CLAIMS

1. A method (200) for enabling a Head Mounted Device (HMD) based social interaction between users and Artificial Intelligence (AI) bots of alive and deceased humans within extended reality environments, the method (200) being executable by a memory unit configured to store machine-readable instructions; and a processor operably connected with the memory unit, the processor obtaining the machine-readable instructions from the memory unit, and being configured by the machine-readable instructions to execute instructions, comprising:

registering one or more users associated with respective one or more HMDs (1021...102n), the one or more users being one or more AI bot creators operating the respective HMDs (1021...1024) and the one or more interactors operating the respective HMDs (1026...1029);

receiving, storing and displaying AI content including one or more AI bots trained in a plurality of specific skills, from the one or more AI bot creators using the respective HMDs (1021...1024);

receiving a request from an interactor of the one or more interactors operating the respective HMDs (1026…1029), regarding provision of training and/or information related to one or more specific skills of the plurality of specific skills;

providing a list of one or more AI bots trained in the required one or more specific skills on the respective HMD (1026) in response to the request received;

receiving a selection of an AI bot from the respective HMD (1026) of the interactor;

providing an interactive session with the selected AI bot to the interactor on the respective HMD (1026) in an extended reality space, for provision of training and/or the information related to the required one or more specific skills;

receiving a feedback from the interactor based on an experience of the interactive session; and

improving the proficiency of the AI bot in the one or more specific skills and/or learning one or more new specific skills based on the feedback;

wherein the one or more AI bots are digital manifestations and/or holographic projections of respective one or more deceased or alive humans accessible in the

extended reality space, configured with the plurality of specific skills of the one or more respective deceased/alive humans;

wherein the AI bots of the one or more deceased or alive humans include physical characteristics, behavioural characteristics and the specific skills of the respective deceased or alive human; and

wherein the one or more AI bot creators are enabled to tweak and improve the physical characteristics and the behavioural characteristics of respective AI bot using the respective HMDs (1021…1024).

2. The method (200) as claimed in claim 1, wherein the step of registration of the one or more users includes:

receiving respective details of each of the one or more users, selected from group comprising a name, a date of birth, a location, an email address, a contact number, a preferred language and information of the user being an AI bot creator or the interactor or both; and

creating a user profile based on the received details.

3. The method (200) as claimed in claim 1, wherein the plurality of specific skills are selected from a group comprising academic skills, teaching skills, musical skills, domestic skills, communication skills and technical skills.

4. The method (200) as claimed in claim 1, wherein the interactive session includes the provision of training and/or information to the interactor by the selected AI bot through visual-auditory and haptic interaction involving question-answers, explanation, visual demonstrations and simulations of the desired one or more specific skills in the extended reality space.

5. The method (200) as claimed in claim 1, wherein the interactive session is facilitated in multiple languages with the multiple interactors for visual-auditory and haptic interaction at same instant of time across different spaces around the world.

6. The method (200) as claimed in claim 1, wherein the feedback includes specific suggestions for improvement by the one or more interactors, one or more unanswered

questions beyond a skill level of the AI bot, most requested specific skills not pre-configured in the AI bot.

7. The method (200) as claimed in 1, wherein the digital manifestation/telepresence of one or more alive humans is real-time podcast or telecast or is pre-recorded as a session.

8. A computer system (104) for enabling a Head Mounted Device (HMD) based social interaction between users and Artificial Intelligence (AI) bots of alive and deceased humans within Extended Reality (XR) environments, the computer system (104) being connected with the XR based one or more HMDs (1021…102n) associated with respective one or more users and a data repository (106), the computer system (104) comprising:

a memory unit (1042) configured to store machine-readable instructions; and a processor (1044) operably connected with the memory unit (1042), the processor (1044) obtaining the machine-readable instructions from the memory unit (1042), and being configured by the machine-readable instructions to:

register the one or more users associated with the 30 respective one or more HMDs (1021...102n), the one or more users being one or more AI bot creators operating the respective HMDs (1021...1024) and the one or more interactors operating the respective HMDs (1026...1029);

receive, store and display AI content including one or more AI bots trained in a plurality of specific skills, from the one or more AI bot creators using the respective HMDs (1021...1024);

receive a request from an interactor of the one or more interactors operating the respective HMDs (1026…1029), regarding provision of training and/or information related to one or more specific skills of the plurality of specific skills;

provide a list of one or more AI bots trained in the required one or more specific skills on the respective HMD (1026) in response to the request received;

receive a selection of an AI bot from the respective HMD (1026) of the interactor;

provide an interactive session with the selected AI bot to the interactor on the respective HMD (1026) in an extended reality space, for provision of training and/or the information related to the required one or more specific skills;

receive a feedback from the interactor based on an experience of the interactive session; and

improve the proficiency of the AI bot in the one or more specific skills and/or learning one or more new specific skills based on the feedback;

wherein the one or more AI bots are digital manifestations and/or holographic projections of respective one or more deceased or alive humans accessible in the extended reality space, configured with the plurality of specific skills of the one or more respective deceased/alive humans,

wherein the AI bots of the one or more deceased or alive humans include physical characteristics, behavioural characteristics and the specific skills of the respective deceased or alive human; and

wherein the one or more AI bot creators are enabled to tweak and improve the physical characteristics and the behavioural characteristics of respective AI bot using the respective HMDs (1021…1024).

