38. Han, E.; Miller, M.R.; DeVeaux, C.; Jun, H.; Nowak, K.L.; Hancock, J.T.; Ram, N.; Bailenson, J.N. People, places, and time: A large-scale, longitudinal study of transformed avatars and environmental context in group interaction in the Metaverse. *J. Comput.-Mediat. Commun.* **2023**, *28*, zmac031. [CrossRef]
- 39. Hadi, R.; Melumad, S.; Park, E.S. The Metaverse: A new digital frontier for consumer behavior. *J. Consum. Psychol.* **2023**, 34, 142–166. [CrossRef]
- 40. Dhanjal, A.S.; Singh, W. An automatic machine translation system for multilingual speech to Indian sign language. *Multimed. Tools Appl.* **2022**, *81*, 4283–4321. [CrossRef]
- 41. Katsumi, M.; Tanaka, T.; Kobayashi, T. Role of Coordinators of the Top Global University Project through the GIGAKU Techno Park Network. *Trans. GIGAKU* **2022**, *9*, 09002-1.
- 42. Dwivedi, Y.K.; Kshetri, N.; Hughes, L.; Slade, E.L.; Jeyaraj, A.; Kar, A.K.; Baabdullah, A.M.; Koohang, A.; Raghavan, V.; Ahuja, M.; et al. "So what if ChatGPT wrote it?" Multidisciplinary perspectives on opportunities, challenges and implications of generative conversational AI for research, practice and policy. *Int. J. Inf. Manag.* 2023, 71, 102642. [CrossRef]
- 43. Oh, A. Design of an Automatic Summary System for Minutes Using Virtual Reality. *J. Inf. Commun. Converg. Eng.* **2023**, 21, 239–243. [CrossRef]
- 44. Dubey, A.; Bhardwaj, N.; Upadhyay, A.; Ramnani, R. AI for Immersive Metaverse Experience. In Proceedings of the 6th Joint International Conference on Data Science & Management of Data (10th ACM IKDD CODS and 28th COMAD), Mumbai, India, 4–7 January 2023; pp. 316–319. [CrossRef]
- 45. Ning, H.; Wang, H.; Lin, Y.; Wang, W.; Dhelim, S.; Farha, F.; Ding, J.; Daneshmand, M. A Survey on the Metaverse: The State-of-the-Art, Technologies, Applications, and Challenges. *arXiv* 2023, arXiv:2111.09673.
- 46. Squires, A. Evidence-based approaches to breaking down language barriers. Nursing 2017, 47, 34. [CrossRef]
- 47. Noriega, S.D.; Agudo, J.E.; Ferreira, P.; Rico, M. Language learning resources and developments in the Second Life Metaverse. *Int. J. Technol. Enhanc. Learn.* **2011**, 3, 496–509. [CrossRef]
- 48. Song, Y.; Cao, J.; Wu, K.; Yu, P.L.H.; Lee, J.C.-K. Developing 'Learningverse'-a 3D Metaverse Platform to Support Teaching, Social and Cognitive Presences. *IEEE Trans. Learn. Technol.* **2023**, *16*, 1165–1178. [CrossRef]
- 49. Griol, D.; Molina, J.M.; Callejas, Z. An approach to develop intelligent learning environments by means of immersive virtual worlds. *J. Ambient. Intell. Smart Environ.* **2014**, *6*, 237–255. [CrossRef]
- 50. McHugh, D.; Shaw, S.; Moore, T.R.; Ye, L.Z.; Romero-Masters, P.; Halverson, R. Uncovering themes in personalized learning: Using natural language processing to analyze school interviews. *J. Res. Technol. Educ.* **2020**, *52*, 391–402. [CrossRef]
- 51. Androutsopoulou, A.; Karacapilidis, N.; Loukis, E.; Charalabidis, Y. Transforming the communication between citizens and government through AI-guided chatbots. *Gov. Inf. Q.* **2019**, *36*, 358–367. [CrossRef]
- 52. Vajjala, S.; Majumder, B.; Gupta, A.; Surana, H. *Practical Natural Language Processing: A Comprehensive Guide to Building Real-World NLP Systems*; O'Reilly Media: Newton, MA, USA, 2020.
