Integrating VRML and Java to Build Practice Environments

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Abstract: This presentation will describe how to create meaningful 3-D web-based practice environments using JAVA and the Virtual Reality Modeling Language (VRML). VRML provides an interactive 3-dimensional (3-D) world where the user can learn by discovery and by doing. JAVA adds the ability for a practice environment to coach and guide the learning process. Integrating JAVA with VRML adds the power of dynamic assessment, coaching, and feedback so the user can understand and analyze his actions in the 3-D VRML world. A mechanical skills training example is used to illustrate the 3-D practice environment.

References


