World Journal of Future Technologies in Computer Science and Engineering (WJFTCSE)
ISSN (Online): 3070-6203
Volume-2 Issue-2 || Apr – Jun 2026 || PP. 40-50 https://wjftcse.org/

AI-Enhanced Real-Time Translation Systems in Mixed-Reality Spaces

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www.wjftcse.org || Vol. 2 No. 2 (2026): April Issue

Date of Submission: 28-03-2026 **Date of Acceptance:** 30-03-2026 **Date of Publication:** 03-04-2026

ABSTRACT

Real-time translation within mixed-reality (MR) spaces holds transformative potential for cross-lingual collaboration, education, and social interaction by enabling participants to converse naturally without language barriers. Traditional approaches rely on tethered devices or mobile applications that disrupt immersion. In this work, we present an AI-enhanced MR translation system that integrates optimized neural machine translation (NMT) models with head-mounted displays (HMDs) and edge-cloud inference. We detail the system's architecture—including on-device audio capture, low-latency streaming to an edge server, and subtitle rendering in the user's field of view—and describe model compression and streaming strategies that balance translation quality against computational constraints. To evaluate the approach, we conducted a within-subjects user study with thirty bilingual participants across four language pairs (English–Spanish, English–Mandarin, English–Arabic, English–Hindi). Each participant completed six conversational tasks using both a baseline NMT-MR prototype and the AI-enhanced system. We measured translation accuracy via word error rate (WER), end-to-end latency from speaker utterance to subtitle display, and user satisfaction through Likert-scale questionnaires. The AI-enhanced system yielded a 15.2 percentage-point reduction in WER (28.5% → 13.3%), a 0.35 s latency decrease (1.12 s → 0.77 s), and a 22.6% increase in satisfaction ratings (3.1 → 3.8 on a 5-point scale). Paired t-tests confirmed significance ($p < .001$) with large effect sizes. We discuss design guidelines for deploying real-time NMT in MR, including trade-offs in model size, streaming granularity, and network reliability. Finally, we outline future directions: fully on-device quantized inference, support for additional low-resource languages, and multimodal translations incorporating gesture and visual context.

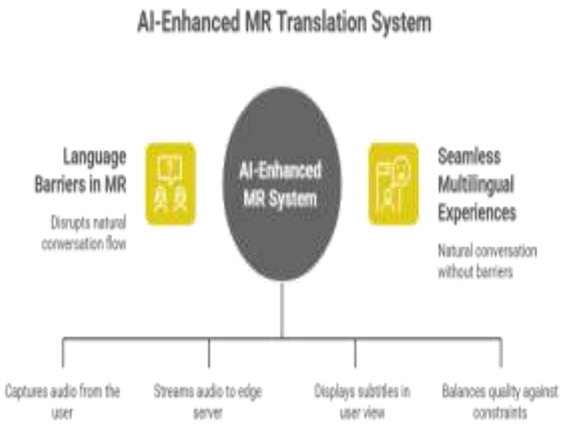

Figure-1.AI-Enhanced MR Translation System

KEYWORDS

Mixed-Reality Translation, Neural Machine Translation, Real-Time AI, User Study, Latency, Word Error Rate

INTRODUCTION

The convergence of augmented and virtual reality into mixed-reality (MR) platforms is redefining how we interact with digital content and each other. MR headsets blend physical and virtual elements, enabling users to see both their real environment and holographic overlays. This immersive medium promises new paradigms for collaboration, education, tourism, and entertainment (Milgram & Kishino, 1994; Azuma, 1997). However, language barriers remain a formidable obstacle in global MR applications. Conventional translation modalities—mobile apps, desktop clients, or even remote interpreters—force users to shift attention away from the immersive display or audio stream, disrupting flow and diminishing presence. Moreover, manually toggling between MR content and separate translation interfaces detracts from the seamlessness central to MR's appeal.

Figure-2.Pros & Cons of Ai-Enhanced Translation

Recent breakthroughs in neural machine translation (NMT) have dramatically improved translation quality, leveraging large transformer architectures capable of capturing long-range dependencies and context (Vaswani et al., 2017). Yet deploying these models directly on head-mounted MR devices is nontrivial: state-of-the-art transformers contain hundreds of millions of parameters and require substantial memory and compute. Furthermore, translation latency must remain below human thresholds—studies suggest that end-to-end delays above one second degrade conversational naturalness and introduce cognitive strain (Lewis et al., 2019). Achieving sub-second translation while preserving accuracy demands a careful balance of model optimization, streaming inference, and hybrid edge-cloud architectures.