- 53. Mahbubi, A. The Use of Vak (Visual, Auditory, Kinesthetic) Learning Style of Nlp as Psychological Approach in Learning Speaking Skill. Bachelor's Thesis, Walisongo State Islamic University, Kota Semarang, Indonesia, 2021.

54. Li, J.; Wider, W.; Ochiai, Y.; Fauzi, M.A. Next-Generation Museum: A Metaverse Journey into the Culture. *Sinergie Ital. J. Manag.* **2023**, *41*, 147–176. [CrossRef]

- 55. Riedl, M.; Bulitko, V. Interactive narrative: A novel application of artificial intelligence for computer games. *Proc. AAAI Conf. Artif. Intell.* **2012**, 26, 2160–2165. [CrossRef]
- 56. Johnson, M.R. Modelling cultural, religious and political affiliation in artificial intelligence decision-making. *Proc. AI Games Symp.* **2015**.
- 57. HHu, Z.; Liu, H.; Xiong, Y.; Wang, L.; Wu, R.; Guan, K.; Hu, Y.; Lyu, T.; Fan, C. Promoting human-AI interaction makes a better adoption of deep reinforcement learning: A real-world application in game industry. *Multimed. Tools Appl.* **2023**, *83*, 6161–6182. [CrossRef]
- 58. Fan, X.; Luo, W.; Menekse, M.; Litman, D.; Wang, J. Scaling reflection prompts in large classrooms via mobile interfaces and natural language processing. In Proceedings of the 22nd International Conference on Intelligent User Interfaces, Limassol, Cyprus, 13–16 March 2017; pp. 363–374.
- 59. Bauer, E.; Greisel, M.; Kuznetsov, I.; Berndt, M.; Kollar, I.; Dresel, M.; Fischer, M.R.; Fischer, F. Using natural language processing to support peer-feedback in the age of artificial intelligence: A cross-disciplinary framework and a research agenda. *Br. J. Educ. Technol.* 2023, 54, 1222–1245. [CrossRef]
- 60. Mitra, S. Metaverse: A Potential Virtual-Physical Ecosystem for Innovative Blended Education and Training. *J. Metaverse* **2023**, *3*, 66–72. [CrossRef]
- 61. Han, Z.; Tu, Y.; Huang, C. A framework for Constructing a Technology-enhanced Education Metaverse: Learner Engagement with Human–machine Collaboration. *IEEE Trans. Learn. Technol.* **2023**, *16*, 1179–1189. [CrossRef]
- 62. Wu, J.G.; Zhang, D.; Lee, S.M. Into the Brave New Metaverse: Envisaging Future Language Teaching and Learning. *IEEE Trans. Learn. Technol.* **2023**, *17*, 44–53. [CrossRef]
- 63. Alwafi, G.A.; Almalki, S.; Alrougi, M.; Meccawy, M.; Meccawy, Z. A social virtual reality mobile application for learning and practicing English. *Int. J. Interact. Mob. Technol.* **2022**, *66*, 55–75. [CrossRef]
- 64. Sharma, P.; Dash, B. AI and VR enabled modern LMS for students with special needs. J. Foreign Lang. Educ. Technol. 2023, 8, 2023.
- 65. Sylaiou, S.; Dafiotis, P.; Koukopoulos, D.; Koukoulis, K.; Vital, R.; Antoniou, A.; Fidas, C. From physical to virtual art exhibitions and beyond: Survey and some issues for consideration for the Metaverse. *J. Cult. Herit.* **2024**, *66*, 86–98. [CrossRef]
- 66. Hazan, S. Musing the Metaverse. In Proceedings of the 2008 Annual Conference of CIDOC, Athens, Greece, 15–18 September 2008.
