

# Transforming Language Education with Interactive Technologies: From Traditional Classrooms to Globalizing Educational Content

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Interactive technologies, such as artificial intelligence (AI), virtual reality (VR), augmented reality (AR), and gamification, have revolutionized language education by transforming traditional methods into dynamic, personalized, and engaging learning environments. This systematic review, analyzing 18 scholarly sources, evaluates the effectiveness of these technologies through the lens of learning theories by Kolb, Zimmerman, Deci and Ryan, and Chapelle. Chatbots enhance speaking skills by up to 25%, VR improves vocabulary retention by 18%, gamification increases engagement by 35%, and adaptive systems accelerate learning by 15%. Training AI to learn classroom content in Persian and deliver it multilingually not only globalizes knowledge but also promotes Iran's cultural heritage by preserving nuances, such as the mystical concepts of Persian literature. However, challenges like the digital divide, high technology costs, privacy concerns, and insufficient teacher training in Iran pose significant barriers. The article proposes solutions, including investment in digital infrastructure, teacher training, localized tools, and blended approaches. Future research should focus on long-term impacts, cultural localization, and blended learning models to advance language education in Iran and globally.

**Keywords: Interactive Technologies, Language Education, Artificial Intelligence, Virtual Reality, Gamification, Self-Regulation, Iran**

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