The motivation for this work was the construction of the hydroelectric plant “Serra da Mesa” in the state of Goiás (middle west of Brazil). To minimize ecological impact, the Brazilian government requires that an “Archeological Salvage” program be executed in the area to be salved.

In the beginning, the purpose of this work was to help the museum by building a data base and processing information about the pieces collected in the field.

The development of the project, however created a rich environment involving researchers from several areas such as cartography, geography, biology, anthropology, chemistry, sociology, physics, journalism, etc. That environment was the trigger to expand the project from a simple database development to the proposal of a project to develop hypermedia based teaching material (or a system) using the multidisciplinary knowledge available.

The project was incorporated into the Metropolitan High Speed Network program sponsored by the federal government. The project was decided to target teachers and students of public high schools which are being equipped with high speed network and multimedia computers.

The main guidelines of the project can be summarized as follows:

1. **Communication with specialists:** asynchronous communication using e-mail.

2. **Discussions groups:** moderated by museum’s staff, discussions on specific subjects are encouraged among students and specialists.

3. **Chats:** the environment should allow users to take parts in chats with specialists and also with students;

4. **Videoconference:** although a high speed network is available, the costs of the stations should be kept low. It was decide to use the video conference software CuSeeMe;

5. **Assessment:** instructors should be capable to assess students development;

6. **Fun:** the environment should be fun to be used;

7. **Multimedia:** actual films, photos and location of objects of archeological sites should be available,

8. **Access to museum’s database:** although this feature is not directly related to learning, it was decided to allow users to query the museum database;

9. **Virtual reality:** although it was decided that immersive virtual reality (based on the use of helmets) should not be used.

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