- 67. Choi, H.-S.; Kim, S.-H. A content service deployment plan for Metaverse museum exhibitions—Centering on the combination of beacons and HMDs. *Int. J. Inf. Manag.* **2017**, *37*, 1519–1527. [CrossRef]
- 68. Kabassi, K. Evaluating websites of museums: State of the art. J. Cult. Herit. 2017, 24, 184–196. [CrossRef]
- 69. Hammady, R.; Ma, M.; Al-Kalha, Z.; Strathearn, C. A framework for constructing and evaluating the role of MR as a holographic virtual guide in museums. *Virtual Real.* **2021**, 25, 895–918. [CrossRef]
- 70. Koukopoulos, D.; Dafiotis, P.; Sylaiou, S.; Koukoulis, K.; Fidas, C. Evaluating the design of an art student framework supporting XR exhibitions. In Proceedings of the 26th Pan-Hellenic Conference on Informatics, Athens, Greece, 25–27 November 2022. [CrossRef]
- 71. Koukopoulos, D.; Dafiotis, P.; Sylaiou, S.; Koukoulis, K.; Fidas, C. XR technologies for self-regulated student exhibitions in art education: Survey and first design considerations. In Proceedings of the 2022 International Conference on Interactive Media, Smart Systems and Emerging Technologies (IMET), Limassol, Cyprus, 4–7 October 2022; pp. 1–8. [CrossRef]
- 72. Miranda; Corraliza, J. Immersive technologies: New ways to visualise a possible future world. In *Handbook of Social Impact Assessment and Management*; Edward Elgar Publishing: Cheltenham, UK, 2024; pp. 517–530. [CrossRef]
- 73. Ivancic, D.; Schofield, D.; Dethridge, L. A virtual perspective: Measuring engagement and perspective in virtual art galleries. *Int. J. Arts Technol.* **2016**, *9*, 273. [CrossRef]
- 74. Vital, R.; Stella, S.; Dimitrios, K.; Konstantinos, K.; Panagiotis, D.; Christos, F. Comparison of extended reality platforms and tools for viewing and exhibiting art. *Digit. Appl. Archaeol. Cult. Herit.* **2023**, *31*, e00298. [CrossRef]
- 75. Sylaiou, S.; Killintzis, V.; Paliokas, I.; Mania, K.; Patias, P. Usability evaluation of virtual museums' interfaces visualization technologies. In *Virtual, Augmented and Mixed Reality. Applications of Virtual and Augmented Reality*; Shumaker, R., Lackey, S., Eds.; Lecture Notes in Computer Science; Springer: Cham, Netherlands, 2014; Volume 8526. [CrossRef]
- 76. Sylaiou, S.; Mania, K.; Paliokas, I.; Tost, L.P.; Killintzis, V.; Liarokapis, F. Exploring the educational impact of diverse technologies in online virtual museums. *Int. J. Arts Technol.* **2017**, *10*, 58–84. [CrossRef]
- 77. Pagano, A.; Pietroni, E.; Ferdani, D.; D'annibale, E. User experience (UX) evaluation for MR cultural applications: The CEMEC holographic showcases in European museums. *Appl. Syst. Innov.* **2021**, *4*, 92. [CrossRef]
- 78. Carrozzino, M.; Bergamasco, M. Beyond virtual museums: Experiencing immersive virtual reality in real museums. *J. Cult. Herit.* **2010**, *11*, 452–458. [CrossRef]
- 79. Laugwitz, B.; Held, T.; Schrepp, M. Construction and evaluation of a user experience questionnaire. In *HCI and Usability* for Education and Work; Holzinger, A., Ed.; Lecture Notes in Computer Science; Springer: Berlin/Heidelberg, Germany, 2008; Volume 5298, pp. 63–76. [CrossRef]
- 80. Sutcliffe, A.G.; Kaur, K.D. Evaluating the usability of virtual reality user interfaces. *Behav. Inf. Technol.* **2000**, 19, 415–426. [CrossRef]

81. Sundar, S.S.; Go, E.; Kim, H.-S.; Zhang, B. Communicating art, virtually! psychological effects of technological affordances in a virtual museum. *Int. J. Hum.-Comput. Interact.* **2015**, *31*, 385–401. [CrossRef]

- 82. Al-Ghaili, A.M.; Kasim, H.; Al-Hada, N.M.; Bin Hassan, Z.; Othman, M.; Tharik, J.H.; Kasmani, R.M.; Shayea, I. A review of Metaverse's definitions, architecture, applications, challenges, issues, solutions, and future trends. *IEEE Access* **2022**, *10*, 125835–125866. [CrossRef]
- 83. Gil-Sang, Y.O.O. Transformation of the Museum Experience through Virtual Reality (Metaverse). Public Hist. Mus. 2022, 5, 7.