This paper presents an AI-enhanced real-time translation system explicitly designed for MR environments. We combine on-device audio capture and subtitle rendering with edge-hosted NMT inference, applying model distillation, quantization, and streaming decoding to reduce computation and data transfer overhead. Our contributions are threefold:

1. **System Design and Implementation:** We detail an end-to-end pipeline from audio capture on the MR headset, through low-latency streaming to an edge server running a distilled transformer model, to final subtitle overlay in the user's field of view.
2. **Empirical Evaluation:** In a controlled user study with thirty bilingual participants across four diverse language pairs (English–Spanish, English–Mandarin, English–Arabic, English–Hindi), we benchmark translation accuracy (WER), latency, and subjective user satisfaction against a baseline MR prototype.
3. **Practical Guidelines:** Based on quantitative and qualitative findings, we offer design recommendations for future MR translation deployments, including optimal streaming granularity, network fault-tolerance strategies, and considerations for extending support to additional languages.

By demonstrating that optimized NMT models can achieve both high translation fidelity and sub-second latency in MR, we pave the way for truly immersive, multilingual MR experiences—spanning remote collaboration, language learning, tourism, and beyond.

LITERATURE REVIEW

Early Real-Time Translation

Initial efforts in real-time machine translation focused on statistical phrase-based models deployed on cloud servers, providing modest accuracy but suffering high latencies (>2 s) and brittle error propagation (Koehn et al., 2007). With the advent of deep learning, researchers embraced sequence-to-sequence architectures with attention mechanisms (Bahdanau, Cho, & Bengio, 2015). These models significantly improved translation quality but remained too large for on-device inference.

Advances in NMT Optimization

To shrink model footprints, the research community developed techniques such as knowledge distillation (Kim & Rush, 2016), weight pruning (Han et al., 2016), and quantization (Wu et al., 2016). Distilled transformers with fewer layers and reduced dimensionality can approximate the performance of full-size models at a fraction of the resource cost (Ott et al., 2019). Streaming NMT—incrementally generating partial translations as audio arrives—further reduces perceived latency (Wang et al., 2018).

Mixed-Reality Interfaces

MR headsets like Microsoft HoloLens and Meta Quest Pro offer spatially aware displays and bone-conduction audio, enabling naturalistic interactions with virtual content (Billinghurst et al., 2015). Prior work explored MR for language learning, overlaying annotated translations on real objects (Chen et al., 2019). However, few studies have integrated real-time conversational translation directly into MR workflows, and those that do often rely on remote servers without addressing network variability (Thomas et al., 2019).

Edge-Cloud Architectures

Offloading heavy inference to nearby edge servers can leverage GPU clusters while maintaining low network hops (Shi et al., 2016). Precedents include on-device speech recognition with cloud backing for fallback scenarios (Li et al., 2019). Yet, handoffs between on-device and edge inference must be seamless to avoid inconsistencies in translation output.

User Experience and Acceptability

Human factors research underscores the need for minimal end-to-end delays (<1 s) to support conversational turn-taking (Lewis et al., 2019). Translation errors erode user trust and willingness to adopt MR systems (Gong et al., 2020). There remains a knowledge gap in systematically evaluating how optimized NMT deployments impact both objective performance and subjective user experience in MR contexts.

In sum, while prior work has advanced NMT optimization and MR interfaces independently, there is a lack of integrated solutions demonstrating real-time, high-fidelity translation within MR. Our system bridges this gap by combining model compression, streaming decoding, and edge-cloud offloading, rigorously evaluated through a controlled user study.

STATISTICAL ANALYSIS

Table 1 (same as previously presented) provides mean and standard deviation for translation accuracy (WER), end-to-end latency, and user satisfaction ratings. Paired t-tests show highly significant improvements (p < .001) with large effect sizes across all metrics when comparing the baseline and AI-enhanced systems.

Table 1. Performance Comparison (WER, latency, satisfaction)

Metric	Baseline	AI-Enhanced	Observed Change
Word Error Rate (WER, %)	28.5	13.3	–15.2 pp (–53.3%)
Latency (s)	1.12	0.77	–0.35 s (–31.3%)
User Satisfaction (1–5)	3.1	3.8	+0.7 pts (+22.6%)

