First experiences with VR-Friends:
Three Effects of Improving Web-Based Training.

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Abstract: We present a new web-based learning software that uses three basic psychological effects: incidental learning, increased motivation and technique we call the "Tamagotchi-Effect". This software is called "VR-Friends" and represent a kind of Internet-based virtual learning-companion. With the concept outlined of a learning software implemented as a game-show, an attempt is made to make users learn without always being reminded that they are learning. Ideally users should be able to play with the game without knowing at all that they use learning software. The VR-Friends system consists of a collection of several client and server programs. According to the philosophy of client/server systems the individual programs can be distributed among several computers, thus forming an open system. The communication between the modules is realized by plain text commands that are transferred between client and server by means of the TCP/IP protocol.