RAVEN was designed to provide high school level algebra students a means to explore mathematical concepts in a fun-to-use, 3D setting. By using Web-available Virtual Reality Markup Language (VRML) the RAVEN tutor can offer students rewarding and engaging algebra companion lessons via the Internet.

RAVEN is one component of a Department of Education Challenge Grant awarded to Career Connection to Teaching with Technology Consortium and the Visual Systems Lab at the Institute for Simulation and Training as a result of a joint proposal effort.

The RAVEN Tutor is built on VRML, a non-proprietary, open protocol for delivering 3-dimensional worlds via the Internet. Computer users interact with VRML worlds through a net browser, Netscape for example. A world can include 3D geometry, sounds, dynamic lighting and sophisticated 3D animations. It can be explored and interacted with by keyboard or mouse movement.

Some advantages of using VRML to build educational materials:

- Availability via the Internet means students can gain access to the materials from next door or across the planet with the same ease.
- 3D interactive worlds offer a way to breathe life into mundane word problem descriptions and 2D illustrations from algebra textbooks.

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