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(57) Abstract :
It is commonly accepted that non-native speakers who immerse themselves in English-speaking countries are most effective at second language acquisition. Nevertheless, the vast majority of elementary school students in China lack the chance to be immersed in an English speaking environment. At the same time, with recent advancements in technology, virtual reality games are currently a rapidly developing area of interest for researchers, teachers, material writers and application developers in the educational field. Thus, based on the APT model, this paper constructs the design framework of a virtual reality game for English learning. Taking the fourth-grade English materials as an example, the purpose of this study was to design and develop a virtual reality game for fourth-grade students to learn English at an elementary school in Xi'an. The experimental results show that the proposed approach, based on the APT model, effectively satisfied the requirements of a VR learning environment.

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