A virtual reality based training system for cultural tourism.


Summary: In the 21st century, the application of computer in the learning has been transferred from the computer assisted instruction to the e-learning. In the e-learning age, how to provide more practical training is an important research issue. The web-based VR technology can be used to construct a more practical training environment. This paper proposed an application of the VR 3D-panorama technology on the training of tour guiding. The web-based 3D-panorama training system can be applied in both the classroom and the scenic spot. This study shows that the 3D-panorama training system can improve the study effectiveness of students of the tour guiding course.

Keywords: virtual reality; E-learning; 3D-panorama

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