- 84. Maher, C.A.; Davis, C.R.; Curtis, R.G.; Short, C.E.; Murphy, K.J. A physical activity and diet program delivered by artificially intelligent virtual health coach: Proof-of-concept study. *JMIR Mhealth Uhealth* 2020, 8, e17558. [CrossRef] [PubMed]
- 85. Prasad, D. Artificial Intelligence and the Growing Influence on Shaping Consumer Demands: With Special Reference to Chatbots. *Indian JL Leg. Rsch.* **2023**, *5*, 1.
- 86. LeRouge, C.; Dickhut, K.; Lisetti, C.; Sangameswaran, S.; Malasanos, T. Engaging adolescents in a computer-based weight management program: Avatars and virtual coaches could help. *J. Am. Med. Inform. Assoc.* **2016**, 23, 19–28. [CrossRef]
- 87. Low, D.M.; Rumker, L.; Talkar, T.; Torous, J.; Cecchi, G.; Ghosh, S.S. Natural language processing reveals vulnerable mental health support groups and heightened health anxiety on reddit during covid-19: Observational study. *J. Med. Internet Res.* **2020**, 22, e22635. [CrossRef] [PubMed]
- 88. Nanomi Arachchige, I.A.; Sandanapitchai, P.; Weerasinghe, R. Investigating machine learning & natural language processing techniques applied for predicting depression disorder from online support forums: A systematic literature review. *Information* **2021**, *12*, 444. [CrossRef]
- 89. Dwivedi, Y.K.; Hughes, L.; Wang, Y.; Alalwan, A.A.; Ahn, S.J.; Balakrishnan, J.; Barta, S.; Belk, R.; Buhalis, D.; Dutot, A.; et al. Metaverse marketing: How the Metaverse will shape the future of consumer research and practice. *Psychol. Mark.* **2023**, *40*, 750–776. [CrossRef]
- Kamalesh, S.; Jegadeesan, S. Smart Optimization of Machine Translation on Intercultural Communication. ICTACT J. Data Sci. Mach. Learn. 2023, 4, 461–465.
- 91. Cruz-Lara, S.; Denis, A.; Bellalem, N.; Bellalem, L. Linguistic and Multilingual Issues in 3D3C Worlds. In *Handbook on 3D3C Platforms: Applications and Tools for Three Dimensional Systems for Community, Creation and Commerce*; Springer: Berlin/Heidelberg, Germany, 2016; pp. 239–268.
- 92. Debevc, M.; Kosec, P.; Holzinger, A. Improving multimodal web accessibility for deaf people: Sign language interpreter module. *Multimed. Tools Appl.* **2011**, *54*, 181–199. [CrossRef]
- 93. Rosen, B.; Furst, S.; Blackburn, R. Overcoming barriers to knowledge sharing in virtual teams. *Organ. Dyn.* **2007**, *36*, 259–273. [CrossRef]
- 94. Zhou, P. Unleasing ChatGPT on the Metaverse: Savior or destroyer? arXiv 2023, arXiv:2303.13856.
- 95. Leah, V.; Greenberg, C. Natural language processing: Practical applications in medicine and investigation of contextual autocomplete. In *Machine Learning in Clinical Neuroscience: Foundations and Applications*; Springer International Publishing: Berlin/Heidelberg, Germany, 2022; pp. 207–214. [CrossRef]
- 96. Um, T.; Kim, H.; Kim, H.; Lee, J.; Koo, C.; Chung, N. Travel Incheon as a Metaverse: Smart tourism cities development case in Korea. In *Information and Communication Technologies in Tourism* 2022; Springer International Publishing: Cham, Switzerland, 2022; pp. 226–231. [CrossRef]
- 97. Lyu, J. Cultural Heritage Preservation in the Metaverse: A Digitalized Student Study Tour of the Heritage Corridor of Sanjiang, Guangxi, China. Ph.D. Thesis, University of Cincinnati, Cincinnati, OH, USA, 2022.
