The presentation will present a progress report on the research and development of a user interface for an educational CD-ROM. The CD-ROM’s aims are to assist in the education of risk assessment and hazard perception in young New Zealand drivers. The user interface will be an interactive multimedia interface and the research on the interface looks at how the interface should be designed to support effective learning.

The theoretical background of the research is based in advanced learning technology research specifically the work on learning environments. This research also attempts to use game design theory to assist the design of the interface, this is a new approach to traditional interface/learning environment design.

Initial findings suggest that using elements of game interfaces and the approach to game environment design is appropriate for the intended audience.

The work is still in progress, but initial findings suggest that the learning is improved.