AI Accuracy of Inworld NPC Used in Virtual Reality Scenario

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ABSTRACT

This research proposal aims to investigate the accuracy of Artificial Intelligence (AI) Non-Player Character (NPC) behaviour within Virtual Reality (VR) scenarios tailored for vocational teaching and learning. **The primary objective** is to assess how effectively AI-driven NPCs emulate real-world scenarios in virtual environments designed for educational purposes. **The method used in this study** is the ADDIE Lee Owens model, a comprehensive instructional design framework consisting of five phases: Analysis, Design, Development, Implementation, and Evaluation. The accuracy of AI NPC behaviour will be validated by a group of experts with extensive expertise and experience in digital transformation, including professors and practitioners. **The expected outcomes** include a valuable viewpoint of the validation model of AI-based VR in education and training. **Other outcomes** include manuscripts submitted to reputable indexed international proceedings or journals and the Intellectual Property Rights of the application manual.

Kata Kunci: *Artificial Intelligence, AI Accuracy, Non-Player Character, NPC, Virtual Reality*