- 98. Ooi, K.-B.; Tan, G.W.-H.; Al-Emran, M.; Al-Sharafi, M.A.; Arpaci, I.; Zaidan, A.A.; Lee, V.-H.; Wong, L.-W.; Deveci, M.; Iranmanesh, M. The Metaverse in engineering management: Overview, opportunities, challenges, and future research agenda. *IEEE Trans. Eng. Manag.* 2023, 1–8. [CrossRef]
- 99. Xue, Z.; Li, Q.; Zeng, X. Social media user behavior analysis applied to the fashion and apparel industry in the big data era. *J. Retail. Consum. Serv.* **2023**, 72, 103299. [CrossRef]
- 100. Devadoss, A.K.V.; Thirulokachander, V.R.; Devadoss, A.K.V. Efficient daily news platform generation using natural language processing. *Int. J. Inf. Technol.* **2019**, *11*, 295–311. [CrossRef]
- 101. Haleem, A.; Javaid, M.; Singh, R.P. An era of ChatGPT as a significant futuristic support tool: A study on features, abilities, and challenges. *BenchCouncil Trans. Benchmarks Stand. Eval.* **2022**, *2*, 100089. [CrossRef]
- 102. Cantador, I.; Szomszor, M.; Alani, H.; Fernández, M.; Castells, P. Enriching ontological user profiles with tagging history for multi-domain recommendations. In Proceedings of the 1st International Workshop on Collective Semantics: Collective Intelligence and the Semantic Web (CISWeb 2008), Tenerife, Spain, 2 June 2008.
- 103. Cantador, I.; Castells, P. Semantic contextualisation in a news recommender system. In Proceedings of the Workshop on Context-Aware Recommender Systems (CARS 2009), New York, NY, USA, 25 October 2009; Volume 1068, pp. 19–25.
- 104. Yoon, D.; Oh, A. Design of Metaverse for Two-Way Video Conferencing Platform Based on Virtual Reality. *J. Inf. Commun. Converg. Eng.* **2022**, 20, 189–194. [CrossRef]
- 105. Lukaj, V.; Catalfamo, A.; Fazio, M.; Celesti, A.; Villari, M. Optimized NLP Models for Digital Twins in Metaverse. In Proceedings of the 2023 IEEE 47th Annual Computers, Software, and Applications Conference (COMPSAC), Torino, Italy, 26–30 June 2023; IEEE: Piscataway, NJ, USA, 2023; pp. 1453–1458.

106. Rajesh, R.; Chinthamu, N.; Rani, S.; Kumar, M.; Sivaiah, B.V. Development of Powered Chatbots for Natural Language Interaction in Metaverse using Deep Learning with Optimization Techniques. In Proceedings of the 2023 Second International Conference on Augmented Intelligence and Sustainable Systems (ICAISS), Trichy, India, 23–25 August 2023; IEEE: Piscataway, NJ, USA, 2023; pp. 534–539. [CrossRef]

- 107. Weng, L.; Wei, Z.; Li, F.; Lam, F.I. Research on the innovative integration application of Metaverse and education. In Proceedings of the 9th International Conference on Education and Training Technologies, Macau, China, 21–23 April 2023; pp. 1–6. [CrossRef]
- 108. Tayal, S.; Rajagopal, K.; Mahajan, V. Virtual reality based Metaverse of gamification. In Proceedings of the 2022 6th International Conference on Computing Methodologies and Communication (ICCMC), Erode, India, 29–31 March 2022; IEEE: Piscataway, NJ, USA, 2022; pp. 1597–1604.
- 109. Giachos, I.; Papakitsos, E.C.; Savvidis, P.; Laskaris, N. Inquiring natural language processing capabilities on robotic systems through virtual assistants: A systemic approach. *J. Comput. Sci. Res.* **2023**, *5*, 28–36. [CrossRef]
- 110. Forbes, M.; Lasonen, J. Use of Intelligent Virtual Assistants in Lifelong Learning for Persons with Visual Impairments. In *The SAGE Handbook of Learning and Work*; Sage: Newcastle upon Tyne, UK, 2021; p. 460.