9. The computer system (104) as claimed in claim 8, wherein for registration of the one or more users, the processor (1044) is configured to:

receive respective details of each of the one or more users, selected from group comprising a name, a date of birth, a location, an email address, a contact number, a preferred language and information of the user being an AI bot creator or the interactor or both; and

create a user profile based on the received details.

10. The computer system (104) as claimed in claim 8, wherein the plurality of specific skills are selected from a group comprising academic skills, teaching skills, musical skills, domestic skills, communication skills and technical skills.

11. The computer system (104) as claimed in claim 8, wherein the interactive session includes the provision of training and/or information to the interactor by the selected AI bot through visual- auditory and haptic interaction involving question-answers, explanation, visual demonstrations and simulations of the desired one or more specific skills in the extended reality space.

12. The computer system (104) as claimed in claim 8, wherein the processor (1044) is configured to facilitate interactive session in multiple languages with the multiple interactors for visual-auditory and haptic interaction at same instant of time across different spaces around the world.

13. The computer system (104) as claimed in claim 8, wherein the feedback includes specific suggestions for improvement by the one or more interactors, one or more unanswered questions beyond a skill level of the AI bot, most requested specific skills not pre- configured in the AI bot.

14. The computer system (104) as claimed in claim 8, wherein the digital manifestation/telepresence of one or more alive humans is real-time podcast or telecast or is pre-recorded as a session.

15. A system (400) for enabling a Head Mounted Device (HMD) based social interaction between users and Artificial Intelligence (AI) bots of alive and deceased humans within Extended Reality (XR) environments, the system (400) comprising:

one or more HMDs (1021…102n);

a registration module (402);

an interface module (408);

a control module (404);

a feedback module (406); and

a data repository (106);

wherein the registration module (402) is configured to register one or more users associated with the respective one or more HMDs (1021...102n), the one or more users being one or more AI bot creators operating the respective HMDs (1021...1024) and the one or more interactors operating the respective HMDs (1026...1029);

wherein the interface module (408) is configured to:

receive, store and display AI content including one or more AI bots trained in a plurality of specific skills, from the one or more AI bot creators using the respective HMDs (1021...1024);

receive a request from an interactor of the one or more interactors operating the respective HMDs (1026...1029) regarding provision of training

and/or information related to one or more specific skills of the plurality of specific skills;

provide a list of one or more AI bots trained in the required one or more specific skills on the respective HMD (1026) in response to the request received;

receive a selection of an AI bot from the respective HMD (1026) of the interactor;

wherein the control module (404) is configured to provide an interactive session with the selected AI bot to the interactor on the respective HMD (1026) in an extended reality space, for provision of training and/or the information related to the required one or more specific skills;

wherein the feedback module (406) is configured to:

receive a feedback from the interactor based on an experience of the interactive session; and

improve the proficiency of the AI bot in the one or more specific skills and/or learning one or more new specific skills based on the feedback;

wherein the one or more AI bots are digital manifestations and/or holographic projections of respective one or more deceased or alive humans accessible in the extended reality space, configured with the plurality of specific skills of the one or more respective deceased/alive humans,

wherein the AI bots of the one or more deceased or alive humans include physical characteristics, behavioural characteristics and the specific skills of the respective deceased or alive human; and

wherein the one or more AI bot creators are enabled to tweak and improve the physical characteristics and the behavioural characteristics of respective AI bot using the respective HMDs (1021…1024).

16. The system (400) as claimed in claim 15, wherein for registration of the one or more users, the registration module (402) in combination with the interface module (408), is configured to:

receive respective details of each of the one or more users, selected from group comprising a name, a date of birth, a location, an email address, a contact number, a preferred language and information of the user being an AI bot creator or the interactor or both; and

create a user profile based on the received details.

17. The system (400) as claimed in claim 15, wherein the plurality of specific skills are selected from a group comprising academic skills, teaching skills, musical skills, domestic skills, communication skills and technical skills.

18. The system (400) as claimed in claim 15, wherein the interactive session includes the provision of training and/or information to the interactor by the selected AI bot through visual-auditory and haptic interaction involving question-answers, explanation, visual demonstrations and simulations of the desired one or more specific skills in the extended reality space.

19. The system (400) as claimed in claim 15, wherein the control module (404) is configured to facilitate interactive session in multiple languages with the multiple interactors for visual-auditory and haptic interaction at same instant of time across different spaces around the world.

20. The system (400) as claimed in claim 15, wherein the feedback includes specific suggestions for improvement by the one or more interactors, one or more unanswered questions beyond a skill level of the AI bot, most requested specific skills not pre-configured in the AI bot.

21. The system (400) as claimed in claim 15, wherein the digital manifestation/telepresence of one or more alive humans is real-time podcast or telecast or is pre-recorded as a session.