

## Parth Shah Announces AIRWORLD: A Virtual Civilization Game Marking His Comeback After Stepping Away from the IT Industry

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AHMEDABAD, GUJARAT, INDIA, May 18, 2025 /EINPresswire.com/ -- Parth Shah Announces Demo Launch of AIRWORLD: A Virtual Civilization Driven by AI, and Augmented Reality Ahmedabad, India – App/Game developer and technologist Parth Shah today announced the upcoming demo launch of AIRWORLD, a groundbreaking application that introduces the world's first immersive, AI-powered virtual civilization.

Set to redefine the future of digital existence, AIRWORLD integrates



advanced technologies such as Augmented Reality (AR), Virtual Reality (VR), Artificial Intelligence (AI), and 2-way in-ear audio communication to create a ARWORLD where users can think, act, govern, and earn — all inside a virtual world that mirrors real economic impact.

"This is not a game. AIRWORLD is the foundation of a new digital nation — where your thoughts have power, your actions have value, and your identity is sovereign," said Parth Shah, Founder and Developer of AIRWORLD. "We are building a platform where kingdoms can rise, laws can be passed, and businesses can thrive — all inside a secure and AI-governed virtual framework."

AIRWORLD introduces the concept of AI-assisted mind-mapping, where user thoughts and memory recalls (via secure in-ear audio transmissions) can initiate transactions, control actions, and drive decisions. Citizens of AIRWORLD can:

Own virtual land and property

Build and scale businesses

Govern digital societies

Earn real-world currency through platform integrations

Compatible with devices like Vision Pro and next-gen AR glasses, the AIRWORLD app will allow early users to explore the first Kingdom environments, test AI interactions, and experience secure, privacy-first thought-based communication.

Following the legacy of Sequel5 (<a href="https://sequel5.com">https://sequel5.com</a>), which captured the imagination of gamers globally, AIRWORLD will launch as a demo app in Q3 2027, offering selected users early access into its first virtual kingdoms.

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