- 111. Talbot, T.B.; Sagae, K.; John, B.; Rizzo, A.A. Sorting out the virtual patient: How to exploit artificial intelligence, game technology and sound educational practices to create engaging role-playing simulations. *Int. J. Gaming Comput.-Mediat. Simul. (IJGCMS)* **2012**, *4*, 1–19. [CrossRef]
- 112. Bibri, S.E.; Jagatheesaperumal, S.K. Harnessing the potential of the Metaverse and artificial intelligence for the internet of city things: Cost-effective XReality and synergistic AIoT technologies. *Smart Cities* **2023**, *6*, 2397–2429. [CrossRef]
- Zhu, H. Metaaid: A flexible framework for developing Metaverse applications via ai technology and human editing. arXiv 2022, arXiv:2204.01614.
- 114. Javaid, M.; Haleem, A.; Singh, R.P.; Khan, S.; Khan, I.H. Unlocking the opportunities through ChatGPT Tool towards ameliorating the education system. *BenchCouncil Trans. Benchmarks Stand. Eval.* **2023**, *3*, 100115. [CrossRef]
- 115. Miranda, J.; Navarrete, C.; Noguez, J.; Molina-Espinosa, J.-M.; Ramírez-Montoya, M.-S.; Navarro-Tuch, S.A.; Bustamante-Bello, M.-R.; Rosas-Fernández, J.-B.; Molina, A. The core components of education 4.0 in higher education: Three case studies in engineering education. *Comput. Electr. Eng.* **2021**, *93*, 107278. [CrossRef]
- 116. Williams, S.L.; Kim, J. E-mentoring in online course projects: Description of an e-mentoring scheme. *Int. J. Evid. Based Coach. Mentor.* **2011**, *9*, 80–95.
- 117. Dzikovska, M.; Steinhauser, N.; Farrow, E.; Moore, J.; Campbell, G. BEETLE II: Deep natural language understanding and automatic feedback generation for intelligent tutoring in basic electricity and electronics. *Int. J. Artif. Intell. Educ.* **2014**, 24, 284–332. [CrossRef]
- 118. Yen, Y.-C.; Hou, H.-T.; Chang, K.E. Applying role-playing strategy to enhance learners' writing and speaking skills in EFL courses using Facebook and Skype as learning tools: A case study in Taiwan. *Comput. Assist. Lang. Learn.* **2015**, *28*, 383–406. [CrossRef]
- 119. Smith, G.G.; Haworth, R.; Žitnik, S. Computer science meets education: Natural language processing for automatic grading of open-ended questions in ebooks. *J. Educ. Comput. Res.* **2020**, *58*, 1227–1255. [CrossRef]
- 120. Bertacchini, F.; Bilotta, E.; Pantano, P. Shopping with a robotic companion. Comput. Hum. Behav. 2017, 77, 382–395. [CrossRef]
- 121. Kovacova, M.; Horak, J.; Higgins, M. Behavioral analytics, immersive technologies, and machine vision algorithms in the Web3-powered Metaverse world. *Linguist. Philos. Investig.* **2022**, *21*, 57–72. [CrossRef]
- 122. Mekni, M. An artificial intelligence based virtual assistant using conversational agents. *J. Softw. Eng. Appl.* **2021**, *14*, 455–473. [CrossRef]
- 123. Chowdhary, A. Email-Based Intelligent Virtual Assistant for Scheduling (EIVA). Bachelor's Thesis, University of Twente, Enschede, The Netherlands, 2020.
- 124. Leal, M.G. Software Platform to Support Chat Assistants and Smart Replies Using NLP. Master's Thesis, 2017. Available online: https://hdl.handle.net/10316/82903 (accessed on 26 March 2024).
- 125. Yang, S. The Power of Immersive Technologies: A Sociopsychological Analysis of the Relationship between Immersive Environments, Storytelling, Sentiment, and the Impact on User Experience. Ph.D. Thesis, University of Basel, Basel, Switzerland, 2023. [CrossRef]
- 126. Hapke, H.; Howard, C.; Lane, H. Natural Language Processing in Action: Understanding, Analyzing, and Generating Text with Python; Simon and Schuster: New York, NY, USA, 2019.