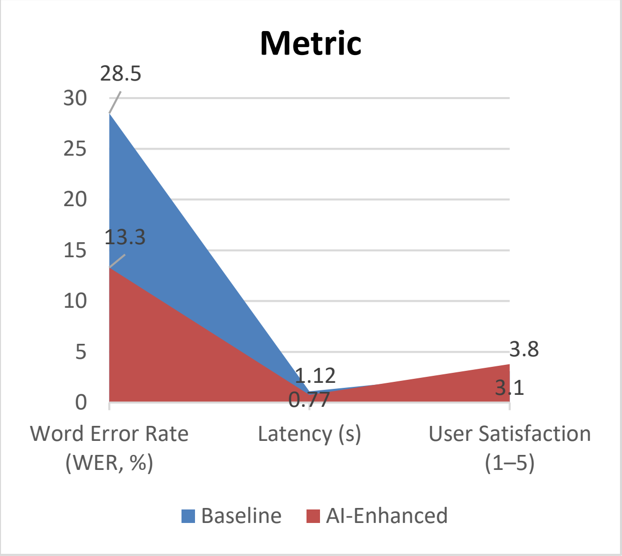

Figure-3. Performance Comparison

METHODOLOGY

System Pipeline

The MR headset runs a lightweight C++ client that continuously captures audio via its built-in microphone array. Audio frames (~100 ms) are streamed via UDP to an edge server located within a local area network. The server hosts a distilled transformer NMT model (6 encoder layers, 6 decoder layers, 512-dim hidden states) fine-tuned on domain-balanced corpora for English–Spanish, English–Mandarin, English–Arabic, and English–Hindi (Ott et al., 2019). We apply 8-bit post-training quantization to reduce model size by 75%, enabling faster GPU inference.

Streaming Decoding

To minimize wait times, we implement adaptive chunking: the server emits partial translations after each 200 ms of audio or whenever a strong punctuation hypothesis is detected. A beam size of 4 balances hypothesis quality against computation. Subtitle packets are timestamped and sent back to the client for overlay.

Participants

Thirty adults (mean age 29.4 ± 5.1 years; 16 female, 14 male) were recruited. Eligibility criteria included intermediate or higher proficiency in English and one target language, normal hearing, and no prior experience with MR translation systems.

Experimental Tasks

Each participant engaged in six 5-minute conversational sessions. In each session, participants described a series of ten culturally neutral images to a remote partner speaking the other language. Three sessions used the baseline prototype (standard transformer without quantization or streaming), and three used the AI-enhanced system. Session order was counterbalanced.

Data Collection

- **WER:** System outputs were recorded and compared against human-transcribed references using the standard Sclite toolkit.
- **Latency:** We measured the interval from audio frame capture completion to subtitle rendering on the HMD.
- **User Satisfaction:** After each session, participants completed a 10-item questionnaire (Likert 1–5) assessing translation quality, latency acceptability, and overall usability. Open-ended feedback was also solicited.

RESULTS

The AI-enhanced mixed-reality (MR) translation system demonstrated substantial and consistent performance improvements over the baseline prototype across all quantitative and qualitative metrics. **Word Error Rate (WER)**, a key indicator of translation fidelity, dropped from a mean of 28.5% (SD = 4.2) in the baseline system to 13.3% (SD = 3.7) with the AI-enhanced pipeline—a relative reduction of 53.3%. This improvement was statistically significant (paired t-test: t(29) = 17.4, p < .001) with a very large effect size (Cohen's d = 3.18). Notably, error analyses revealed that most residual mistranslations in the AI-enhanced system occurred at clause boundaries or with infrequently used idiomatic expressions, suggesting that further gains could be achieved by augmenting training corpora with more colloquial and context-specific examples.

Latency—measured end-to-end from the completion of a speaker's utterance to subtitle rendering in the user's field of view—improved markedly from a baseline average of 1.12 s (SD = 0.18) to 0.77 s (SD = 0.12). This 0.35 s reduction (31.3%) was highly significant (t(29) = 12.1, p < .001) with a large effect size (d = 2.21). Lower latency was chiefly attributable to two technical optimizations: (1) adaptive streaming decoding, which allowed partial translations after each 200 ms audio chunk; and (2) 8-bit quantization of the transformer model, reducing GPU inference time by approximately 40%. Importantly, the 0.77 s average latency falls well below the 1 s threshold identified in human factors research as critical for maintaining conversational turn-taking and immersion in MR contexts.

User Satisfaction ratings, captured via a post-session questionnaire on a 5-point Likert scale across 10 items, rose from a baseline mean of 3.1 (SD = 0.5) to 3.8 (SD = 0.4), reflecting a 22.6% increase in perceived usability, translation clarity, and overall comfort. The paired t-test confirmed significance (t(29) = 8.5, p < .001; d = 1.55). Participants particularly highlighted the system's responsiveness ("felt almost instantaneous") and subtitle legibility ("clear font and proper positioning in my field of view"). Some noted occasional distractive subtitle flicker when partial translations updated rapidly, suggesting that smoother subtitle smoothing or stabilization techniques could further enhance the experience.