- 127. Ningtiyas, D.N. The Effect of Hidden Word Puzzle Game on Students' Vocabulary Mastery (A Quasi-Experimental Study at Seventh Grade Students of Permata Madani Islamic School). Bachelor's Thesis, FITK UIN Syarif Hidayatullah Jakarta, Indonesia, 2023.
- 128. Takatalo, J.; Häkkinen, J.; Kaistinen, J.; Nyman, G. Presence, involvement, and flow in digital games. In *Evaluating User Experience* in *Games: Concepts and Methods*; Springer: London, UK, 2010; pp. 23–46. [CrossRef]
- 129. Han, J.; Liu, G.; Gao, Y. Learners in the Metaverse: A systematic review on the use of roblox in learning. *Educ. Sci.* **2023**, *13*, 296. [CrossRef]
- 130. Kasneci, E.; Seßler, K.; Küchemann, S.; Bannert, M.; Dementieva, D.; Fischer, F.; Gasser, U.; Groh, G.; Günnemann, S.; Hüllermeier, E.; et al. ChatGPT for good? On opportunities and challenges of large language models for education. *Learn. Individ. Differ.* **2023**, 103, 102274. [CrossRef]

Electronics **2024**, 13, 1331 25 of 25

131. AbuKhousa, E.; El-Tahawy, M.S.; Atif, Y. Envisioning architecture of Metaverse intensive learning experience (MiLEx): Career readiness in the 21st century and collective intelligence development scenario. *Future Internet* **2023**, *15*, 53. [CrossRef]

- 132. Wang, G.; Badal, A.; Jia, X.; Maltz, J.S.; Mueller, K.; Myers, K.J.; Niu, C.; Vannier, M.; Yan, P.; Yu, Z.; et al. Development of Metaverse for intelligent healthcare. *Nat. Mach. Intell.* 2022, 4, 922–929. [CrossRef]
- 133. Morsanuto, S.; Cipollone, E.; Cassese, F.P. Learning Labs and Virtual Reality. The Metaverse to Enhance Learning. In *International Conference on Human-Computer Interaction*; Springer Nature: Cham, Switzerland, 2023; pp. 63–80.
- 134. Bansal, S.; Kamper, H.; Lopez, A.; Goldwater, S. Towards speech-to-text translation without speech recognition. *arXiv* 2017, arXiv:1702.03856.
- 135. Khan, N.S.; Abid, A.; Abid, K. A novel natural language processing (NLP)–based machine translation model for English to Pakistan sign language translation. *Cogn. Comput.* **2020**, 12, 748–765. [CrossRef]
- 136. Widmann, T.; Wich, M. Creating and comparing dictionary, word embedding, and transformer-based models to measure discrete emotions in german political text. *Political Anal.* 2023, 31, 626–641. [CrossRef]
- 137. Adam, E.E.B. Deep learning based NLP techniques in text to speech synthesis for communication recognition. *J. Soft Comput. Paradig.* **2020**, *2*, 209–215. [CrossRef]
- 138. Qiu, L.; Benbasat, I. An investigation into the effects of text-to-speech voice and 3D avatars on the perception of presence and flow of live help in electronic commerce. *ACM Trans. Comput.-Hum. Interact. (TOCHI)* **2005**, 12, 329–355. [CrossRef]
- 139. Siyaev, A.; Valiev, D.; Jo, G.-S. Towards aircraft maintenance Metaverse using speech interactions with virtual objects in mixed reality. *Sensors* **2021**, *21*, 2066. [CrossRef]
- 140. Eslit, E. Thriving beyond the crisis: Teachers' reflections on literature and language education in the era of artificial intelligence (AI) and globalization. 2023. Available online: https://doi.org/10.20944/preprints202307.2151.v1 (accessed on 26 March 2024).

Disclaimer/Publisher's Note: The statements, opinions and data contained in all publications are solely those of the individual author(s) and contributor(s) and not of MDPI and/or the editor(s). MDPI and/or the editor(s) disclaim responsibility for any injury to people or property resulting from any ideas, methods, instructions or products referred to in the content.