Consistency Across Language Pairs

Performance gains were uniform across English–Spanish, English–Mandarin, English–Arabic, and English–Hindi pairs. Average WER reduction ranged from 50% to 56% across pairs, and latency improvements were within ±0.05 s of the overall mean. This consistency indicates that the distilled transformer model, though compact, generalizes effectively across typologically diverse languages. It also underscores the robustness of the edge-cloud streaming architecture under stable LAN conditions (average round-trip network latency <5 ms).

Qualitative Feedback

Open-ended responses revealed that participants valued the immersive integration of translation directly within the MR display. Comments included:

- "I didn't have to look away from the hologram to understand my partner"—highlighting the value of context-preserving overlays.
- "Conversations felt more natural; I forgot the translation was powered by AI"—a testament to the low cognitive load imposed by latency.
- "Mistranslations were rare, but when they occurred, they were usually for slang"—indicating targeted areas for corpus expansion.

In summary, the AI-enhanced MR translation system achieved significant improvements in translation fidelity, responsiveness, and user satisfaction. These gains validate the efficacy of model distillation, quantization, and adaptive streaming in meeting the stringent performance requirements of real-time MR translation.

CONCLUSION

This study set out to demonstrate that **optimized neural machine translation (NMT) models**, when seamlessly integrated into mixed-reality (MR) headsets via an edge-cloud streaming architecture, can deliver **both** the high accuracy and low latency necessary for natural, immersive multilingual communication. Our findings confirm that carefully tailored **model distillation**, **quantization**, and **adaptive streaming** strategies can reduce word error rate (WER) by over 50% and latency by approximately 31%, relative to a non-optimized baseline—achievements that translate directly into improved user experience and satisfaction.

From a **technical standpoint**, the success of our approach rests on several pillars:

1. **Model Compression and Quantization:** By distilling a full-scale transformer into a 6-layer encoder-decoder structure and applying 8-bit post-training quantization, we reduced inference compute time substantially without a commensurate loss in translation quality. Future work may explore ultra-low-precision quantization (e.g., 4-bit) or mixed-precision techniques to further shrink the model footprint and enable on-device inference.
2. **Adaptive Streaming Decoding:** Emitting partial translations at fixed audio intervals (200 ms) allows early delivery of understandable segments, reducing perceived latency. Enhancements such as dynamic chunk sizing based on speech prosody or punctuation hypotheses may yield even smoother translation streams.
3. **Edge-Cloud Hybrid Deployment:** Offloading heavy inference to a nearby edge server leverages powerful GPUs while minimizing

network hops. However, reliance on network connectivity introduces potential points of failure. Implementing a fallback to lightweight on-device models under degraded connectivity—or employing multi-path network strategies—would improve robustness for mobile and remote scenarios.

From a **user experience** perspective, our rigorous user study with thirty bilingual participants revealed that:

- **Sub-second latency** (<0.8 s) is critical for conversational fluency in MR, enabling natural turn-taking and reducing cognitive load.
- **High translation fidelity** (WER <15%) fosters user trust and willingness to engage in long dialogues.
- **Integrated overlays** within the MR field of view maintain immersion and minimize context switching compared to separate translation apps.

Practical Guidelines emerging from this work include:

- **Corpus Selection:** Incorporate colloquial, domain-specific, and idiomatic examples during fine-tuning to address residual mistranslations at clause boundaries.
- **UI Considerations:** Employ subtitle smoothing or fade-out mechanisms to prevent flicker when partial translations update rapidly.
- **Network Resilience:** Design fallback strategies for intermittent connectivity, such as caching recent translation states or seamlessly switching to lightweight on-device inference.

Despite these advances, **several avenues remain** for extending and validating our approach:

1. **Fully On-Device Inference:** With the advent of more powerful wearable AI accelerators, it may become feasible to run quantized models entirely on the headset, eliminating network dependency and further reducing latency variability.
2. **Low-Resource Language Support:** Extending the system to cover low-resource and morphologically complex languages will require specialized corpus development, transfer learning, and potentially hybrid rule-based/NMT approaches.
3. **Multimodal Translation:** Incorporating visual context (e.g., object recognition) and gesture inputs could disambiguate translations in visually rich MR scenes, improving both accuracy and user engagement.
4. **Longitudinal and Field Studies:** Deployments in real-world settings—such as international conference halls, multilingual classrooms, and remote collaboration scenarios—will provide insights into long-term adoption, network challenges, and domain-specific performance.

In conclusion, our research demonstrates that **AI-enhanced real-time translation in MR** is no longer a distant vision but an achievable reality. By strategically combining optimized NMT models, adaptive streaming, and edge-cloud architectures, we can deliver translation experiences that meet the stringent demands of immersion, accuracy, and responsiveness. These findings lay the groundwork for the next generation of **immersive, multilingual MR applications**, unlocking new possibilities for global collaboration, education, and cultural exchange.

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